



A STRONG SECOND QUARTER IN THUNDERFUL GAMES

Second quarter April–June 2022

- Revenue increased 11.1% to 618.7 MSEK (556.8).
- Adjusted EBITA declined 25.0% to 31.5 MSEK (42.0), corresponding to an adjusted EBITA margin of 5.1% (7.5).
- Adjusted EBITDA increased 28.3% to 69.3 MSEK (54.6), corresponding to an adjusted EBITDA margin of 11.2% (9.8).
- Operating profit (EBIT) declined 62.1% to 9.4 MSEK (24.9), corresponding to an operating margin of 1.5% (4.5).
- Loss for the quarter amounted to -21.8 MSEK (20.4).
- Earnings per share after dilution amounted to -0.31 SEK (0.29).
- Cash flow from operating activities amounted to -40.1 MSEK (-63.4).
- Consolidated cash and cash equivalents together with unutilised credit facilities amounted to 335.2 MSEK (493.1).
- Thunderful Group has paid the earn-out to the seller of Headup GmbH through the directed issue of 75,995 new shares in Thunderful Group AB, corresponding to 277,777.78 EUR.

Period January–June 2022

- Revenue increased 9.2% to 1,228.3 MSEK (1,125.1).
- Adjusted EBITA declined 39.1% to 58.8 MSEK (96.5), corresponding to an adjusted EBITA margin of 4.8% (8.6).
- Adjusted EBITDA declined 3.7% to 113.0 MSEK (117.3), corresponding to an adjusted EBITDA margin of 9.2% (10.4).
- Operating profit (EBIT) declined 75.7% to 14.6 MSEK (60.3), corresponding to an operating margin of 1.2% (5.4).
- Loss for the period amounted to -20.7 MSEK (33.6).
- Earnings per share after dilution amounted to -0.29 SEK (0.48).
- Cash flow from operating activities amounted to 162.6 MSEK (2.5).

Events after the end of the period

Brjann Sigurgeirsson steps down from his position as CEO. The board of directors has appointed Anders Maiqvist as interim CEO and will now initiate the search for a new CEO. Anders Maiqvist is the company's former CFO.

Key performance indicators

GROUP	2022 Q2	2021 Q2	Δ%	2022 Jan–Jun	2021 Jan–Jun	Δ%
Operating income, MSEK	618.7	556.8	11.1%	1,228.3	1,125.1	9.2%
Net revenue, MSEK	580.7	540.4	7.5%	1,126.7	1,079.3	4.4%
Gross profit, MSEK	232.8	172.3	35.1%	462.3	359.6	28.6%
Gross margin, %	37.6%	30.9%		37.6%	32.0%	
EBITDA, MSEK	69.3	54.0	28.3%	113.0	114.1	-1.0%
Adjusted EBITDA, MSEK	69.3	54.6	26.9%	113.0	117.3	-3.7%
Adjusted EBITDA margin, %	11.2%	9.8%		9.2%	10.4%	
EBITA, MSEK	31.5	41.4	-23.9%	58.8	93.3	-37.0%
Adjusted EBITA, MSEK	31.5	42.0	-25.0%	58.8	96.5	-39.1%
Adjusted EBITA margin, %	5.1%	7.5%		4.8%	8.6%	
Operating result (EBIT), MSEK	9.4	24.9	-62.1%	14.6	60.3	-75.7%
Operating margin (EBIT margin), %	1.5%	4.5%		1.2%	5.4%	
Profit for the period, MSEK	-21.8	20.4	-206.8%	-20.7	33.6	-161.6%
Net core working capital, MSEK	929.5	798.3	16.4%	929.5	798.3	16.4%
Cash flow from operating activities, MSEK	-40.1	-63.4	36.8%	162.6	2.5	6,404.0%
Interest-bearing net debt, MSEK	252.2	-214.7	-217.5%	252.2	-214.7	-217.5%
Interest-bearing net debt/adjusted EBITDA, R12M	0.7	-0.7	-202.3%	0.7	-0.7	-202.3%
Earnings per share before dilution, SEK	-0.31	0.30	-203.3%	-0.29	0.49	-159.2%
Earnings per share after dilution, SEK	-0.31	0.29	-206.9%	-0.29	0.48	-160.4%



CEO COMMENTS

A strong second quarter in the Games segment

Thunderful Group presents a mixed second quarter of 2022. New deals have been signed in the Games segment, which is reaching 34.6 MSEK in adjusted EBITA, including a one-off impairment of -10 MSEK. Pressure on adjusted EBITDA-margins continue in two of the Distribution companies.

Thunderful Group presents consolidated net revenues of 580.7 MSEK (540.4) and an adjusted EBITA of 31.5 MSEK (42.0).

Games: strong growth in recently acquired companies

For the Games segment, net sales came to 114.9 MSEK (85.3), while the adjusted EBITA came to 34.6 MSEK (30.1). This meant an adjusted EBITA margin of 24.1 percent (31.2 percent). Adjusted EBITA includes a one-off impairment of -10 MSEK for the Gunk, released on PC/Steam in Q2. We expect no further impairments for the Gunk as the remaining booked value corresponds to the games' sales performance.

Adjusted for the one-off impairment, this is one of the best quarters to date for the Games segment, and the growth is non-organic. Our business development and strategy agency Robot Teddy has signed deals and is the main contributor to the adjusted EBITA growth. Robot Teddy have again proven their ability for find and sign game-changing titles that few others would be able to.

The new deals share a similar revenue recognition model as Robot Teddy's previous contracts, which is a mix of a consultancy fee and revenue share from the game's net sales. Robot Teddy is currently the only company in Thunderful Games' most recently established division Thunderful Investment, and this quarterly report marks the first report in which we have a specific balance sheet item for Investments in game projects. We have undertaken to fund prototype development for a number of games and will continue to evaluate titles for investment. There is substantial interest from developers.

