



SECOND QUARTER APRIL-JUNE 2021

- Revenue increased by 12.9% to 556.8 MSEK (493.0).
- Adjusted EBITA rose by 8.8% to 42.0 MSEK (38.6), corresponding to an adjusted EBITA margin of 7.5% (7.8).
- Adjusted EBITDA increased by 26.1% to 54.6 MSEK (43.3), corresponding to an adjusted EBITDA margin of 9.8% (8.8).
- Operating profit (EBIT) declined by 15.0% to 24.9 MSEK (29.3), corresponding to an operating margin of 4.5% (5.9).
- Profit for the quarter amounted to 20.4 MSEK (22.6).
- Earnings per share after dilution amounted to 0.29 SEK (0.45).
- Operating cash flow amounted to -67.0 MSEK (33.5).
- Thunderful Group's subsidiary Coatsink Software Ltd signed new game development agreements valued at more than 20 MUSD.
- Thunderful Group acquired Tussilago AB's full operations on a capital basis on 31 May 2021.

PERIOD JANUARY-JUNE 2021

- Revenue increased by 10.4% to 1,125.1 MSEK (1,019.3).
- Adjusted EBITA rose by 10.5% to 96.5 MSEK (87.3), corresponding to an adjusted EBITA margin of 8.6% (8.6).
- Adjusted EBITDA increased by 20.3% to 117.3 MSEK (97.5), corresponding to an adjusted EBITDA margin of 10.4% (9.6).
- Operating profit (EBIT) declined by 12.2% to 60.3 MSEK (68.7), corresponding to an operating margin of 5.4% (6.7).
- Profit for the period amounted to 33.6 MSEK (44.1 MSEK)
- Earnings per share after dilution amounted to 0.48 SEK (0.88).
- Operating cash flow amounted to -66.2 MSEK (76.6).
- On 15 March 2021, Thunderful Group acquired the German game publisher and game developer Headup GmbH. Refer to Note 1.
- Thunderful Group's subsidiary Coatsink Software Ltd signed new game development agreements valued at more than 20 MUSD.
- Thunderful Group acquired Tussilago AB's full operations on a capital basis on 31 May 2021.

EVENTS AFTER THE
END OF THE QUARTER

- Thunderful Group acquired the game studio To The Sky on 10 August 2021.
- Management was strengthened through the recruitment of Agostino Simonetta as Chief Strategy and Investment Officer.



KEY PERFORMANCE INDICATORS

GROUP	Quarter		Period		12 months	Full year*
	Apr-Jun 2021	Apr-Jun 2020	Jan-Jun 2021	Jan-Jun 2020	Jul 2020-Jun 2021	2020
Operating income, MSEK	556.8	493.0	1,125.1	1,019.3	3,188.1	3,082.3
Net revenue, MSEK	540.4	490.1	1,079.3	1,010.3	3,116.8	3,047.8
Gross profit, MSEK	172.3	115.3	359.6	241.5	811.3	693.2
Gross margin	30.9%	23.4%	32.0%	23.7%	25.4%	22.5%
Operating profit (EBIT), MSEK	24.9	29.3	60.3	68.7	206.4	214.9
Operating margin (EBIT margin)	4.5%	5.9%	5.4%	6.7%	6.5%	7.0%
EBITA, MSEK	41.4	38.6	93.3	87.3	262.6	256.8
Adjusted EBITA, MSEK	42.0	38.6	96.5	87.3	280.5	271.5
Adjusted EBITA margin	7.5%	7.8%	8.6%	8.6%	8.8%	8.8%
EBITDA, MSEK	54.0	43.3	114.1	97.5	293.2	276.7
Adjusted EBITDA, MSEK	54.6	43.3	117.3	97.5	311.1	291.4
Adjusted EBITDA margin	9.8%	8.8%	10.4%	9.6%	9.8%	9.5%
Profit for the period, MSEK	20.4	22.6	33.6	44.1	126.9	137.4
Net working capital, MSEK	564.4	467.4	564.4	467.4	564.4	541.1
Operating cash flow, MSEK	-67.0	33.5	-66.2	76.6	-12.6	10.0
Cash conversion	-123%	77%	-56%	79%	-4%	3%
Interest-bearing net debt, MSEK	-214.7	183.0	-214.7	183.0	-214.7	-305.1
Interest-bearing net debt / adjusted EBITDA, LTM	-0.7	0.7	-0.7	0.7	-0.7	-1.0
Earnings per share before dilution, SEK	0.30	0.45	0.49	0.88	2.03	2.65
Earnings per share after dilution, SEK	0.29	0.45	0.48	0.88	2.02	2.64

* See Note 2 Revaluation of acquisition analysis according to IFRS 3.



CEO'S COMMENTS

A STABLE SECOND QUARTER

The second quarter of 2021 was characterised by powerful growth in the Games segment, which exceeded our expectations. We announced several exciting titles for publication, acquired a film production company and introduced a star recruit. We also signed new long-term development and partnership agreements with Facebook and Oculus.



The Group's net revenue amounted to 540.4 MSEK: 85.3 MSEK for Games and 455.1 MSEK for Distribution. In accordance with our goals, the Games segment increased dramatically during the second quarter and, for the first time, accounted for more than half of our total earnings.

Games contributed 30.1 MSEK to EBITA. While this is a high growth rate, it is our stated long-term ambition for the segment to post strong growth. We have made, and continue to make, strategic acquisitions to create and strengthen an organisation that can meet our growth goals. We currently have 13 games in internal development and another 26 games in our external publishing pipeline. Because we publish the vast majority of our own games, we already have around 40 unique game titles planned for publication in the next few years. This reflects our goal to grow into one of the world's premier game publishers.

Distribution contributed 18.7 MSEK to EBITDA. During the first quarter of the year, Bergsala experienced hardware delivery interruptions, while Nintendo had no major releases during the period. (Net revenue in the comparative quarter was driven by the global success of Animal Crossing: New Horizons and the high availability of hardware.) Nordic Game Supply's increase during the second quarter was primarily attributable to a new distribution contract with the brand Razer, and the increase for Amo Toys was due to certain spring and summer deliveries taking place in the second quarter instead of the first.

New game announcements

In the spring, our UK subsidiary Coatsink announced Moonglow Bay, a beautiful fishing game developed by Bunnyhug - attracting considerable media attention for our coming releases. E3, the popular LA-based game fair, was held digitally instead of





physically for the second consecutive year and June, overall, was very busy in terms of digital events. We were well received at many of these events. Our coming title Replaced from Sad Cat Studios, for example, was specifically named by Phil Spencer, Head of Xbox, despite a lineup from Xbox packed with a lot of other starpower. During Summer Game Fest, Thunderful Publishing also announced Gothenburg-based Wishfully's Planet of Lana, which received a lot of attention. This game is a true gem and has been polished to perfection for a long time.

As a one-time game developer, I'm amazed when I take in the breadth and quality of the games we're developing and releasing. Back when I put away the keyboard, we were still working on one game at a time. We did what we could. Everyone worked at full capacity for somewhere between 18 and 24 months. When the game was done, some of us put on the sales hat while others moved on to the next project. This was less than five years ago. Now our goal is to release one game a month, and we're already just about there. What a development! I think it's wonderful - I'm naturally impatient, I love great games, and I love to release great games.

Speaking of great games: in July, after the end of the quarter, Nintendo released a remake of The Legend of Zelda: Skyward Sword HD for Switch, which has become a major success. The game has been praised everywhere and it's clear that Nintendo players rate their favourites highly.

Four internally developed AA games are going to be released before the end of the year: Coatsink's Jurassic World Aftermath II, the Zoink team's Lost in Random released by Electronic Arts on 10 September,



The Gunk developed by the Image & Form team and released by Thunderful Publishing, and an as-yet unannounced game also being developed in Gothenburg, which will also be released by Thunderful Publishing. During the autumn, we will reveal that title, along with a large portion of our existing lineup. We are working at fully capacity to prepare a large, public digital event to demonstrate what Thunderful has been up to. We've never done something of this scale before and it's obviously very exciting. I'm convinced that we will present ourselves to our best advantage and that this will be the starting shot for how we present our lineup in the future.





TUSSILAGO

New acquisitions and recruitments

We continue to grow. In May, we acquired the film company Tussilago AB on a capital basis, which will be an important piece of the puzzle going forward. We have a greater need for video material than ever before, thanks to all of the new games we're releasing, and we also have plans to take our IP outside the gaming world.

We also recently announced the acquisition of To The Sky, an entirely new studio in Gothenburg that was started by veterans from Electronic Arts. Startups are usually not high on our acquisitions agenda, but when we saw what they were working on we moved immediately. It will be very exciting to follow To The Sky's future.



One of our most recent recruitments particularly stands out. In June, we announced that one of the industry's heavyweights had chosen to become part of our family. Agostino "Ago" Simonetta spent many years at Sega and Sony PlayStation, and for the last seven years has held senior positions at Xbox. He brings

relevant experiences with him as well as an enormous contact network. Together with our Head of Publishing Dieter Schoeller and our studio heads, he's hit the ground running and is building Thunderful into an international powerhouse.

Logistics initiatives

Within Distribution, we worked intensively during the spring to set up our own warehouse and logistics centre in Torsvik, south of Jönköping in Sweden. The goal is to have a modern and cost-efficient warehouse that we manage ourselves. We have made major investments and everything has gone according to plan. We have begun to move our products.

We have also increased our inventory value throughout Distribution. The pandemic has led to shortages in several product areas and our customers need to receive their goods. For example, up to now it hasn't been easy for Bergsala to secure hardware deliveries this year - the entire console industry has faced shortages - but access to Switch consoles was excellent during the second half of the quarter and looks positive going forward.

The pandemic is approaching its end (?)

There are signs that the coronavirus, which has changed our lives and perspectives in so many ways, is on its way to becoming manageable. 200 million people have been infected and new variants are constantly being discovered, but now there is a vaccine and many countries have vaccine programmes under way. The pandemic helped us find new ways of working, and we are now thinking about what our workplaces will look like going forward. Game developers are a relatively young workforce and many are still waiting for their first or second dose, while those of us in other operations will soon be fully vaccinated.

Naturally, following the guidelines is just as important now as before, and we can't become overconfident. Great ideas are often born in unplanned meetings between people, and that we humans are made to be together, but we have to take the bad with the good. I really look forward to seeing all of my colleagues for real again; at the same time I've come to expect to have meaningful meetings with people on the other side of the world... with little or no planning ahead.

GOTHENBURG, AUGUST 2021
BRJANN SIGURGEIRSSON
CEO



ABOUT THUNDERFUL GROUP

Thunderful Group is a group of companies active in the development and publishing of games as well as the distribution of Nintendo products, games, game accessories, toys and other products.

Thunderful Group was founded in late 2019 after a restructuring of the company groups Bergsala and Thunderful. With its head office in Gothenburg, Thunderful Group covers the entire gaming industry value chain through its Thunderful Games and Thunderful Distribution segments. The Group consists of over 20 subsidiaries and has more than 370 employees in Europe.