Distribution: challenges and turnarounds

For the Distribution segment, net sales came to 465.8 MSEK (455.1), while the adjusted EBITDA came to 7.8 MSEK (18.7). This meant an adjusted EBITDA margin of 1.6 percent (4.1 percent).

The second quarter has presented a number of significant challenges for the Distribution segment. In the words from the CEO in the Q1 report, we guided for pressure on EBITDA margins in Q2 and Q3. In the second quarter, we have seen continued pressure on EBITDA margins in Nordic Game Supply and significant effects in Amo Toys. Both companies are affected by increased costs from the historical inventory build-up and we reiterate our guidance that this will continue also in Q3.





In the second quarter Bergsala received more hardware deliveries, which has resulted in increased net sales compared to last year. As a result, mix effects from this is reducing the EBITDA margin slightly compared to last year.

Significant currency effects in the second quarter

The net loss in the second quarter of -21.8 MSEK is attributable to the total financial items of -22.6 MSEK, which is impacted by -33.7 MSEK from unrealized FX effects. This should be seen in the light of a currency effect from foreign operations of +38.1 MSEK in comprehensive income for the second quarter, a line item after the net profit/loss for the quarter. The annual transaction risk in our main transaction currencies USD and EUR is very limited due to natural hedging within the group. However, the translation exposure from our main translation currencies GBP and EUR has higher impact on equity in the group's consolidated statements.

Personnel changes

Callum Underwood is stepping down as managing director of Robot Teddy for personal reasons, and our Chief Games Officer Agostino Simonetta has been appointed acting managing director. We thank Callum for his hard work and strong efforts. Robot Teddy plays a pivotal role within our Games segment, with a growing number of exciting projects and clients.

We welcome Jon Rooke as new VP of Marketing within Games. Jon is an industry veteran and most recently comes from positions at 2K and Sega.

This is the first quarterly report with Lennart Sparud at the helm as CFO of Thunderful Group, as he started at the end of May.

We are now around 450 colleagues working on a large number of promising projects, and we have an exciting time ahead of us. With that, the time has come for me to step down as CEO of Thunderful Group and for new forces to lead the group as we enter the next phase. Our former CFO Anders Maiqvist takes over as acting CEO, and the company is in good hands. I would like to thank all my colleagues for their support and constant hard work. I will continue in a new role within our Games segment and look forward to focusing on game development again.

Gothenburg, August 2022
Brjann Sigurgeirsson
Resigning CEO



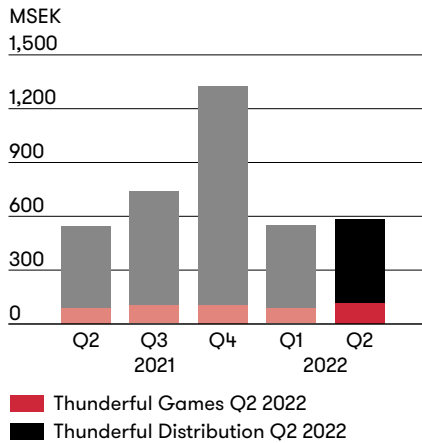


ABOUT THUNDERFUL GROUP

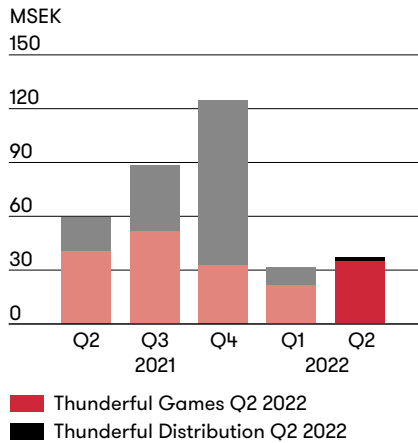
Thunderful Group is a group of companies active in the development and publishing of games as well as the distribution of Nintendo products, games, game accessories, toys and other products.

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 approximately 450 employees in Europe.

Net revenue, Q2 2021–Q2 2022



Adjusted EBITA, Q2 2021–Q2 2022



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





FINANCIAL DEVELOPMENT OF THE GROUP

Second quarter (1 April – 30 June)

Net revenue

The Group's net revenue for the second quarter amounted to 580.7 MSEK (540.4), corresponding to an increase of 7.5%. The underlying drivers are described in the section for each segment.

Segment

Net revenue increased 34.7% to 114.9 MSEK (85.3) in the Games segment and increased 2.4% to 465.8 MSEK (455.1) in the Distribution segment.

MSEK	2022 Q2	2021 Q2	Δ%
Thunderful Games	114.9	85.3	34.7%
Thunderful Distribution	465.8	455.1	2.4%
- of which, Bergsala	222.7	183.7	21.2%
- of which, Nordic Game Supply	138.8	178.4	-22.2%
- of which, Amo Toys	104.4	93.0	12.2%
Other	0.0	0.0	0.0%
Net revenue	580.7	540.4	7.5%

Thunderful Games reported negative organic growth of -10.9 MSEK. Acquisition-driven growth for the quarter contributed 40.5 MSEK net revenue.

MSEK	Games	Distribution
	Q2 2022	Q2 2022
Net revenue growth, %	34.7%	2.4%
- of which, organic (%)	-12.8%	2.4%
- of which, acquired (%)	47.5%	0.0%

In the Distribution segment, net revenue increased 21.2% to 222.7 MSEK (183.7) in Bergsala, decreased -22.2% to 138.8 MSEK (178.4) in Nordic Game Supply and increased 12.2% to 104.4 MSEK (93.0) in Amo Toys.

Unlike the comparative quarter, Bergsala experienced fewer disruptions in hardware deliveries and ended the quarter with reasonable inventory levels. Nordic Game Supply experienced a somewhat lower demand. The increase for Amo Toys was driven by the year-on-year improvement in the supply of spring and summer toys.

Gross profit

Gross profit for the second quarter amounted to 232.8 MSEK (172.3), corresponding to an increase of 35.1% and a gross margin of 37.6% (30.9). This profit trend was attributable to a sharp increase in net revenue in the Games segment, with a significantly higher gross margin than in the Distribution segment, while the increase net revenue in the Distribution segment was much lower.

Operating expenses

Costs for goods for resale and purchased games-development services increased 0.4% to -385.9 MSEK (-384.5).

Other external expenses increased 41.8% to -81.0 MSEK (-57.1). Of the total expense increase of -23.9 MSEK, -11.8 MSEK was from increased marketing costs, -6.8 MSEK from increased warehouse and logistics costs in Amo Toys and NGS, and -2.1 MSEK from acquired companies.

Personnel expenses increased 23.5% to -70.0 MSEK (-56.7). 75% of the cost increase was attributable to the Games segment, in which several acquisitions have been completed and where the management team has been strengthened during the year. The total number of employees at the end of the quarter was 444 (371).

Depreciation and amortisation rose 105.7% to -59.9 MSEK (-29.1). The key drivers were increased amortisation and impairment from capitalised game development expenditure and publishing licences, which rose -25.1 MSEK. The increase includes an amortisation of the game The Gunk of -10 MSEK which means a total depreciation and amortisation of -19.9 MSEK for the game The Gunk in the quarter.

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 69.3 MSEK (54.6), corresponding to an adjusted EBITDA margin of 11.2% (9.8). Adjusted EBITDA was not subject to any adjustment items in the second quarter of 2022.

**Segment**

Adjusted EBITDA for the Games segment amounted to 67.1 MSEK (40.4) for the quarter, corresponding to an adjusted EBITDA margin of 46.7% (41.8).

Adjusted EBITDA for the Distribution segment totalled 7.8 MSEK (18.7) for the quarter, corresponding to an adjusted EBITDA margin of 1.6% (4.1).

Adjusted operating profit, EBITA

Adjusted operating profit before acquisition-related depreciation and amortisation (EBITA) amounted to 31.5 MSEK (42.0) for the quarter, corresponding to an adjusted EBITA margin of 5.1% (7.5). Adjusted EBITA was not subject to any adjustment items in the second quarter of 2022.

Segment

Adjusted EBITA for the Games segment amounted to 34.6 MSEK (30.1) for the quarter, corresponding to an adjusted EBITA margin of 24.1% (31.2).

Adjusted EBITA for the Distribution segment totalled 2.5 MSEK (16.4) for the quarter, corresponding to an adjusted EBITA margin of 0.5% (3.6).

Operating profit, EBIT

Operating profit during the quarter amounted to 9.4 MSEK (24.9), corresponding to an operating margin of 1.5% (4.5). In the second quarter of 2022, operating profit included no adjusted nonrecurring items.

Segment

Operating profit in the Games segment amounted to 21.9 MSEK (22.8) for the quarter, corresponding to an operating margin of 15.2% (23.6).

Operating profit in the Distribution segment amounted to -6.8 MSEK (7.3) for the quarter, corresponding to an operating margin of -1.4% (1.6).

Financial net

Financial net amounted to -22.6 MSEK (2.6). Of the total financial net, -20.3 MSEK (4.3) comprised the net of exchange gains and exchange losses.

Net exchange gains and exchange losses includes effects of -33.7 MSEK from unrealised exchange effects.

Profit for the period

Profit for the period amounted to -21.8 MSEK (20.4), corresponding to a net profit margin of -3.5% (3.7).

Other comprehensive income

Other comprehensive income during the quarter was impacted by currency translation differences in foreign operations and totalled 38.1 MSEK (25.9).



The Period (1 January – 30 June)

Net revenue

The Group's net revenue for the period amounted to 1,126.7 MSEK (1,079.3), corresponding to an increase of 4.4%. The underlying drivers are described in the section for each segment.

Segment

Net revenue increased 28.7% to 197.2 MSEK (153.2) in the Games segment and 0.4% to 929.5 MSEK (926.1) in the Distribution segment.

MSEK	2022 Jan–Jun	2021 Jan–Jun	Δ%
Thunderful Games	197.2	153.2	28.7%
Thunderful Distribution	929.5	926.1	0.4%
– of which, Bergsala	406.2	372.9	8.9%
– of which, Nordic Game Supply	302.9	370.4	-18.2%
– of which, Amo Toys	220.4	182.8	20.6%
Other	0.0	0.0	0.0%
Net revenue	1,126.7	1,079.3	4.4%

Thunderful Games reported negative organic growth of -9.8 MSEK. Acquisition-driven growth for the period contributed 53.8 MSEK net revenue.

MSEK	Games	Distribution
	Jan–Jun 2022	Jan–Jun 2022
Net revenue growth, %	28.7%	0.4%
– of which, organic (%)	-6.4%	0.4%
– of which, acquired (%)	35.1%	0.0%

In the Distribution segment, net revenue increased 8.9% to 406.2 MSEK (372.9) in Bergsala, decreased -18.2% to 302.9 MSEK (370.4) in Nordic Game Supply and increased 20.6% to 220.4 MSEK (182.8) in Amo Toys.

Unlike the comparative period, Bergsala experienced fewer disruptions in hardware deliveries. Nordic Game Supply experienced a somewhat lower demand from key customers who after Christmas trading had remaining product inventories. The increase for Amo Toys was driven by the year-on-year improvement in the supply of spring and summer toys.

Gross profit

Gross profit for the period amounted to 462.3 MSEK (359.6 MSEK), corresponding to an increase of 28.6 percent and a gross margin of 37.6 percent (32.0). This profit trend was attributable to increased net revenue in the Games segment, with a significantly higher gross margin than in the Distribution segment, and slightly increased net revenue in the Distribution segment.

Operating expenses

Costs for goods for resale and purchased games-development services increased 0.1% to -766.0 MSEK (-765.5).