Thunderful Group

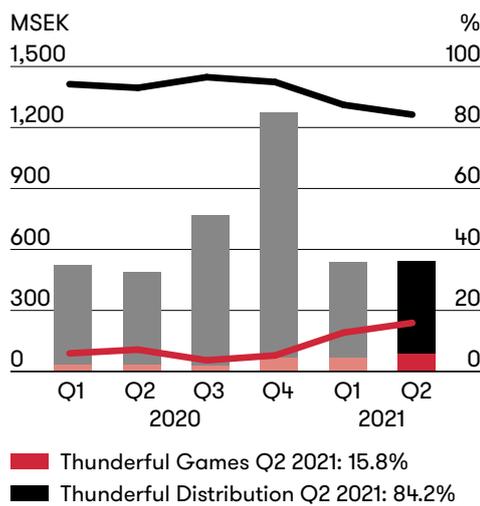
MISSION

To provide creative entertainment products of the highest quality for people of all ages

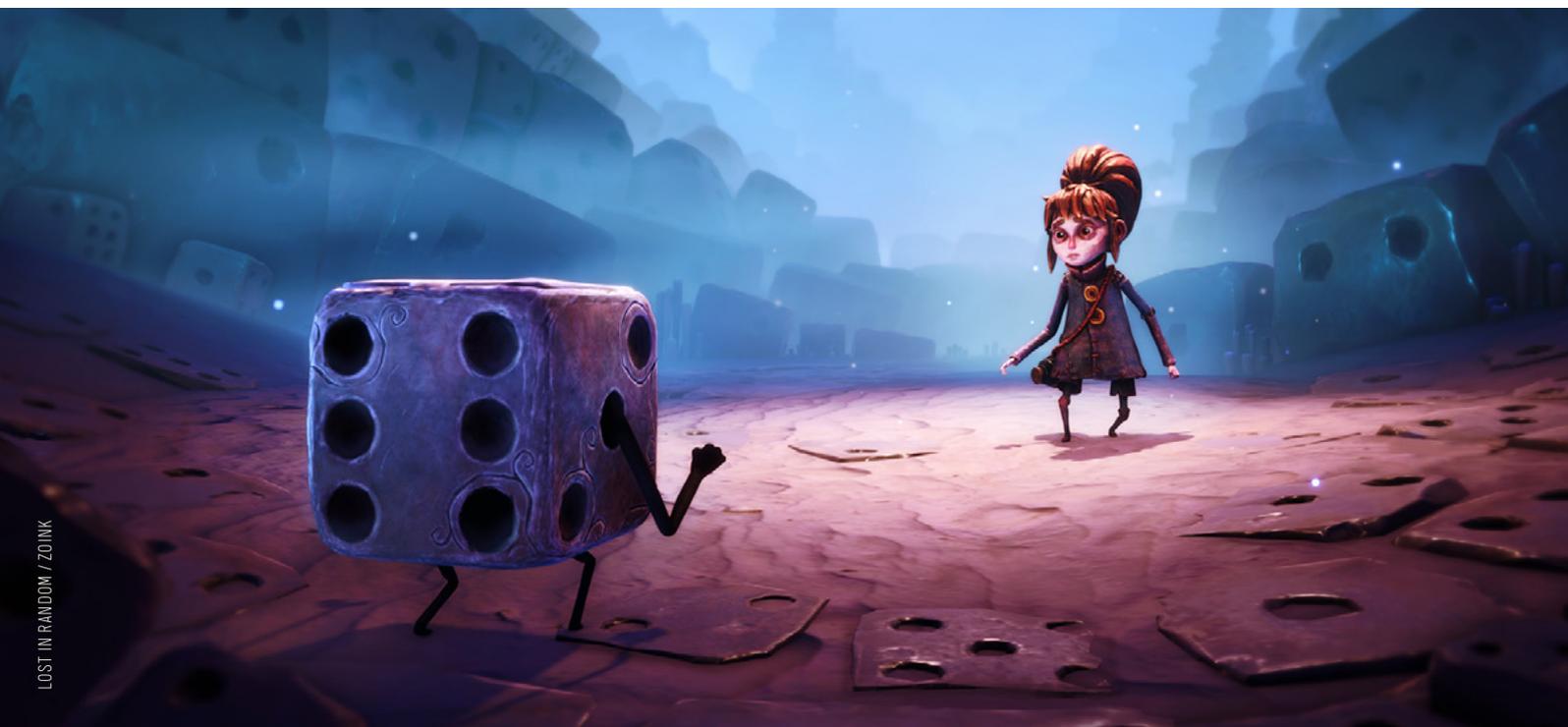
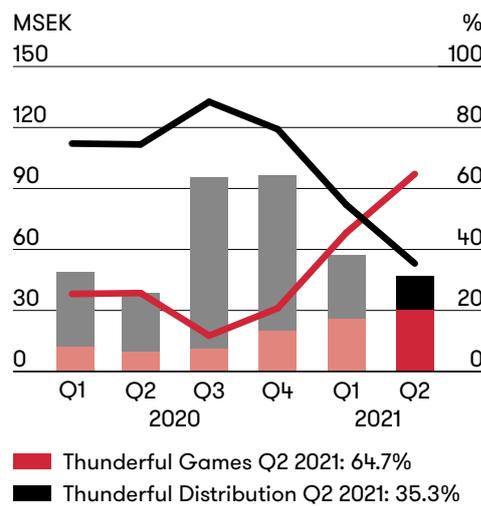
VISION

To be a leader in a world where everyone can play

NET REVENUE, Q1 2020-Q2 2021



ADJUSTED EBITA, Q1 2020-Q2 2021





FINANCIAL DEVELOPMENT OF THE GROUP

QUARTER APRIL-JUNE

NET REVENUE

The Group's net revenue for the second quarter amounted to 540.4 MSEK (490.1), corresponding to an increase of 10.3%. The drivers underlying this increase in net revenue are described in the section for each business segment.

Business segments

Net revenue increased by 148.7% to 85.3 MSEK (34.3) in the Games segment and decreased by -0.2% to 455.1 MSEK (455.8) in the Distribution segment.

MSEK	Quarter		Period		12	Full
	Apr-Jun 2021	Apr-Jun 2020	Jan-Jun 2021	Jan-Jun 2020	months Jul 2020- Jun 2021	year 2020
Thunderful Games	85.3	34.3	153.2	64.4	245.0	156.2
Thunderful Distribution	455.1	455.8	926.1	945.9	2,871.8	2,891.6
- of which, Bergsala	183.7	252.4	372.9	536.8	1,544.5	1,708.4
- of which, Nordic Game Supply	178.4	115.0	370.4	215.7	859.3	704.6
- of which, Amo Toys	93.0	88.4	182.8	193.4	468.0	478.6
Other	0.0	0.0	0.0	0.0	0.0	0.0
Net revenue	540.4	490.1	1,079.3	1,010.3	3,116.8	3,047.8

Thunderful Games did not release any internally developed games in the second quarter of 2021 and reported negative organic growth of -10.0 MSEK. The companies acquired in the last 12 months contributed growth of 61.0 MSEK to net revenue.

In the Distribution segment, net revenue decreased by -27.2% to 183.7 MSEK (252.4) in Bergsala, increased by 55.1% to 178.4 MSEK (115.0) in Nordic Game Supply and increased by 5.2% to 93.0 MSEK (88.4) in Amo Toys.

Bergsala experienced hardware delivery interruptions during the first part of the quarter and a lack of major releases from Nintendo. Net revenue in the comparative quarter was driven by the global success of Animal Crossing: New Horizons and the high availability of hardware.

For Nordic Game Supply, the increase was primarily driven by a new distribution contract with the brand Razer, and the increase for Amo Toys was due to certain spring and summer deliveries taking place in the second quarter instead of the first.

GROSS PROFIT

Gross profit for the second quarter amounted to 172.3 MSEK (115.3), corresponding to an increase of 49.4% and a gross margin of 30.9% (23.4). This profit trend was attributable to increased net revenue in the Games segment, with a significantly higher gross margin than in the Distribution segment, while net revenue in the Distribution segment declined slightly.

OPERATING EXPENSES

Costs for goods for resale and royalties increased by 1.8% to -384.5 MSEK (-377.7).

Other external expenses increased by 36.9% to -57.1 MSEK (-47.7). Of the total increase in expenses of -15.4 MSEK, -0.6 MSEK was attributable to increased marketing costs and -0.6 MSEK to acquisition-related nonrecurring costs from the acquisition of Headup GmbH at the end of the first quarter.

Personnel expenses increased by 87.1% to -56.7 MSEK (-30.3). The total number of employees at the end of the quarter was 371 (197).

Depreciation and amortisation rose by 107.9% to -29.1 MSEK (-14.0). The most important driving factors were depreciation and amortisation related to purchase price allocations (PPA), primarily pertaining to the acquisition of Coatsink Software Ltd., which increased -7.2 MSEK, as well as increased depreciation and amortisation attributable to licences for publishing, which was reclassified from a prepaid game project in the first quarter of 2021 to an intangible asset in this report.





Q2

THUNDERFUL GROUP INTERIM REPORT JANUARY-JUNE 2021

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MSEK	Quarter		Period		12	Full
	Apr-Jun 2021	Apr-Jun 2020	Jan-Jun 2021	Jan-Jun 2020	months Jul 2020- Jun 2021	year 2020
Costs for goods for resale and royalties	-384.5	-377.7	-765.5	-777.8	-2,376.8	-2,389.1
Other external expenses	-57.1	-41.7	-114.7	-83.1	-295.8	-264.1
of which, marketing costs	-16.7	-16.1	-35.6	-26.5	-132.6	-123.8
of which, acquisition-related non-recurring costs	-0.6	0.0	-2.5	0	-17.2	-14.7
of which, other non-recurring costs	0.0	0.0	-0.7	0	-0.7	0.0
Personnel expenses	-56.7	-30.3	-107.7	-60.9	-186.9	-140.1
Depreciation, amortisation and impairment of property, plant and equipment and intangible assets	-29.1	-14.0	-53.8	-28.8	-86.8	-61.8
of which, PPA-related depreciation and amortisation	-16.5	-9.3	-33.0	-18.6	-56.2	-41.8
Other operating expenses	-4.5	0.0	-23.1	0.0	-35.5	-12.4
Total operating expenses	-531.9	-463.7	-1,064.8	-950.6	-2,981.8	-2,867.5

The Group applies the following amortisation principles for its game development and for licences for publishing: Amortisation of finished game-development projects and launched publishing projects—degressive amortisation over two years; 1/3 amortisation during months 1 to 3 following release, 1/3 amortisation in months 4 to 12 following release and the remaining 1/3 in months 13 to 24 following release.

ADJUSTED OPERATING PROFIT, EBITDA

Adjusted operating profit before depreciation, amortisation and impairment of intangible assets and property, plant and equipment (EBITDA) during the quarter amounted to 54.6 MSEK (43.3), corresponding to an adjusted EBITDA margin of 9.8% (8.8). Adjusted EBITDA is adjusted for acquisition-related nonrecurring items of -0.6 MSEK (0.0) attributable to the acquisition of Headup GmbH in the first quarter of 2021.

Business segments

Adjusted EBITDA for the Games segment amounted to 40.4 MSEK (12.7) for the quarter, corresponding to an adjusted EBITDA margin of 41.8% (34.8).