Other external expenses increased 48.4% to -170.2 MSEK (-114.7). Of the total expense increase of -55.5 MSEK, -22.8 MSEK was from increased marketing costs, -16.8 MSEK from increased warehouse and logistics costs in Amo Toys and NGS, and -5.0 MSEK from acquired companies.

Personnel expenses increased 30.5% to -140.5 MSEK (-107.7). 70.1% of the cost increase was attributable to the Games segment, in which several acquisitions have been completed and where the management team has been strengthened during the year. The total number of employees at the end of the period was 444 (371).

Depreciation and amortisation rose 82.8% to -98.4 MSEK (-53.8). The key drivers were increased amortisation and impairment from capitalised game development expenditure and publishing licences, which rose -29.6 MSEK (including depreciation and amortisation of -19.9 MSEK for the game The Gunk), and depreciation and amortisation related to purchase price allocations (PPA), which increased -11.2 MSEK.



**Adjusted operating profit, EBITDA**

Adjusted operating profit before depreciation, amortisation and impairment of intangible assets and property, plant and equipment (EBITDA) during the period amounted to 113.0 MSEK (117.3), corresponding to an adjusted EBITDA margin of 9.2% (10.4).

Adjusted EBITDA was not subject to any adjustment items in the period.

Segment

Adjusted EBITDA for the Games segment amounted to 99.9 MSEK (72.7) for the period, corresponding to an adjusted EBITDA margin of 39.2% (41.9).

Adjusted EBITDA for the Distribution segment amounted to 22.4 MSEK (51.5) for the full year, corresponding to an adjusted EBITDA margin of 2.3% (5.4).

Adjusted operating profit, EBITA

Adjusted operating profit before acquisition-related depreciation and amortisation (EBITA) amounted to 58.8 MSEK (96.5) for the period, corresponding to an adjusted EBITA margin of 4.8% (8.6).

Adjusted EBITDA was not subject to any adjustment items in the period.

Segment

Adjusted EBITA for the Games segment amounted to 55.6 MSEK (56.0) for the period, corresponding to an adjusted EBITA margin of 21.8% (32.2).

Adjusted EBITA for the Distribution segment amounted to 12.6 MSEK (47.5) for the period, corresponding to an adjusted EBITA margin of 1.3% (5.0).

Operating profit, EBIT

Operating profit for the period amounted to 14.6 MSEK (60.3), corresponding to an operating margin of 1.2% (5.4). Operating profit included no adjusted nonrecurring items during the period.

Segment

Operating profit in the Games segment amounted to 30.0 MSEK (40.9) for the period, corresponding to an operating margin of 11.8% (23.5).

Operating loss in the Distribution segment amounted to -6.0 MSEK (profit: 29.0) for the period, corresponding to an operating margin of -0.6% (3.0).

Financial net

Financial net amounted to -29.0 MSEK (-15.6). Of the total financial net, -24.7 MSEK comprised the net of exchange gains and exchange losses.

Net exchange gains and exchange losses includes effects of -31.6 MSEK from unrealised exchange effects.

Profit for the period

Profit for the period amounted to -20.7 MSEK (33.6), corresponding to a net profit margin of -1.7% (3.0).

Other comprehensive income

Other comprehensive income was impacted by currency translation differences in foreign operations and totalled 42.4 MSEK (44.2).



FINANCIAL POSITION

Financial position and liquidity

The Group's total assets on 30 June 2022 amounted to 3,343.8 MSEK, compared with 2,516.2 MSEK on 30 June 2021.

Core working capital on 30 June 2022 amounted to 929.5 MSEK, compared with 798.3 MSEK on 30 June 2021.

The Group's equity on 30 June 2022 totalled 1,824.6 MSEK, compared with 1,591.9 MSEK on 30 June 2021.

Thunderful Group has a confirmed credit facility of 55 MEUR with Danske Bank. On the balance-sheet date, 30 June 2022, Thunderful Group had utilised 330.4 MSEK of this facility and cash and cash equivalents amounted to 78.2 MSEK.

Including the unutilised portion of the confirmed credit facility, cash and cash equivalents as of 30 June 2022 amounted to 335.2 MSEK, compared with 493.1 MSEK on 30 June 2021.

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 -40.1 MSEK (-63.4) for the second quarter and to 162.6 MSEK (2.5) for the period.

Various investments, noted below, were made during the quarter and the entire period.

MSEK	2022 Q2	2021 Q2	2022 Jan-Jun	2021 Jan-Jun	2021 Full-year
Internal game development capex	42.7	11.1	77.5	19.6	59.6
Publishing licences capex	13.3	4.1	26.1	4.1	45.1
Game projects capex	4.6	0.0	4.6	0.0	0.0
Acquisition capex	0.0	0.0	0.0	49.1	188.9
Other capex	0.9	9.4	6.9	13.7	23.2
Total investments	61.5	24.6	115.1	86.5	316.8

Parent Company

Net revenue in the Parent Company during the period amounted to 2.7 MSEK (3.4), operating profit to -13.1 MSEK (-7.2) and profit for the period to 64.0 MSEK (-8.7).

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



OPERATIONAL OVERVIEW BY SEGMENT

Thunderful Games

Thunderful Games develops, publishes and invests in game projects. The segment consists of three divisions:

- Thunderful Studios, with game development teams from previously independent game studios including Image & Form, Zoink, The Station and Coatsink. The game development strategy is based on in-house developed, high-quality and rich content games for PC, consoles and mobile.
- Thunderful Publishing, with publishing teams in several European countries who have been integrated into a joint organisation and conduct publishing operations under one and the same brand. The division publishes games that are developed both inside and outside of the Group.
- Thunderful Investment, with an emphasis on investing in external game-development projects. The aim is to broaden the admission area for good games and game studios and offer synergies in the form of development support, publishing services and acquisitions.

Comments on events during the quarter

No significant events during the quarter.

Thunderful Distribution

Thunderful Distribution, with operations in distribution and sale of, among other items, Nintendo products, games, game accessories and toys. The 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.





GAMES RELEASED DURING AND AFTER THE SECOND QUARTER OF 2022

During the second quarter of 2022, the Group released seven games. One of these is from the Group’s own studios and six are from external studios through the Group’s publishing activities. After the end of the quarter but before the publication of this report, one more game was released, which was from an external studio through the Group’s publishing activities.

Launches in the second quarter contributed 4.9 MSEK in net revenue. This pertained only to the platforms and versions of the respective games launched in the quarter. The Group has 14 ongoing in-house game-development projects and 22 ongoing game-development projects that are being developed by third parties and which are intended to be published by one of the Group’s publishing companies. An overview of these 36 game-development projects is available on page 12.

Games released during the second quarter of 2022

Game description				Platforms			
Title	Release	Publisher	Studio	PC	Console	Mobile	VR
Get Packed: Couch Chaos	28 Apr 2022	Coatsink	External	●	○	○	○
The Gunk	29 Apr 2022	Thunderful	In-house	●	○	○	○
Crowns and Pawns	6 May 2022	Thunderful	External	●	○	○	○
Source of Madness	10 May 2022	Thunderful	External	●	○	○	○
Industria	9 Jun 2022	Headup	External	○	●	○	○
Cloud Gardens	16 Jun 2022	Coatsink	External	○	●	○	○
Firegirl	22 Jun 2022	Thunderful	External	○	●	○	○

Games released after the quarter but before the publication of this interim report

Game description				Platforms			
Title	Release	Publisher	Studio	PC	Console	Mobile	VR
Hell Pie	21 Jul 2022	Headup	External	●	●	○	○

● Released ○ Yet to be released



Announced releases of **internally** developed Thunderful games

Game description				Platforms			
Title	Release	Publisher	Own IP	PC	Console	Mobile	VR
Vendir: Plague of Lies	2022, 2H	EMS	Yes	●	●	●	○
Wavetale	2022, 2H	Thunderful	Yes	●	●	○	○
"Strawberry (a SteamWorld IP game)"	2022, 2H	Thunderful	Yes	○	○	●	○
"Jaffa (a Jurassic World IP game)"	2022, 2H	Coatsink	No	○	●	○	●
Tinkertown	2022, 2H	Headup	Yes	●	●	○	○
"Cicada"	2023	Coatsink	Yes	●	○	○	○
"Coffee (a SteamWorld IP Game)"	2023	Thunderful	Yes	●	●	○	○
SteamWorld Headhunter	2023	Thunderful	Yes	●	●	○	○
"Chocolate"	2023	Coatsink	No	●	●	○	○
"Date"	2023	Coatsink	Yes	○	○	○	●
"Mango"	2023	Thunderful	Yes	●	●	○	○
"Lemon"	2024	To The Sky	Yes	●	●	○	○
"Vanilla"	2024	Thunderful	Yes	●	●	○	○
"Caramel (a SteamWorld IP Game)"	2024	Thunderful	Yes	●	●	●	○

Announced releases of **externally** developed Thunderful games

Game description		Platforms			
Title	Release	PC	Console	Mobile	VR
Gigapocalypse	2022, 2H	○	●	●	○
Super Meat Boy Forever	2022, 2H	○	○	●	○
Swordship	2022, 2H	●	●	○	○
Moonglow Bay	2022, 2H	○	●	○	○
LEGO Bricktales (ex. "Cheesecake")	2022, 2H	●	●	●	○
Cursed to Golf	2022, 2H	●	●	○	○
Paper Cut Mansion	2022, 2H	●	●	○	○
Togges	2022, 2H	●	●	○	○
The Last Hero Of Nostalgaia	2022, 2H	●	●	○	○
"Cinnamon"	2023	○	○	○	●
Planet of Lana	2023	●	●	○	○
Glide Rush	2023	●	●	○	○
Laika: Aged Through Blood	2023	●	●	○	○
Replaced	2023	●	●	○	○
"Hazelnut"	2023	●	●	○	○
"Raspberry"	2023	●	●	○	○
"Moon Mist"	2023	●	●	○	○
"Coconut"	2023	●	●	○	○
"Cashew"	2023	●	●	○	○
"Maple"	2023	●	●	○	○
"Lime"	2023	●	○	○	○
"Peach"	2023	●	●	○	○

"Non-advertised game name" ● Under development ○ N/A



OTHER INFORMATION

Organisation

As of 30 June 2022, the number of full-time employees was 444 (371), of whom 104 (88) women and 340 (283) men.

Related party transactions

No transactions with related parties took place during the quarter.

Risks 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 66–71 and pages 89–90 of the Group's 2021 Annual Report, published on the company's website. The Annual Report is 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 applied in the company's most recent annual report. For financial assets and liabilities, carrying amounts are 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.

The Group applies the following amortisation principles for its game development and publishing projects:

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.

For further information on the Group's accounting policies, refer to the 2021 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

Thunderful Group has paid the earn-out to the seller of Headup GmbH through the directed issue of 75,995 new shares in Thunderful Group AB, corresponding to 277,777.78 EUR.

Events after the end of the period

Brjann Sigurgeirsson steps down from his position as CEO. The board of directors has appointed Anders Maiqvist as interim CEO and will now initiate the search for a new CEO. Anders Maiqvist is the company's former CFO.