Adjusted EBITDA for the Distribution segment totalled 18.7 MSEK (29.1) for the quarter, corresponding to an adjusted EBITDA margin of 4.1% (6.4)

MSEK	Quarter		Period		12	Full
	Apr-Jun 2021	Apr-Jun 2020	Jan-Jun 2021	Jan-Jun 2020	months Jul 2020- Jun 2021	year 2020
Thunderful Games	40.4	12.7	72.7	28.6	111.3	67.2
Thunderful Distribution	18.7	29.1	51.5	65.9	219.0	233.4
Other	-4.5	1.5	-6.9	3.0	-19.1	-9.2
Adjusted EBITDA	54.6	43.3	117.3	97.5	311.1	291.4
Adjusted nonrecurring items (Games segment)	0.0	0.0	-0.7	0.0	-0.7	0.0
Adjusted nonrecurring items (Other segment)	-0.6	0.0	-2.5	0.0	-17.2	-14.7
EBITDA	54.0	43.3	114.1	97.5	293.2	276.7
Adjusted EBITDA margin						
Thunderful Games	41.8%	34.8%	41.9%	39.9%	38.9%	36.5%
Thunderful Distribution	4.1%	6.4%	5.4%	7.0%	7.5%	8.1%
Thunderful Group	9.8%	8.8%	10.4%	9.6%	9.8%	9.5%

ADJUSTED OPERATING PROFIT, EBITA

Adjusted operating profit before acquisition-related depreciation and amortisation (EBITA) amounted to 42.0 MSEK (38.6) for the quarter, corresponding to an adjusted EBITA margin of 7.5% (7.8). Adjusted EBITA is adjusted for acquisition-related nonrecurring items of -0.6 MSEK (0.0) attributable to the acquisition of Headup GmbH in the first quarter of 2021.

Business segments

Adjusted EBITA for the Games segment amounted to 30.1 MSEK (9.9) for the quarter, corresponding to an adjusted EBITA margin of 31.2% (27.1).

Adjusted EBITA for the Distribution segment totalled 16.4 MSEK (28.7) for the quarter, corresponding to an adjusted EBITA margin of 3.6% (6.3).

MSEK	Quarter		Period		12	Full
	Apr-Jun 2021	Apr-Jun 2020	Jan-Jun 2021	Jan-Jun 2020	months Jul 2020- Jun 2021	year 2020
Thunderful Games	30.1	9.9	56.0	22.2	86.9	53.1
Thunderful Distribution	16.4	28.7	47.5	65.1	210.0	227.6
Other	-4.5	0.0	-7.0	0.0	-16.3	-9.2
Adjusted EBITA	42.0	38.6	96.5	87.3	280.5	271.5
Adjusted nonrecurring items (Games segment)	0.0	0.0	-0.7	0.0	-0.7	0.0
Adjusted nonrecurring items (Other segment)	-0.6	0.0	-2.5	0.0	-17.2	-14.7
EBITA	41.4	38.6	93.3	87.3	262.6	256.8
Adjusted EBITA margin						
Thunderful Games	31.2%	27.1%	32.2%	31.0%	30.4%	28.8%
Thunderful Distribution	3.6%	6.3%	5.0%	6.9%	7.2%	7.9%
Thunderful Group	7.5%	7.8%	8.6%	8.6%	8.8%	8.8%



OPERATING PROFIT, EBIT

Operating profit during the quarter amounted to 24.9 MSEK (29.3), corresponding to an operating margin of 4.5% (6.0). Operating profit includes acquisition-related nonrecurring items of -0.6 MSEK (0.0) attributable to the acquisition of Headup GmbH in the first quarter of 2021.

Business segments

Operating profit in the Games segment amounted to 22.8 MSEK (9.9) for the quarter, corresponding to an operating margin of 23.6% (27.1).

Operating profit in the Distribution segment amounted to 7.3 MSEK (19.4) for the quarter, corresponding to an operating margin of 1.6% (4.3).

MSEK	Quarter		Period		12 months	Full year
	Apr-Jun 2021	Apr-Jun 2020	Jan-Jun 2021	Jan-Jun 2020	Jul 2020-Jun 2021	2020
Thunderful Games	22.8	9.9	40.9	22.2	67.1	48.5
Thunderful Distribution	7.3	19.4	29.0	46.5	172.9	190.4
Other	-5.2	0.0	-9.6	0.0	-33.5	-23.9
Operating profit	24.9	29.3	60.3	68.7	206.4	214.9
Operating margin						
Thunderful Games	23.6%	27.1%	23.5%	31.0%	23.5%	26.3%
Thunderful Distribution	1.6%	4.3%	3.0%	4.9%	6.0%	6.6%
Thunderful Group	4.5%	6.0%	5.4%	6.7%	6.5%	7.0%

FINANCIAL NET

Financial net amounted to 2.6 MSEK (-2.5). Of the total financial net, 4.3 MSEK comprises the net of exchange gains and exchange losses.

PROFIT FOR THE PERIOD

Profit for the period amounted to 20.4 MSEK (22.6) for the quarter, corresponding to a net profit margin of 3.7% (4.6).

OTHER COMPREHENSIVE INCOME

Other comprehensive income during the quarter consisted of currency translation differences in foreign operations and totalled -25.9 MSEK (0.0).



PERIOD JANUARY–JUNE

The Group's net revenue for the January to June period amounted to 1,079.3 MSEK (1,010.3 MSEK), corresponding to an increase of 6.8%. The drivers underlying this increase in net revenue are described in the section for each business segment.

Business segments

Net revenue increased by 137.9% to 153.2 MSEK (64.4) in the Games segment and decreased by -2.1% to 926.1 MSEK (945.9) in the Distribution segment.

MSEK	Quarter		Period		12 months	Full year
	Apr-Jun 2021	Apr-Jun 2020	Jan-Jun 2021	Jan-Jun 2020	Jul 2020-Jun 2021	2020
Thunderful Games	85.3	34.3	153.2	64.4	245.0	156.2
Thunderful Distribution	455.1	455.8	926.1	945.9	2,871.8	2,891.6
- of which, Bergsala	183.7	252.4	372.9	536.8	1,544.5	1,708.4
- of which, Nordic Game Supply	178.4	115.0	370.4	215.7	859.3	704.6
- of which, Amo Toys	93.0	88.4	182.8	193.4	468.0	478.6
Other	0.0	0.0	0.0	0.0	0.0	0.0
Net revenue	540.4	490.1	1,079.3	1,010.3	3,116.8	3,047.8

Thunderful Games did not release any internally developed games in the January to June 2021 period and reported negative organic growth of -10.1 MSEK. The companies acquired in the last 12 months contributed growth of 98.9 MSEK to net revenue for the period.

In the Distribution segment, net revenue decreased by -30.5% to 372.9 MSEK (536.8) in Bergsala, increased by 71.7% to 370.4 MSEK (215.7) in Nordic Game Supply and decreased by -5.5% to 182.8 MSEK (193.4) in Amo Toys.

Bergsala experienced hardware delivery interruptions and fewer major releases than in the comparative period. Net revenue in the comparative period was driven by the global success of Animal Crossing: New Horizons and the high availability of hardware.

For Nordic Game Supply, the increase was largely driven by a new distribution contract with the brand Razer. The decrease for Amo Toys was due to the minimal impact of COVID-19 on the comparative period's first quarter.



GROSS PROFIT

Gross profit for the January to June period amounted to 359.6 MSEK (241.5), corresponding to an increase of 48.9% and a gross margin of 32.0% (23.7). This profit trend was attributable to increased net revenue in the Games segment, with a significantly higher gross margin than in the Distribution segment, while net revenue in the Distribution segment declined slightly.

OPERATING EXPENSES

Costs for goods for resale and royalties decreased by 1.6% to -765.5 MSEK (-777.8).

Other external expenses increased by 38.0% to -114.7 MSEK (-83.1). Of the total increase in expenses of -31.6 MSEK, -9.1 MSEK was attributable to increased marketing costs and -3.2 MSEK to acquisition-related nonrecurring costs, of which -2.5 MSEK comprised acquisition-related nonrecurring costs from the acquisition of Headup Gmbh and -0.7 MSEK comprised the sale of a property in the Games segment.

Personnel expenses increased by 76.8% to -107.7 MSEK (-60.9). The total number of employees at the end of the period was 371 (197).

Depreciation and amortisation rose by 86.8% to -53.8 MSEK (-28.8). The most important driving factors were PPA-related depreciation and amortisation, primarily pertaining to the acquisition of Coatsink Software Ltd., which increased -14.4 MSEK, as well as increased depreciation and amortisation attributable to licences for publishing, which was reclassified from a prepaid game project in the first quarter of 2021 to an intangible asset in this report.

MSEK	Quarter		Period		12 months	Full year
	Apr-Jun 2021	Apr-Jun 2020	Jan-Jun 2021	Jan-Jun 2020	Jul 2020-Jun 2021	2020
Costs for goods for resale and royalties	-384.5	-377.7	-765.5	-777.8	-2,376.8	-2,389.1
Other external expenses	-57.1	-41.7	-114.7	-83.1	-295.8	-264.1
of which, marketing costs	-16.7	-16.1	-35.6	-26.5	-132.6	-123.8
of which, acquisition-related nonrecurring costs	-0.6	0.0	-2.5	0	-17.2	-14.7
of which, other nonrecurring costs	0.0	0.0	-0.7	0	-0.7	0.0
Personnel expenses	-56.7	-30.3	-107.7	-60.9	-186.9	-140.1
Depreciation, amortisation and impairment of property, plant and equipment and intangible assets	-29.1	-14.0	-53.8	-28.8	-86.8	-61.8
of which, PPA-related depreciation and amortisation	-16.5	-9.3	-33.0	-18.6	-56.2	-41.8
Other operating expenses	-4.5	0.0	-23.1	0.0	-35.5	-12.4
Total operating expenses	-531.9	-463.7	-1,064.8	-950.6	-2,981.8	-2,867.5

The Group applies the following amortisation principles for its game development and for licences for publishing:
Amortisation of finished game-development projects and launched publishing projects – degressive amortisation over two years; 1/3 amortisation during months 1 to 3 following release, 1/3 amortisation in months 4 to 12 following release and the remaining 1/3 in months 13 to 24 following release.





ADJUSTED OPERATING PROFIT, EBITDA

Adjusted operating profit before depreciation, amortisation and impairment of intangible assets and property, plant and equipment (EBITDA) during the January to June period amounted to 117.3 MSEK (97.5), corresponding to an adjusted EBITDA margin of 10.4% (9.6). Adjusted EBITDA is adjusted for total nonrecurring items of -3.2 MSEK (0.0), of which -2.5 MSEK is attributable to acquisition-related nonrecurring costs for the acquisition of Headup GmbH and -0.7 MSEK to the sale of a property in the Games segment.

Business segments

Adjusted EBITDA for the Games segment amounted to 72.7 MSEK (28.6) for the January to June period, corresponding to an adjusted EBITDA margin of 41.9% (39.9).

Adjusted EBITDA for the Distribution segment amounted to 51.5 MSEK (65.9) for the January to June period, corresponding to an adjusted EBITDA margin of 5.4% (7.0).

MSEK	Quarter		Period		12 months	Full year
	Apr-Jun 2021	Apr-Jun 2020	Jan-Jun 2021	Jan-Jun 2020	Jul 2020-Jun 2021	2020
Thunderful Games	40.4	12.7	72.7	28.6	111.3	67.2
Thunderful Distribution	18.7	29.1	51.5	65.9	219.0	233.4
Other	-4.5	1.5	-6.9	3.0	-19.1	-9.2
Adjusted EBITDA	54.6	43.3	117.3	97.5	311.1	291.4
Adjusted nonrecurring items (Games segment)	0.0	0.0	-0.7	0.0	-0.7	0.0
Adjusted nonrecurring items (Other segment)	-0.6	0.0	-2.5	0.0	-17.2	-14.7
EBITDA	54.0	43.3	114.1	97.5	293.2	276.7
Adjusted EBITDA margin						
Thunderful Games	41.8%	34.8%	41.9%	39.9%	38.9%	36.5%
Thunderful Distribution	4.1%	6.4%	5.4%	7.0%	7.5%	8.1%
Thunderful Group	9.8%	8.8%	10.4%	9.6%	9.8%	9.5%

ADJUSTED OPERATING PROFIT, EBITA

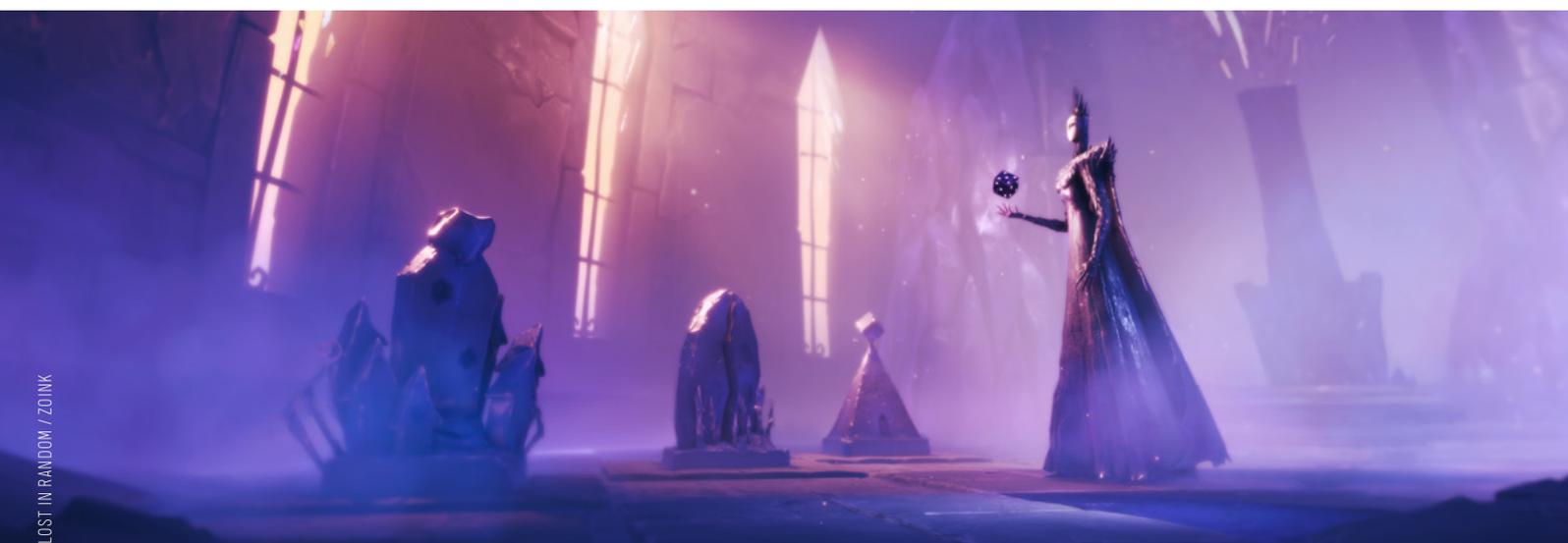
Adjusted operating profit before acquisition-related depreciation and amortisation (EBITA) amounted to 96.5 MSEK (87.3) for the January to June period, corresponding to an adjusted EBITA margin of 8.6% (8.6). Adjusted EBITA is adjusted for total nonrecurring items of -3.2 MSEK (0.0), of which -2.5 MSEK is attributable to acquisition-related nonrecurring costs for the acquisition of Headup GmbH and -0.7 MSEK to the sale of a property in the Games segment.

Business segments

Adjusted EBITA for the Games segment amounted to 56.0 MSEK (22.2) for the January to June period, corresponding to an adjusted EBITA margin of 32.2% (31.0).

Adjusted EBITA for the Distribution segment amounted to 47.5 MSEK (65.1) for the January to June period, corresponding to an adjusted EBITA margin of 5.0% (6.9).

MSEK	Quarter		Period		12 months	Full year
	Apr-Jun 2021	Apr-Jun 2020	Jan-Jun 2021	Jan-Jun 2020	Jul 2020-Jun 2021	2020
Thunderful Games	30.1	9.9	56.0	22.2	86.9	53.1
Thunderful Distribution	16.4	28.7	47.5	65.1	210.0	227.6
Other	-4.5	0.0	-7.0	0.0	-16.3	-9.2
Adjusted EBITA	42.0	38.6	96.5	87.3	280.5	271.5
Adjusted nonrecurring items (Games segment)	0.0	0.0	-0.7	0.0	-0.7	0.0
Adjusted nonrecurring items (Other segment)	-0.6	0.0	-2.5	0.0	-17.2	-14.7
EBITA	41.4	38.6	93.3	87.3	262.6	256.8
Adjusted EBITA margin						
Thunderful Games	31.2%	27.1%	32.2%	31.0%	30.4%	28.8%
Thunderful Distribution	3.6%	6.3%	5.0%	6.9%	7.2%	7.9%
Thunderful Group	7.5%	7.8%	8.6%	8.6%	8.8%	8.8%





OPERATING PROFIT, EBIT

Operating profit during the January to June period amounted to 60.3 MSEK (68.7), corresponding to an operating margin of 5.4% (6.7). Operating profit includes total nonrecurring items of -3.2 MSEK (0.0), of which -2.5 MSEK is attributable to acquisition-related nonrecurring costs for the acquisition of Headup GmbH and -0.7 MSEK to the sale of a property in the Games segment.

Business segments

Operating profit in the Games segment amounted to 40.9 MSEK (22.2) for the January to June period, corresponding to an operating margin of 23.5% (31.0).

Operating profit in the Distribution segment amounted to 29.0 MSEK (46.5) for the quarter, corresponding to an operating margin of 3.0% (4.9).

MSEK	Quarter		Period		12 months	Full year
	Apr-Jun 2021	Apr-Jun 2020	Jan-Jun 2021	Jan-Jun 2020	Jul 2020-Jun 2021	2020
Thunderful Games	22.8	9.9	40.9	22.2	67.1	48.5
Thunderful Distribution	7.3	19.4	29.0	46.5	172.9	190.4
Other	-5.2	0.0	-9.6	0.0	-33.5	-23.9
Operating profit	24.9	29.3	60.3	68.7	206.4	214.9
Operating margin						
Thunderful Games	23.6%	27.1%	23.5%	31.0%	23.5%	26.3%
Thunderful Distribution	1.6%	4.3%	3.0%	4.9%	6.0%	6.6%
Thunderful Group	4.5%	6.0%	5.4%	6.7%	6.5%	7.0%

FINANCIAL NET

Financial net amounted to -15.6 MSEK (-8.9). Of the total financial net, -12.9 MSEK comprises the net of exchange gains and exchange losses.

PROFIT FOR THE PERIOD

Profit for the period amounted to 33.6 MSEK (44.1) for the January to June period, corresponding to a net profit margin of 3.0% (4.3).

OTHER COMPREHENSIVE INCOME

Other comprehensive income during the January to June period consisted of currency translation differences in foreign operations and totalled 44.2 MSEK (0.0).





FINANCIAL POSITION

FINANCIAL POSITION AND LIQUIDITY

The Group's total assets on 30 June 2021 amounted to 2,516.2 MSEK, compared with 1,278.7 MSEK on 30 June 2020.

Working capital on 30 June 2021 amounted to 564.4 MSEK, compared with 467.4 MSEK on 30 June 2020.

The Group's equity on 30 June 2021 totalled 1,591.9 MSEK, compared with 557.4 MSEK on 30 June 2020.

SEASONAL VARIATIONS

Thunderful Group has a seasonal distribution business that is characterised by higher sales in connection with major commercial holidays. A significant part of the full year sales and profit has historically been generated during the fourth quarter, which also means that operating expenses in relation to sales are generally high during the first to third quarter.

CASH FLOW AND INVESTMENTS

Cash flow from operating activities amounted to -63.4 MSEK (94.6) for the second quarter and to 2.5 MSEK (-14.4) for the January to June period.

Cash flow from investing activities amounted to -24.6 MSEK (-4.3) for the second quarter and to -86.5 MSEK (-15.4) for the January to June period.

Cash flow from financing activities amounted to -3.5 MSEK (-80.9) for the second quarter and to -7.0 MSEK (15.0) for the January to June period.

Total cash flow amounted to -91.5 MSEK (9.4) for the second quarter and to 91.0 MSEK (-14.7) for the January to June period.

Operating cash flow for the second quarter amounted to -67.0 MSEK (33.5), corresponding to a cash conversion of -122.7% (77.4). Operating cash flow for the second quarter included capex of -24.6 MSEK. Operating cash flow for the January to June period amounted to -66.2 MSEK (76.6), corresponding to a cash conversion of -56.4% (78.6).

MSEK	Quarter		Period		12 months	Full year
	Apr-Jun 2021	Apr-Jun 2020	Jan-Jun 2021	Jan-Jun 2020	Jul 2020-Jun 2021	2020
Development capex	11.1	3.8	19.6	7.7	32.1	20.2
Publishing licenses capex	4.1	N/A	4.1	N/A	4.1	N/A
Acquisition capex	0.0	0.0	49.1	0.0	172.5	123.4
Other capex	9.4	0.5	13.7	7.7	18.0	12.0
Total investments	24.6	4.3	86.5	15.4	226.7	155.6

Investments in internal game development during the second quarter amounted to 11.1 MSEK (3.8) and investments in publishing licences amounted to 4.1 MSEK (N/A). Investments in internal game development during the January to June period amounted to 19.6 MSEK (7.7) and investments in publishing licences amounted to 4.1 MSEK (N/A).

Acquisition investments amounted to 0.0 MSEK (0.0) during the second quarter and to 49.1 MSEK (0.0) during the January to June period.

Other investments amounted to 9.4 MSEK (0.5) during the second quarter and to 13.7 MSEK (7.7) during the January to June period.

Total investments thus amounted to 24.6 MSEK (4.3) in the second quarter and to 86.5 MSEK (15.4) in the January to June period.

PARENT COMPANY

Net revenue in the Parent Company during the second quarter amounted to 1.7 MSEK (1.1), operating loss to -4.6 MSEK (-1.5) and loss for the period to -3.4 MSEK (-3.8).

Net revenue in the Parent Company during the January to June period amounted to 3.4 MSEK (2.3), operating loss to -7.2 MSEK (-7.4) and loss for the period to -9.4 MSEK (-4.9).

The Parent Company's revenue comprises intra-Group services.