Auditors' review

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



THE SHARE

Name	Shares	Shares of capital and votes, %
Bergsala Holding AB	17,613,693	25.1%
Swedbank Robur Fonder	5,739,674	8.2%
Brijann Sigurgeirsson (privately and through companies)	4,375,000	6.2%
Lyngedal Holding AB	4,275,000	6.1%
ODIN Fonder	3,100,000	4.4%
Knutsson Holdings AB	2,200,000	3.1%
ÖstVäst Capital Management	1,700,000	2.4%
Lancelot Asset Management AB	1,300,000	1.8%
Hinapulkka & Allihuoppa Oy	1,260,000	1.8%
RAM Rational Asset Management	1,236,981	1.8%
TOTAL TOP 10	42,800,348	60.9%
Other	27,490,249	39.1%
TOTAL	70,290,597	100.0%

Financial statements and other financial and general information are published on the Group's website www.thunderfulgroup.com

The CFO Lennart Sparud is responsible for IR issues, Tel: +46 705 58 66 04, e-mail: lennart@thunderfulgroup.com

As of 30 June 2022, Thunderful Group AB's share capital amounted 702,905.97 SEK distributed across 70,290,597 shares with a quotient value of 0.01 SEK per share. Thunderful Group has been listed since December 2020 on Nasdaq Stockholm and the company's share is traded on First North Premier Growth Market (THUNDR).

On the balance-sheet date of 30 June 2022, Thunderful Group's market capitalisation was around 1,355.9 MSEK.

Certified adviser

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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, 10 August 2022

Mats Lönnqvist
Chairman of the Board

Tomas Franzén
Board member

Owe Bergsten
Board member

Cecilia Ogvall
Board member

Oskar Burman
Board member

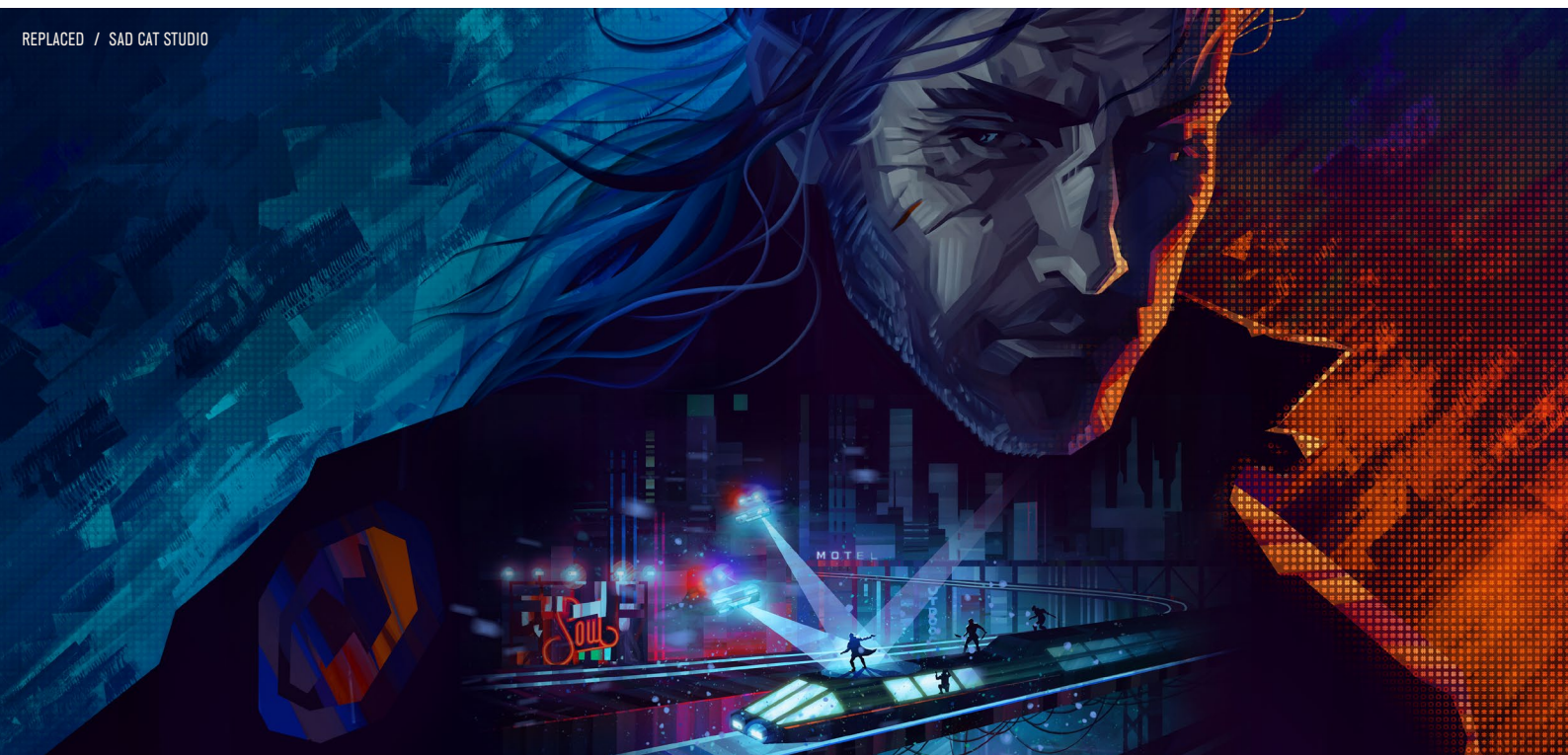
Brjann Sigurgeirsson
Resigning CEO

This information is of a nature that Thunderful Group AB is obligated to publish under the EU's Market Abuse Regulation. It was submitted for publication through the agency of the contact persons set out below at 7:30 a.m. CEST on 10 August 2022.