OPERATIONAL OVERVIEW BY SEGMENT

THUNDERFUL GAMES

Thunderful Games is active in the development and publication of games. The business segment includes the Group company Thunderful Development with game development teams from the previously independent game studios Image & Form, Zoink, Guru Games, The Station and Coatsink. Thunderful Development's strategy is based on in-house developed, high-quality, single-player games with rich content for PCs and consoles. The business segment also includes Thunderful Publishing, Headup and Rising Star Games, which were integrated into a joint organisation in the first quarter of 2021, but continues to operate publishing operations under each brand.

COMMENTS ON EVENTS DURING THE QUARTER

On 30 April, Thunderful Group announced that its subsidiary Coatsink Software Ltd, after lengthy negotiations, had signed a game development agreement with the Facebook Group valued at more than 20 MUSD. As a result, the PPA from the acquisition of Coatsink has been adjusted back to the PPA reported in Thunderful Group's prospectus, since the value of the agreement was initially included in the calculation of the consideration but was later adjusted downward in the Annual Report when the assessment was revaluated. In accordance with IFRS 3, the revaluation for full-year 2020 has been recognised in Note 2 though an adjustment of the PPA for the acquisition of Coatsink.

THUNDERFUL DISTRIBUTION

Thunderful Distribution, with operations in distribution and sale of, among other items, Nintendo products, games, game accessories and toys. The business segment includes the distributors Bergsala, Amo Toys and Nordic Game Supply. Bergsala has been distributing Nintendo's products in Sweden since 1981. Amo Toys and Nordic Game Supply are Nordic distributors of games, game accessories, merchandise and toys. Brands distributed by Nordic Game Supply and Amo Toys include Rockstar, 2K Games, Razer, Thrustmaster, PowerA, Hori, L.O.L., BabyBorn, Little Tikes, GeoMag and Intex.

COMMENTS ON EVENTS DURING THE QUARTER

No significant events during the quarter.

ESCAPE FROM
NARAKA



ONGOING DEVELOPMENT AND UPCOMING RELEASES

As of 30 June 2021, the Group had 13 ongoing internal game-development projects (see below). For updated information on release dates, please refer to the publishers mentioned below or

Thunderful Group's website. In addition to internal development, the Group has 26 game titles that are developed by third parties and published by one of the Group's publishing companies.

ANNOUNCED RELEASES OF INTERNALLY DEVELOPED THUNDERFUL GAMES AS OF 30 JUNE 2021

Since the previous interim report, *Lost in Random*'s launch was announced for 10 September 2021. Game projects in italics pertain to the internal project name.

Game description					Platforms				
Title	Release	Publisher	Genre	Own IP	PC	Console	Mobile	VR	Streaming
<i>Lost in Random</i>	10 Sep 2021	EA	Action Adventure	✓	●	●	○	○	○
<i>Banana</i>	2021, 2H	Thunderful	Action Adventure	✓	●	●	○	○	●
<i>Jurassic World Aftermath Part 2</i>	2021, 2H	Coatsink	VR Action Stealth	✗	○	○	○	●	○
<i>The Gunk</i>	2021, 2H	Thunderful	Action Adventure	✓	●	●	●	○	○
<i>Strawberry (SteamWorld Game)</i>	2022, 1H	Thunderful	Action Puzzle Adventure	✓	●	●	●	○	○
<i>Caramel (SteamWorld Game)</i>	2023	Thunderful	Strategy	✓	●	●	○	○	○
<i>Cherry</i>	2022, 2H	Coatsink	Action Adventure	✓	●	●	○	○	○
<i>Chocolate</i>	2022, 2H	Coatsink	Action Adventure	✗	●	●	○	○	○
<i>Cookie (SteamWorld Game)</i>	2023	Thunderful	Multiplayer shooter	✓	●	●	○	○	○
<i>Coffee (SteamWorld Game)</i>	2023	Thunderful	Strategy	✓	●	●	○	○	○
<i>Mango</i>	2023	Thunderful	Action Adventure	✓	●	●	○	○	○
<i>Vanilla</i>	2023	Thunderful	Action Stealth	✓	●	●	○	○	○
<i>Lime</i>	2023	Coatsink	VR Action Stealth	✓	○	○	○	●	○

✓ Yes ✗ No ● Launched ● Under development ○ N/A





ANNOUNCED RELEASES OF INTERNALLY DEVELOPED THUNDERFUL GAMES AS OF 30 JUNE 2021

After the previous interim report, Replaced and Planet of Lana were announced. The Planet of Lana announcement spread quickly and was followed by millions of viewers, and Replaced was one of E3's most noteworthy games. Thunderful Publishing also announced the next sci-fi adventure game from the renowned studio FuturLab, best known for their high-speed game series Velocity.

Game description

Platforms

Title	Release	Publisher	Genre					
				PC	Console	Mobile	VR	Streaming
Lost At Sea	2021-07-15	Headup	Adventure	●	●	○	○	○
Cardaclysm	2021-08-13	Headup	Card Combat	●	●	○	○	○
The Fabled Woods	2021, 2H	Headup	Walking Simulator	●	●	○	○	○
Silver Chains	2021, 2H	Headup	Horror	●	●	○	○	○
Get Packed Fully Loaded	2021-07-29	Coatsink	Party	●	●	○	○	●
Gigapocalypse	2021-07-22	Headup	Action	●	●	●	○	○
Escape from Naraka	2021-07-29	Headup	First Person Runner	●	○	○	○	○
Curious Expedition 2	2021, 2H	Thunderful	Strategy	●	●	○	○	○
Source of Madness	2021, 2H	Headup	Roguelite	●	●	○	○	○
Islanders Console Edition	2021-08-11	Coatsink	Strategy	○	●	○	○	○
Moonglow Bay	2021-10-07	Coatsink	RPG	●	●	○	○	○
White Shadows	2021, 2H	Thunderful	Puzzle Platformer	●	●	○	○	○
Industria	2021, 2H	Headup	FPS	●	●	○	○	○
Pistachio	2021, 2H	Headup	Platformer	●	●	○	○	○
Firegirl	2021, 2H	Headup	Roguelite	●	●	○	○	○
Melon	2022	Thunderful	Sports	●	●	○	○	○
Tinkertown	2022	Headup	Multiplayer Sandbox	●	●	●	○	○
Grape	2022	Headup	Platformer	●	●	○	○	○
Crowns & Pawns	2022	Headup	Adventure	●	○	○	○	○
Replaced	2022	Coatsink	Adventure	●	●	○	○	○
Cheesecake	2022	Thunderful	Puzzle Platformer	●	●	●	○	○
Stracciatella	2022	Headup	Action	●	●	○	○	○
Peanut butter	2022	Coatsink	Souls like	●	●	○	○	○
Hazelnut	2023	Coatsink	2D Platform	●	●	○	○	○
Pear	2023	Headup	Puzzle Platformer	●	●	○	○	○
Planet of Lana	2023	Thunderful	Puzzle Platformer	●	●	○	○	○

● Launched ● Under development ○ N/A





OTHER INFORMATION

ORGANISATION

As of 30 June 2021, the number of full-time employees was 371 (197), of whom 88 (58) women and 283 (139) men.

RELATED PARTY TRANSACTIONS

No transactions with related parties took place during the quarter.

RISK AND UNCERTAINTIES

Thunderful Group is exposed to risks, particularly the dependence on key individuals, the dependence on successful game development, the sales performance of released games, the dependence on a few distributors, and the success and performance of acquisitions. The complete risk analysis is found on pages 31–32 of the Group's 2020 Annual Report, published on the company's website.

ACCOUNTING POLICIES

This interim report has been prepared in accordance with IAS 34 Interim Financial Reporting. For the Parent Company, the Swedish Financial Reporting Board's Recommendation RFR 2 Financial Reporting for Legal Entities has been applied in the preparation of this interim report. The accounting policies and basis of calculation correspond to the policies applies in the company's most recent annual report, except for the fact that "Prepaid game projects" have been reclassified to "Intangible assets" as "Publishing licenses." This reclassification means that the expensing of projects after game release is now recognised according to the same policy, but will be recognised in the future as "Depreciation and amortisation" rather than "Purchased games-development services." IAS 8 has been observed, but the comparative period has not been restated since this has not entailed any material difference and has not impacted EBIT. For financial assets and liabilities, carrying amount is deemed to be a good approximation of fair value. Financial instruments measured at fair value comprise liabilities for earn-outs. These are measured at fair value through profit or loss. Measurement is based on other observable data for the asset or liability, meaning Level 3 according to IFRS. No reclassification has been carried out between the different levels during the period.

For further information on the Group's accounting policies, refer to the 2020 Annual Report, which is published on the company's website.

DIVIDEND

Thunderful Group strives to invest its profit and cash flows in organic growth initiatives and acquisitions to support value creation, and therefore does not intend to pay annual dividends in the medium term.

EVENTS DURING THE QUARTER

On 30 April, Thunderful Group announced that its subsidiary Coatsink Software Ltd, after lengthy negotiations, had signed a game development agreement with the Facebook Group valued at more than 20 MUSD. As a result, the PPA from the acquisition of Coatsink has been adjusted back to the PPA reported in Thunderful Group's prospectus, since the value of the agreement was initially included in the calculation of the consideration but was later adjusted downward in the Annual Report when the assessment was revaluated. In accordance with IFRS 3, the revaluation for full-year 2020 has been recognised in Note 2 though an adjustment of the PPA for the acquisition of Coatsink. Thunderful Group acquired Tussilago AB's full operations on a capital basis on 31 May 2021.

EVENTS AFTER THE END OF THE QUARTER

- Thunderful Group acquired the game studio To The Sky on 10 August 2021.
- Management was strengthened through the recruitment of Agostino Simonetta as Chief Strategy and Investment Officer.

AUDITORS' REVIEW

This report has not been subject to review by the Group's auditors.





THE SHARE



The number of shares in Thunderful Group on 30 June 2021 was 68,976,918, corresponding to share capital of 689,769.18 SEK. The largest shareholders are Bergsala Holding AB with 24.9%, Swedbank Robur Fonder with 8.3%, Brjann Sigurgeirsson with 6.3% and Klaus Lyngeled with 6.2%.

Name	Shares	Shares of capital and votes
Bergsala Holding AB	17,163,028	24.9%
Swedbank Robur Fonder	5,700,000	8.3%
Brjann Sigurgeirsson	4,325,000	6.3%
Klaus Lyngeled	4,275,000	6.2%
Knutsson Holdings AB	2,200,000	3.2%
Tudor Investment Corp	1,973,000	2.9%
Naventi Fonder	1,451,079	2.1%
Alcur Fonder	1,351,968	2.0%
Consensus Asset Management	1,300,000	1.9%
Hinapulkka & Allihuuppa Oy	1,260,000	1.8%
TOTAL TOP 10	40,999,075	59.6%
Other	27,977,843	40.4%
TOTAL	68,976,918	100.0%

Source: Holdings by Modular Finance

CERTIFIED ADVISER

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Redeye	Tomas Otterbeck	+46 708 13 69 11	tomas.otterbeck@redeye.se



SIGNATURES AND ASSURANCE

The Board of Directors and the CEO offer their assurance that this interim report gives a true and fair view of the Group's and Parent Company's operations, financial position and results of operations and describes the significant risks and uncertainties facing the Group and the Parent Company.