For more information, please contact:

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Tel: +46 739 37 24 36

Lennart Sparud, CFO, Thunderful Group
E-mail: lennart@thunderfulgroup.com
Tel: +46 705 58 66 04





GROUP INCOME STATEMENT

MSEK	2022 Q2	2021 Q2	2022 Jan-Jun	2021 Jan-Jun	2021/22 R12M	2021 Full-year
Net revenue	580.7	540.4	1,126.7	1,079.3	3,188.2	3,140.8
Capitalised work on own account	24.5	10.6	50.3	19.3	88.1	57.1
Other operating income	13.5	5.8	51.3	26.5	100.7	75.9
Operating income	618.7	556.8	1,228.3	1,125.1	3,377.0	3,273.8
Operating expenses						
Goods for resale (Distribution)	-372.1	-367.9	-735.5	-741.3	-2,262.6	-2,268.4
Purchased games-development services (Games)	-13.8	-16.6	-30.5	-24.2	-55.4	-49.1
Other external expenses	-81.0	-57.1	-170.2	-114.7	-383.6	-328.1
Personnel expenses	-70.0	-56.7	-140.5	-107.7	-271.5	-238.7
Depreciation, amortisation and impairment of property, plant and equipment and intangible assets	-59.9	-29.1	-98.4	-53.8	-171.6	-127.0
Other operating expenses	-12.5	-4.5	-38.6	-23.1	-69.2	-53.7
Total operating expenses	-609.3	-531.9	-1,213.7	-1,064.8	-3,213.9	-3,065.0
Operating profit	9.4	24.9	14.6	60.3	163.1	208.8
Total financial items	-22.6	2.6	-29.0	-15.6	-53.3	-39.9
Profit/loss after financial items	-13.2	27.5	-14.4	44.7	109.8	168.9
Tax on profit for the period	-8.6	-7.1	-6.3	-11.1	-31.9	-36.7
Net profit/loss for the period	-21.8	20.4	-20.7	33.6	77.9	132.2
Other comprehensive income						
Currency translation difference in foreign operations	38.1	-25.9	42.4	44.2	77.2	79.0
Comprehensive income for the period	16.3	-5.5	21.7	77.8	155.1	211.2
Net profit for the period attributable to:						
Shareholders of the Parent Company	-21.8	20.4	-20.7	33.6	77.9	132.2
Earnings per share before dilution, SEK	-0.31	0.30	-0.29	0.49	1.12	1.91
Earnings per share after dilution, SEK	-0.31	0.29	-0.29	0.48	1.11	1.90
Comprehensive income for the period attributable to:						
Shareholders of the Parent Company	16.3	-5.5	21.7	77.8	155.1	211.2
Average number of shares	70,250,911	68,912,460	70,362,561	68,721,564	69,987,161	69,322,610

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GROUP BALANCE SHEET

MSEK	30 Jun 2022	30 Jun 2021	31 Dec 2021
ASSETS			
Fixed assets			
<i>Intangible assets</i>			
IT systems	4.4	3.5	3.6
Capitalised development expenditure, games	173.1	70.7	122.7
Publishing licences	74.1	34.6	57.5
Investments in game projects	4.6	0.0	0.0
Publishing and distribution relationships	278.7	315.9	297.3
Goodwill	742.7	466.6	728.0
Game rights	283.7	164.8	296.0
Customer relationships	113.2	43.9	120.0
Other intangible assets	24.1	19.0	24.2
	1,698.7	1,119.0	1,649.2
<i>Property, plant and equipment</i>			
Right-of-use assets	142.9	57.7	114.6
Buildings and land	0.7	5.9	0.6
Equipment, tools, fixtures and fittings	174	8.0	14.8
	161.0	71.6	130.0
<i>Financial assets</i>			
Other securities held as non-current assets	0.2	0.2	0.1
Deferred tax assets	1.7	1.2	1.3
Other non-current receivables	7.1	3.4	7.0
	9.0	4.8	8.4
Total fixed assets	1,868.6	1,195.4	1,787.6
Current assets			
<i>Inventories, etc.</i>			
Finished goods and goods for resale	840.4	613.9	758.6
Advance payments to suppliers	88.2	134.6	5.4
	928.6	748.5	764.0
<i>Current receivables</i>			
Accounts receivable	376.0	276.4	866.6
Current tax assets	16.3	18.5	4.6
Other receivables	5.9	26.3	35.7
Prepayments and accrued income	70.2	36.4	101.0
	468.4	357.6	1,007.9
Cash and cash equivalents	78.2	214.7	60.2
Total current assets	1,495.7	1,320.8	1,832.1
TOTAL ASSETS	3,343.8	2,516.2	3,619.7



GROUP BALANCE SHEET, CONTINUED

MSEK	30 Jun 2022	30 Jun 2021	31 Dec 2021
EQUITY AND LIABILITIES			
Equity			
Share capital	0.7	0.7	0.7
Other capital contributions	1,274.8	1,197.2	1,271.8
Other equity, including net profit for the year	549.1	394.0	527.4
	1,824.6	1,591.9	1,799.9
Provisions			
Provisions for pensions and similar obligations	0.2	0.2	0.2
Deferred tax liabilities	155.4	115.9	156.9
Other provisions	2.0	2.6	2.0
	157.6	118.7	159.1
Non-current liabilities			
Non-current earn-out considerations	222.8	126.5	355.8
Non-current lease liabilities	114.3	35.3	91.2
	337.0	161.8	447.0
Current liabilities			
Overdraft facility	10.0	0.0	270.4
Liabilities to credit institutions	320.4	0.0	0.0
Advance payments from customers	0.0	6.3	0.0
Accounts payable	375.0	226.6	588.6
Current tax liabilities	42.0	41.5	50.4
Other liabilities	52.7	49.7	97.7
Current earn-out considerations	134.6	210.5	96.6
Current lease liabilities	25.6	21.7	20.5
Accrued expenses and deferred income	64.2	87.5	89.5
	1,024.5	643.8	1,213.7
TOTAL EQUITY AND LIABILITIES	3,343.8	2,516.2	3,619.7



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 2022	0.7	1,271.8	527.4	1,799.9
New issues of shares, earn-out consideration Headup GmbH	0.0	3.0	0.0	3.0
Total comprehensive income for the period	0.0	0.0	21.7	21.7
Closing balance, 30 June 2022	0.7	1,274.8	549.1	1,824.6
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 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
New issues of shares, acquisition Stage Clear Studios, SL	0.0	4.1	0.0	4.1
New issues of shares, acquisition Robot Teddy Ltd	0.0	35.5	0.0	35.5
New issues of shares, acquisition Early Morning Studio AB	0.0	35.0	0.0	35.0
Transactions with owners	0.0	99.9	0.0	99.9
Total comprehensive income for the period	0.0	0.0	211.2	211.2
Closing balance, 31 December 2021	0.7	1,271.8	527.4	1,799.9