Gothenburg, 12 August 2021

Mats Lönnqvist, Chairman of the Board

Owe Bergsten, Board member

Oskar Burman, Board member

Tomas Franzén, Board member

Cecilia Ogvall, Board member

Brjann Sigurgeirsson, CEO





GROUP INCOME STATEMENT



MSEK	Quarter		Period		12 months	Full year*
	Apr-Jun 2021	Apr-Jun 2020	Jan-Jun 2021	Jan-Jun 2020	Jul 2020-Jun 2021	2020
Net revenue	540.4	490.1	1,079.3	1,010.3	3,116.8	3,047.8
Capitalised work on own account	10.6	3.8	19.3	7.7	31.8	20.2
Other operating income	5.8	-1.0	26.5	1.3	39.5	14.3
Operating income	556.8	493.0	1,125.1	1,019.3	3,188.1	3,082.3
Operating expenses						
Goods for resale (Distribution)	-367.9	-363.1	-741.3	-758.0	-2,345.2	-2,361.9
Royalties and purchased games-development services (Games)	-16.6	-14.6	-24.2	-19.8	-31.6	-27.2
Other external expenses	-57.1	-41.7	-114.7	-83.1	-295.7	-264.1
Personnel expenses	-56.7	-30.3	-107.7	-60.9	-186.9	-140.1
Depreciation, amortisation and impairment of property, plant and equipment and intangible assets	-29.1	-14.0	-53.8	-28.8	-86.8	-61.8
Other operating expenses	-4.5	0.0	-23.1	0.0	-35.5	-12.4
Total operating expenses	-531.9	-463.7	-1,064.8	-950.6	-2,981.7	-2,867.5
Operating profit	24.9	29.3	60.3	68.7	206.4	214.8
Profit from financial items						
Total financial items	2.6	-2.5	-15.6	-8.9	-48.1	-41.4
Profit after financial items	27.5	26.8	44.7	59.8	158.3	173.4
Tax on net profit for the period	-7.1	-4.2	-11.1	-15.7	-31.4	-36.0
Net profit for the period	20.4	22.6	33.6	44.1	126.9	137.4
Other comprehensive income						
Currency translation difference in foreign operations	-25.9	0.0	44.2	0.0	44.2	0.0
Comprehensive income for the period	-5.5	22.6	77.8	44.1	171.1	137.4
Net profit for the period attributable to:						
Shareholders of the Parent Company	20.4	22.6	33.6	44.1	126.9	137.4
Comprehensive income for the period attributable to:						
Shareholders of the Parent Company	-5.5	22.6	77.8	44.1	171.1	137.4
Earnings per share before dilution, SEK	0.30	0.45	0.49	0.88	2.03	2.65
Earnings per share after dilution, SEK	0.29	0.45	0.48	0.88	2.02	2.64
Average number of shares	68,912,460	50,000,000	68,721,564	50,000,000	61,211,261	52,067,926

* See Note 2 Revaluation of acquisition analysis according to IFRS 3.



GROUP BALANCE SHEET



MSEK	30 Jun 2021	30 Jun 2020	31 Dec 2020*
ASSETS			
Fixed assets			
<i>Intangible assets</i>			
IT systems	3.5	1.7	3.3
Capitalised development expenditure, games	70.7	24.3	43.3
Publishing licenses	34.6	0.0	0.0
Publishing and distribution relationships	315.9	353.0	334.4
Goodwill	466.6	2.5	362.5
Game rights	164.8	0.0	138.3
Customer relationships	43.9	0.0	45.5
Other intangible assets	19.0	0.0	18.7
	1,119.0	381.6	946.0
<i>Property, plant and equipment</i>			
Right-of-use assets	57.7	17.9	19.9
Buildings and land	5.9	4.0	3.9
Equipment, tools, fixtures and fittings	8.0	0.7	4.3
	71.6	22.6	28.2
<i>Financial assets</i>			
Other securities held as non-current assets	0.2	0.2	0.1
Deferred tax assets	1.2	0.1	1.1
Other non-current receivables	3.4	3.3	3.5
	4.8	3.6	4.7
Total fixed assets	1,195.4	407.8	978.9
Current assets			
<i>Inventories, etc.</i>			
Finished goods and goods for resale	613.9	373.9	341.3
Advance payments to suppliers	134.6	134.1	150.5
	748.5	508.0	491.8
<i>Current receivables</i>			
Accounts receivable	276.4	237.0	619.4
Current tax assets	18.5	9.5	11.1
Other receivables	26.3	20.9	11.0
Prepaid game projects	0.0	21.2	31.8
Prepayments and accrued income	36.4	37.7	93.0
	357.6	326.4	766.3
Cash and cash equivalents	214.7	36.5	305.1
Total current assets	1,320.8	870.9	1,563.2
TOTAL ASSETS	2,516.2	1,278.7	2,542.1

* See Note 2 Revaluation of acquisition analysis according to IFRS 3.



GROUP BALANCE SHEET, CONTINUED

MSEK	30 Jun 2021	30 Jun 2020	31 Dec 2020*
EQUITY AND LIABILITIES			
Equity			
Share capital	0.7	0.5	0.7
Subscribed but not registered share capital	0.0	0.0	0.0
Other capital contributions	1,197.2	294.8	1,171.9
Other equity, including net profit for the year	394.0	262.1	316.2
	1,591.9	557.4	1,488.8
Provisions			
Provisions for pensions and similar obligations	0.2	0.2	0.2
Deferred tax liabilities	115.9	75.5	114.3
Other provisions	2.6	1.3	2.6
	118.7	77.1	117.0
Non-current liabilities			
Non-current earn-out consideration	126.5	0.0	209.3
Non-current lease liabilities	35.3	10.9	13.4
	161.8	10.9	222.7
Current liabilities			
Overdraft facility	0.0	89.7	0.0
Liabilities to shareholders	0.0	129.8	0.0
Advance payments from customers	6.3	0.0	0.0
Accounts payable	226.6	252.2	422.8
Current tax liabilities	41.5	45.5	45.5
Other liabilities	49.7	46.3	82.1
Current earn-out consideration	210.5	0.0	76.4
Current lease liabilities	21.7	6.3	5.8
Accrued expenses and deferred income	87.5	63.6	80.9
	643.8	633.4	713.5
TOTAL EQUITY AND LIABILITIES	2,516.2	1,278.7	2,542.1



* See Note 2 Revaluation of acquisition analysis according to IFRS 3.



GROUP STATEMENT OF CHANGES IN EQUITY

MSEK	Share capital	Other capital contributions	Other equity, incl. net profit for the period	Total equity
Opening balance, 1 January 2021	0.7	1,171.9	316.2	1,488.8
New issues of shares, acquisition Headup GmbH	0.0	25.3	0.0	25.3
Transactions with owners	0.0	25.3	0.0	25.3
Total comprehensive income for the period	0.0	0.0	77.8	77.8
Closing balance, 30 June 2021	0.7	1,197.2	394.0	1,591.9
Opening balance, 1 January 2020	0.5	294.8	222.7	518.0
New issues of shares, cash	0.0	7.0	0.0	7.0
New issues of shares, acquisition Coatsink Software Ltd	0.0	133.6	0.0	133.6
New issues of shares, IPO	0.2	749.8	0.0	750.0
Expenditure for new issues of shares, IPO	0.0	-13.3	0.0	-13.3
Transactions with owners	0.2	877.1	0.0	877.3
Translation differences	0.0	0.0	-43.9	-43.9
Net profit for the year	0.0	0.0	137.4	137.4
Closing balance, 31 December 2020	0.7	1,171.9	316.2	1,488.8





GROUP CASH FLOW STATEMENT



MSEK	Quarter		Period		12 months	Full year*
	Apr-Jun 2021	Apr-Jun 2020	Jan-Jun 2021	Jan-Jun 2020	Jul 2020-Jun 2021	2020
Operating activities						
Profit after financial items	27.5	26.8	44.7	59.9	155.2	170.4
Adjustment for non-cash items						
Depreciation, amortisation and impairment	29.1	14.0	53.8	28.8	86.8	61.8
Translation differences	3.1	11.1	20.5	11.1	9.4	0.0
Other adjustments	0.0	0.0	-0.3	-30.1	34.8	5.0
	59.7	51.9	118.7	69.7	286.2	237.2
Income tax paid	-11.3	-6.2	-31.7	-12.2	-48.3	-28.8
Cash flow from operating activities before changes in working capital	48.4	45.7	87.0	57.5	237.9	208.4
Changes in working capital						
Change in inventories and advance payments to suppliers	-147.5	-95.8	-254.9	-47.9	-238.8	-31.8
Change in accounts receivable	51.7	168.3	343.0	229.8	-39.3	-152.5
Change in accounts payable	-41.6	-29.4	-196.2	-219.5	-25.6	-48.9
Change in other working capital	25.6	5.8	23.6	-34.3	-5.9	-63.8
Cash flow from operating activities	-63.4	94.6	2.5	-14.4	-71.7	-88.6
Investing activities						
Acquisition of subsidiaries/business	0.0	0.0	-49.1	0.0	-172.5	-123.4
Investment in property, plant and equipment	-7.9	-0.5	-9.4	-7.7	-5.1	-3.4
Investment in capitalised development expenditure, games	-11.1	-3.8	-19.6	-7.7	-32.1	-20.2
Investment in publishing rights ¹	-4.1	0.0	-4.1	0.0	-4.1	N/A
Investment in other intangible assets	-1.5	0.0	-7.6	0.0	-15.8	-8.2
Investment in financial assets	0.0	0.0	-0.1	0.0	-0.5	-0.4
Sale of fixed assets	0.0	0.0	3.4	0.0	3.4	0.0
Cash flow from investing activities	-24.6	-4.3	-86.5	-15.4	-226.7	-155.6
Financing activities						
Change in overdraft facilities and liabilities to shareholders	0.0	-80.9	0.0	15.0	-244.3	-229.3
Borrowings	0.0	0.0	0.0	0.0	0.9	0.9
Repayment of lease liabilities	-3.5	0.0	-7.0	0.0	-13.3	-6.3
New issues of shares	0.0	0.0	0.0	0.0	743.7	743.7
Dividend paid	0.0	0.0	0.0	0.0	0.0	0.0
Cash flow from financing activities	-3.5	-80.9	-7.0	15.0	487.0	509.0
Cash flow for the period	-91.5	9.4	-91.0	-14.7	188.6	264.7
Cash and cash equivalents at the beginning of the period	309.6	27.1	305.1	51.2	36.5	51.2
Exchange-rate differences in cash and cash equivalents	-3.4	0.0	0.6	0.0	-10.4	-11.0
Cash and cash equivalents at the end of the period	214.7	36.5	214.7	36.5	214.7	305.1

* See Note 2 Revaluation of acquisition analysis according to IFRS 3.

¹In Q1 2021, publishing licenses were reclassified from prepaid game projects to intangible assets.



PARENT COMPANY INCOME STATEMENT

MSEK	Quarter		Period		12 months	Full year
	Apr-Jun 2021	Apr-Jun 2020	Jan-Jun 2021	Jan-Jun 2020	Jul 2020-Jun 2021	2020
Net revenue	1.7	1.1	3.4	2.3	11.2	10.1
Other operating income	0.0	0.0	0.1	0.0	0.1	0.0
Operating income	1.7	1.1	3.5	2.3	11.3	10.1
Operating expenses						
Other external expenses	-4.7	-1.8	-8.0	-7.5	-13.5	-13.0
Personnel expenses	-1.6	-0.8	-2.6	-2.2	-4.6	-4.2
Total operating expenses	-6.3	-2.6	-10.6	-9.7	-18.1	-17.3
Operating loss	-4.6	-1.5	-7.2	-7.4	-6.9	-7.2
Profit from financial items						
Total financial items	1.2	-2.3	-0.6	2.5	-48.1	-52.2
Loss after financial items	-3.4	-3.8	-7.8	-4.9	-55.1	-52.2
Provision to tax allocation reserve	0.0	0.0	0.0	0.0	-21.4	-21.4
Group contributions received	0.0	0.0	0.0	0.0	160.3	160.3
Group contributions paid	0.0	0.0	0.0	0.0	-9.0	-9.0
Deferred tax	0.0	0.0	-0.9	0.0	-0.9	0.0
Tax on net profit for the period	0.0	0.0	0.0	0.0	-13.7	-13.7
Net profit/loss for the period and comprehensive income for the period	-3.4	-3.8	-8.7	-4.9	59.9	64.0

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PARENT COMPANY BALANCE SHEET

MSEK	30 Jun 2021	30 Jun 2020	31 Dec 2020
ASSETS			
Fixed assets			
<i>Financial assets</i>			
Shares in Group companies	1,716.5	989.9	1,515.3
Total fixed assets	1,716.5	989.9	1,515.3
Current assets			
Receivables from Group companies	551.6	82.4	624.4
Other receivables	15.3	0.9	5.6
Prepayments and accrued income	1.6	0.4	0.1
Total current assets	568.5	83.7	630.0
Cash and bank balances	28.3	0.0	228.3
TOTAL ASSETS	2,313.2	1,073.6	2,373.6
EQUITY AND LIABILITIES			
Equity			
<i>Restricted equity</i>			
Share capital	0.7	0.5	0.7
	0.7	0.5	0.7
<i>Unrestricted equity</i>			
Retained earnings	64.3	-0.3	0.3
Subscribed but not registered share capital	0.0	0.0	0.0
Share premium reserve	1,891.9	989.5	1,866.6
Net profit for the period	-8.7	-4.9	64.0
Total unrestricted equity	1,947.5	984.3	1,930.9
Total equity	1,948.2	984.8	1,931.6
Untaxed reserves			
Tax allocation reserves	21.4	0.0	21.4
Total untaxed reserves	21.4	0.0	21.4
Provisions			
Deferred tax	1.6	0.0	0.0
Total provisions	1.6	0.0	0.0
Non-current liabilities			
Non-current earn-out consideration	119.5	0.0	117.7
Total non-current liabilities	119.5	0.0	117.7
Current liabilities			
Overdraft facility	0.0	84.6	0.0
Liabilities to shareholders	0.0	0.0	0.0
Liabilities to Group companies	0.0	0.0	189.3
Accounts payable	1.3	3.4	22.2
Tax liabilities	8.7	0.0	13.7
Other liabilities	1.0	0.1	0.2
Current earn-out consideration	210.5	0.0	76.4
Accrued liabilities	1.1	0.7	1.2
Total current liabilities	222.5	88.9	303.0
TOTAL EQUITY AND LIABILITIES	2,313.2	1,073.6	2,373.6



SEGMENT REPORTING

Thunderful Group monitors net revenue, adjusted EBITDA, adjusted EBITA and operating profit (EBIT) per business segment. EBITA was introduced in the Group in fourth quarter of 2020.



MSEK	Quarter		Period		12 months	Full year
	Apr-Jun 2021	Apr-Jun 2020	Jan-Jun 2021	Jan-Jun 2020	Jul 2020-Jun 2021	2020
Net revenue						
Thunderful Games	85.3	34.3	153.2	64.4	245.0	156.2
Thunderful Distribution	455.1	455.8	926.1	945.9	2,871.8	2,891.6
- of which, Bergsala	183.7	252.4	372.9	536.8	1,544.5	1,708.4
- of which, Nordic Game Supply	178.4	115.0	370.4	215.7	859.3	704.6
- of which, Amo Toys	93.0	88.4	182.8	193.4	468.0	478.6
Net revenue	540.4	490.1	1,079.3	1,010.3	3,116.8	3,047.8
Adjusted EBITDA						
Thunderful Games	40.4	12.7	72.7	28.6	111.3	67.2
Thunderful Distribution	18.7	29.1	51.5	65.9	219.0	233.4
- of which, Bergsala (%)	11.0 (6.0%)	19.7 (7.8%)	25.4 (6.8%)	52.8 (9.8%)	133.2 (8.6%)	160.6 (9.4%)
- of which, Nordic Game Supply (%)	3.7 (2.1%)	4.4 (3.8%)	11.6 (3.1%)	0.4 (0.2%)	51.7 (6.0%)	40.5 (5.7%)
- of which, Amo Toys (%)	4.0 (4.3%)	5.0 (5.7%)	14.5 (7.9%)	12.7 (6.6%)	34.1 (7.3%)	32.3 (6.7%)
Other	-4.5	1.5	-6.9	3.0	-19.1	-9.2
Adjusted EBITDA	54.6	43.3	117.3	97.5	311.2	291.4
Adjusted nonrecurring items (Games segment)	0.0	0.0	-0.7	0.0	-0.7	0.0
Adjusted nonrecurring items (Other segment)	-0.6	0.0	-2.5	0.0	-17.2	-14.7
EBITDA	54.0	43.3	114.1	97.5	293.3	276.7
Adjusted EBITDA margin - Thunderful Games	41.8%	34.8%	41.9%	39.9%	38.9%	36.5%
Adjusted EBITDA margin - Thunderful Distribution	4.1%	6.4%	5.4%	7.0%	7.5%	8.1%
Adjusted EBITDA margin - Thunderful Group	9.8%	8.8%	10.4%	9.6%	9.8%	9.5%
Adjusted EBITA						
Thunderful Games	30.1	9.9	56.0	22.2	86.9	53.1
Thunderful Distribution	16.4	28.7	47.5	65.1	210.0	227.6
Other	-4.5	0.0	-7.0	0.0	-16.3	-9.2
Adjusted EBITA	42.0	38.6	96.5	87.3	280.6	271.5
Adjusted nonrecurring items (Games segment)	0.0	0.0	-0.7	0.0	-0.7	0.0
Adjusted nonrecurring items (Other segment)	-0.6	0.0	-2.5	0.0	-17.2	-14.7
EBITA	41.4	38.6	93.3	87.3	262.7	256.8
Adjusted EBITA margin - Thunderful Games	31.2%	27.1%	32.2%	31.0%	30.4%	28.8%
Adjusted EBITA margin - Thunderful Distribution	3.6%	6.3%	5.0%	6.9%	7.2%	7.9%
Adjusted EBITA margin - Thunderful Group	7.5%	7.8%	8.6%	8.6%	8.8%	8.8%
Operating profit (EBIT)						
Thunderful Games	22.8	9.9	40.9	22.2	67.1	48.5
Thunderful Distribution	7.3	19.4	29.0	46.5	172.9	190.4
Other	-5.2	0.0	-9.6	0.0	-33.5	-23.9
Operating profit (EBIT)	24.9	29.3	60.3	68.7	206.4	214.9
Operating margin (EBIT margin)						
- Thunderful Games	23.6%	27.1%	23.5%	31.0%	23.5%	26.3%
Operating margin (EBIT margin)						
- Thunderful Distribution	1.6%	4.3%	3.0%	4.9%	6.0%	6.6%
Operating margin (EBIT margin)						
- Thunderful Group	4.5%	6.0%	5.4%	6.7%	6.5%	7.0%



ALTERNATIVE KPIS

Certain information in this report that management and analysts use to assess the Group's development has not been prepared in accordance with IFRS. Management believes that this information makes it easier for investors to analyse the Group's earnings development and financial position. Investors should consider this information to be a complement to financial reporting in accordance with IFRS.



DEFINITIONS AND EXPLANATIONS OF ALTERNATIVE KPIS

Alternative KPI	Definition	Explanation
Net revenue growth	Change in net revenue for the period, calculated as an increase in net revenue compared with the previous year, expressed as a percentage.	Indicates the business's net revenue during the period compared with the previous period.
Gross profit	Profit after operating income and costs for goods for resale and game projects.	Indicates the product profitability of the core business.
Gross margin	Gross profit in relation to operating income.	Indicates the product profitability of the core business.
Operating profit (EBIT)	Operating profit after depreciation, amortisation and impairment of property, plant and equipment and intangible assets.	Enables comparisons of profitability regardless of capital structure or tax situation.
Operating margin (EBIT margin)	Operating profit in relation to operating income.	Enables comparisons of profitability regardless of capital structure or tax situation.
EBITDA	Operating profit before depreciation, amortisation and impairment of property, plant and equipment and intangible assets.	Shows the company's earning capacity from operating activities regardless of capital structure and tax situation and is intended to be compared with other companies in the same industry.
EBITDA margin	EBITDA in relation to operating income.	Shows the company's earning capacity from operating activities regardless of capital structure and tax situation and is intended to be compared with other companies in the same industry.
Adjusted EBITDA	EBITDA excluding items affecting comparability.	Shows the company's earning capacity from operating activities regardless of capital structure, tax situation and items affecting comparability and is intended to be compared with other companies in the same industry.
Adjusted EBITDA margin	Adjusted EBITDA in relation to operating income.	Shows the company's earning capacity from operating activities regardless of capital structure, tax situation and items affecting comparability and is intended to be compared with other companies in the same industry.
EBITA	Operating profit before amortisation of other intangible assets and after impairment of goodwill.	Shows the company's earning capacity from operating activities regardless of capital structure and tax situation and is intended to be compared with other companies in the same industry.
EBITA margin	EBITA in relation to operating income.	Shows the company's earning capacity from operating activities regardless of capital structure and tax situation and is intended to be compared with other companies in the same industry.
Net working capital	Non-interest-bearing current assets less non interest-bearing current liabilities.	Indicates the sum of working capital that is tied up in the business and can be analysed in relation to net revenue to assess how efficiently the working capital is used in the business.
Operating cash flow	Adjusted EBITDA increased / decreased with changes in adjusted working capital and decreased with investments.	The Group uses operating cash flow to monitor the development of the business.
Cash conversion	Operating cash flow as a percentage of EBITDA.	Cash conversion provides an indication of the Group's ability to generate operating cash flows.
Interest-bearing net debt	The sum of current and non-current interest-bearing liabilities relating to right-of-use assets and overdraft facilities less cash and cash equivalents.	Interest-bearing net debt is a measure that shows the Group's interest-bearing indebtedness.
Interest-bearing net debt / EBITDA, LTM	Interest-bearing net debt as a share of adjusted EBITDA, LTM.	Thunderful Group believes that this measure is helpful in showing financial risk and that it is a useful measure to monitor the Group's debt level.



CALCULATION OF ALTERNATIVE KPIs

MSEK	Quarter		Period		12 months	Full year
	Apr-Jun 2021	Apr-Jun 2020	Jan-Jun 2021	Jan-Jun 2020	Jul 2020-Jun 2021	2020
Net revenue growth						
Net revenue previous period	490.1	228.9	1,010.3	525.5	2,301.2	2,077.7
Net revenue current period	540.4	490.1	1,079.3	1,010.3	3,116.8	3,047.8
Net revenue growth, %	10.3%	114.1%	6.8%	92.3%	35.4%	46.7%
Gross profit and gross margin						
Operating income	556.8	493.0	1,125.1	1,019.3	3,188.1	3,082.3
Costs for goods for resale and game projects	-384.5	-377.7	-765.5	-777.8	-2,376.8	-2,389.1
Gross profit, MSEK	172.3	115.3	359.6	241.5	811.3	693.2
Gross margin, %	30.9%	23.4%	32.0%	23.7%	25.4%	22.5%
Adjusted EBITA and adjusted EBITA margin						
Operating profit (EBIT)	24.9	29.3	60.3	68.7	206.4	214.9
PPA-related depreciation and amortisation	16.5	9.3	33.0	18.6	56.2	41.8
Adjusted nonrecurring items (Games segment)	0.0	0.0	0.7	0.0	0.7	0.0
Adjusted nonrecurring items (Other segment)	0.6	0.0	2.5	0.0	17.2	14.7
Adjusted EBITA	42.0	38.6	96.5	87.3	280.5	271.5
Adjusted EBITA margin, %	7.5%	7.8%	8.6%	8.6%	8.8%	8.8%
Adjusted EBITDA and adjusted EBITDA margin						
Operating profit (EBIT)	24.9	29.3	60.3	68.7	206.4	214.9
Depreciation, amortisation and impairment of property, plant and equipment and intangible assets	29.1	14.0	53.8	28.8	86.8	61.8
Adjusted nonrecurring items (Games segment)	0.0	0.0	0.7	0.0	0.7	0.0
Adjusted nonrecurring items (Other segment)	0.6	0.0	2.5	0.0	17.2	14.7
Adjusted EBITDA	54.6	43.3	117.3	97.5	311.1	291.4
Adjusted EBITDA margin, %	9.8%	8.8%	10.4%	9.6%	9.8%	9.5%
Net working capital						
Inventories	748.5	507.9	748.5	507.9	748.5	491.8
Accounts receivable	276.4	237.0	276.4	237.0	276.4	619.4
Other receivables	26.3	21.0	26.3	21.0	26.3	11.0
Accounts payable	226.6	252.2	226.6	252.2	226.6	422.8
Other liabilities	260.2	46.3	260.2	46.3	260.2	158.3
Total net working capital	564.4	467.4	564.4	467.4	564.4	541.1
Operating cash flow and cash conversion						
Adjusted EBITDA	54.6	43.3	117.3	97.5	311.1	291.4
Change in working capital, LTM	-97.0	-5.5	-97.0	-5.5	-97.0	-125.8
Investments (capex)	-24.6	-4.3	-86.5	-15.4	-226.7	-155.6
Operating cash flow	-67.0	33.5	-66.2	76.6	-12.6	10.0
Cash conversion, %	-122.7%	77.4%	-56.4%	78.6%	-4.1%	3.4%
Interest-bearing net debt						
Non-current interest-bearing liabilities	0.0	0.0	0.0	0.0	0.0	0.0
Current interest-bearing liabilities	0.0	219.5	0.0	219.5	0.0	0.0
Cash and cash equivalents	-214.7	-36.5	-214.7	-36.5	-214.7	-305.1
Interest-bearing net debt	-214.7	183.0	-214.7	183.0	-214.7	-305.1
Adjusted EBITDA, LTM	311.1	279.9	311.1	279.9	311.1	291.4
Interest-bearing net debt / adjusted EBITDA, LTM	-0.7	0.7	-0.7	0.7	-0.7	-1.0



NOTES

NOTE 1 ACQUISITIONS

Headup GmbH

On 15 March 2021, Thunderful Group acquired the German game publisher and game developer Headup GmbH for an upfront cash consideration of 5.0 MEUR. Headup GmbH, founded in 2009, is a well-established publisher and game developer active on all major platforms and releases games for consoles, mobile devices and PCs. The head office is located in Düren, outside Cologne in Germany. Revenue for 2020 amounted to 4.2 MEUR. The acquisition is in line with Thunderful Group's strategy to expand in the Games segment and in the Group as a whole.

The acquisition strengthens Thunderful Group's international position, broadens its network to include more development studios and creates synergies within the Group's publishing operations. Following the acquisition, Headup's CEO Dieter Schoeller has assumed the position of Head of Publishing in Thunderful Group, and is thus responsible for Thunderful's publishing operations in Sweden and Germany.

Consideration for the acquisition:

MSEK	
Purchase consideration	
Cash and cash equivalents	50.8
Maximum contingent earn-out consideration	61.0
- of which, newly issued shares	25.3
Total maximum purchase consideration	111.8
<i>Carrying amount of identifiable net assets</i>	
Property, plant and equipment	0.7
Inventories	1.8
Other current assets	17.7
Cash and cash equivalents	1.6
Current liabilities	-14.5
	7.3
Other intangible assets	28.4
Deferred tax on other intangible assets	-8.5
Goodwill	84.6

In connection with the acquisition of Headup GmbH, 446,250 shares were issued at a price of 56.80 SEK per share. The newly issued shares are subject to claw-back rights and are a part of the earn-out consideration, and the value can therefore be reclaimed if the conditions for the earn-out are not met. The cash-financed proportion of the purchase consideration amounted to 50.8 MSEK. The acquisition was implemented on a debt- and cash-free basis. The contingent consideration is based on the company's EBIT performance during 2021, 2022 and 2023. The total contingent consideration is capped at 6 MEUR.

If Headup GmbH had been acquired on 1 January 2021, the acquisition would have contributed revenue of 19.2 MSEK and operating profit (EBIT) of 4.0 MSEK. From the acquisition date until 30 June 2021, Headup has contributed revenue of 11.4 MSEK and operating profit (EBIT) of 2.7 MSEK.



**NOTE 2 REVALUATION OF ACQUISITION ANALYSIS ACCORDING TO IFRS 3**

On 30 April, Thunderful Group announced that its subsidiary Coatsink Software Ltd, after lengthy negotiations, had signed an agreement with the Facebook Group valued at more than 20 MUSD. As a result, the PPA from the acquisition of Coatsink has been adjusted back to the PPA reported in Thunderful Group's prospectus, since the value of the agreement was initially included in the calculation of the consideration but was later adjusted downward in the Annual Report when the assessment was revaluated. In the following table, the revaluation for full-year 2020 is recognised in accordance with IFRS 3.



MSEK	Original Full-year 2020	Change 2020	Revaluation Full-year 2020
Net revenue	3,047.8	0.0	3,047.8
Capitalised work on own account	20.2	0.0	20.2
Other operating income	14.3	0.0	14.3
	3,082.3	0.0	3,082.3
Operating expenses			
Goods for resale	-2,361.9	0.0	-2,361.9
Purchased games-development services	-27.2	0.0	-27.2
Other external expenses	-264.1	0.0	-264.1
Personnel expenses	-140.1	0.0	-140.1
Depreciation, amortisation and impairment of property, plant and equipment and intangible assets	-61.8	0.0	-61.8
Other operating expenses	-12.4	0.0	-12.4
Total operating expenses	-2,867.5	0.0	-2,867.5
Operating profit	214.8	0.0	214.8
Profit from financial items			
Financial income	110.4	2.9	113.3
Financial expenses	-122.1	0.0	-122.1
Other financial items, IPO	-32.6	0.0	-32.6
Total financial items	-44.4	3.0	-41.4
Profit after financial items	170.4	3.0	173.4
Deferred tax	5.5	0.0	5.5
Tax on net profit for the year	-40.9	-0.6	-41.5
Net profit for the year	135.0	2.4	137.4
Other comprehensive income for the year	0.0		0.0
Comprehensive income for the year	135.0	2.4	137.4
Net profit for the year attributable to:			
Shareholders of the Parent Company	135.0	2.4	137.4
Comprehensive income for the year attributable to:			
Shareholders of the Parent Company	135.0	2.4	137.4
Earnings per share before dilution, SEK	2.59	0.06	2.65
Earnings per share after dilution, SEK	2.59	0.05	2.64
Average number of shares	52,067,926	52,067,926	52,067,926



NOTE 2 REVALUATION OF ACQUISITION ANALYSIS ACCORDING TO IFRS 3, CONT.

MSEK	Original Full-year 2020	Change 2020	Revaluation Full-year 2020
ASSETS			
Fixed assets			
Intangible assets			
IT systems	3.3	0.0	3.3
Capitalised development expenditure, games	43.3	0.0	43.3
Publishing licenses	0.0	0.0	0.0
Publishing and distribution relationships	334.4	0.0	334.4
Goodwill	277.8	84.7	362.5
Other intangible assets	202.5	0.0	202.5
	861.2	84.8	946.0
Property, plant and equipment			
Right-of-use assets	19.9	0.0	19.9
Buildings and land	3.9	0.0	3.9
Equipment, tools, fixtures and fittings	4.3	0.0	4.3
	28.2	0.0	28.2
Financial assets			
Other securities held as non-current assets	0.1	0.0	0.1
Deferred tax assets	1.1	0.0	1.1
Other non-current receivables	3.5	0.0	3.5
	4.7	0.0	4.7
Total fixed assets	894.1	84.7	978.8
Current assets			
Inventories, etc.			
Finished goods and goods for resale	341.3	0.0	341.3
Advance payments to suppliers	150.5	0.0	150.5
	491.8	0.0	491.8
Current receivables			
Accounts receivable	619.4	0.0	619.4
Current tax assets	11.1	0.0	11.1
Other receivables	11.0	0.0	11.0
Prepaid game projects	31.8	0.0	31.8
Prepayments and accrued income	93.0	0.0	93.0
	766.3	0.0	766.3
Cash and cash equivalents	305.1	0.0	305.1
Total current assets	1,563.2	0.0	1,563.2
TOTAL ASSETS	2,457.3	84.8	2,542.1

MSEK	Original Full-year 2020	Change 2020	Revaluation Full-year 2020
EQUITY AND LIABILITIES			
Equity			
Share capital	0.7	0.0	0.7
Subscribed but not registered share capital	0.0	0.0	0.0
Other capital contributions	1,171.9	0.0	1,171.9
Other equity, including net profit for the year	316.8	-0.6	316.2
	1,489.4	-0.6	1,488.8
Provisions			
Provisions for pensions and similar obligations	0.2	0.0	0.2
Deferred tax liabilities	114.3	0.0	114.3
Other provisions	2.6	0.0	2.6
	117.0	0.0	117.0
Non-current liabilities			
Non-current earn-out consideration	124.6	84.7	209.3
Non-current lease liabilities	13.4	0.0	13.4
	138.1	84.6	222.7
Current liabilities			
Overdraft facility	0.0	0.0	0.0
Liabilities to shareholders	0.0	0.0	0.0
Advance payments from customers	0.0	0.0	0.0
Accounts payable	422.8	0.0	422.8
Current tax liabilities	44.9	0.6	45.5
Other liabilities	158.3	0.2	158.5
Current lease liabilities	5.8	0.0	5.8
Accrued expenses and deferred income	80.9	0.0	80.9
	712.7	0.8	713.5
TOTAL EQUITY AND LIABILITIES	2,457.3	84.8	2,542.1



FINANCIAL CALENDAR

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16 November 2021
17 February 2022
27 April 2022

FOR MORE INFORMATION

More information about the Group is available on its website:
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