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GROUP CASH FLOW STATEMENT

MSEK	2022 Q2	2021 Q2	2022 Jan-Jun	2021 Jan-Jun	2021/22 R12M	2021 Full-year
Operating activities						
Profit after financial items	-13.2	27.5	-14.4	44.7	109.8	168.9
Adjustment for non-cash items						
- Depreciation, amortisation and impairment	59.9	29.1	98.4	53.8	171.5	127.0
- Translation differences	0.6	3.1	2.1	20.5	12.8	31.2
- Other adjustments	0.0	0.0	0.0	-0.3	-0.6	-0.9
	47.3	59.7	86.1	118.7	293.6	326.2
Income tax paid	-3.3	-11.3	-29.6	-31.7	-37.1	-39.2
Cash flow from operating activities before changes in working capital	44.0	48.4	56.5	87.0	256.5	287.0
Changes in working capital						
Change in inventories and advance payments to suppliers	-100.0	-147.5	164.6	-254.9	-177.7	-268.0
Change in accounts receivable	-53.8	51.7	490.6	343.0	-99.6	-247.2
Change in accounts payable	100.0	-41.6	-213.6	-196.2	148.4	165.8
Change in other working capital	-30.3	25.6	-6.3	23.6	-53.1	-2.5
Cash flow from operating activities	-40.1	-63.4	162.6	2.5	95.2	-64.9
Investing activities						
Acquisition of subsidiaries/business	0.0	0.0	0.0	-49.1	-139.8	-188.9
Investment in property, plant and equipment	0.0	-7.9	-5.5	-9.4	-8.6	-12.5
Investment in capitalised game development expenditure	-42.7	-11.1	-77.5	-19.6	-117.5	-59.6
Investment in game projects	-4.6	0.0	-4.6	0.0	-4.6	0.0
Investment in publishing rights	-13.3	-4.1	-26.1	-4.1	-67.1	-45.1
Investment in other intangible assets	-0.9	-1.5	-1.3	-7.6	-4.2	-10.5
Investment in financial assets	0.0	0.0	-0.1	-0.1	-3.6	-3.6
Sale of fixed assets	0.0	0.0	0.0	3.4	0.0	3.4
Cash flow from investing activities	-61.5	-24.6	-115.1	-86.5	-345.4	-316.8
Financing activities						
Change in overdraft facility	10.0	0.0	-260.4	0.0	10.0	270.4
Borrowings from credit institutions	-10.4	0.0	320.4	0.0	320.4	0.0
Repayment of lease liabilities	-6.1	-3.5	-11.7	-7.0	-21.6	-16.9
Repayment of earn-out liabilities	-3.5	0.0	-100.9	0.0	-220.0	-119.1
New issues of shares	0.0	0.0	0.0	0.0	0.0	0.0
Cash flow from financing activities	-10.0	-3.5	-52.6	-7.0	88.8	134.4
Cash flow for the period	-111.6	-91.5	-5.1	-91.0	-161.4	-247.3
Cash and cash equivalents at the beginning of the period	172.5	309.6	60.2	305.1	214.7	305.1
Exchange-rate differences in cash and cash equivalents	17.3	-3.4	23.1	0.6	24.9	2.4
Cash and cash equivalents at the end of the period	78.2	214.7	78.2	214.7	78.2	60.2



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PARENT COMPANY INCOME STATEMENT

MSEK	2022 Jan-Jun	2021 Jan-Jun
Net revenue	2.7	3.4
Other operating income	2.7	0.1
Operating income	5.5	3.5
Operating expenses		
Other external expenses	-12.3	-8.0
Personnel expenses	-6.2	-2.6
Total operating expenses	-18.6	-10.6
Operating profit	-13.1	-7.2
Total financial items	77.0	-0.6
Profit after financial items	63.9	-7.8
Tax on profit for the period	0.1	0.0
Net profit/loss for the period and comprehensive income for the period	64.0	-8.7





PARENT COMPANY BALANCE SHEET

MSEK	30 Jun 2022	30 Jun 2021	31 Dec 2021
ASSETS			
Fixed assets			
<i>Financial assets</i>			
Shares in Group companies	2,178.7	1,716.5	2,181.2
Total fixed assets	2,178.7	1,716.5	2,181.2
Current assets			
Receivables from Group companies	633.8	551.6	1,084.8
Current tax assets	12.3	0.0	0.0
Other receivables	0.4	15.3	16.3
Prepayments and accrued income	2.1	1.6	2.8
Total current assets	648.6	568.5	1,103.9
Cash and bank balances	0.0	28.3	0.0
TOTAL ASSETS	2,827.3	2,313.2	3,285.1
EQUITY AND LIABILITIES			
Equity			
<i>Restricted equity</i>			
Share capital	0.7	0.7	0.7
	0.7	0.7	0.7
<i>Unrestricted equity</i>			
Retained earnings	65.4	64.3	64.3
Share premium reserve	1,982.8	1,891.9	1,966.5
Net profit for the year	64.0	-8.7	14.4
Total unrestricted equity	2,112.2	1,947.5	2,045.2
Total equity	2,112.9	1,948.2	2,045.9
Untaxed reserves			
Tax allocation reserves	27.5	21.4	27.5
Total untaxed reserves	27.5	21.4	27.5
Provisions			
Deferred tax	0.0	1.6	0.0
Total provisions	0.0	1.6	0.0
Non-current liabilities			
Non-current earn-out considerations	221.1	119.5	348.8
Total non-current liabilities	221.1	119.5	348.8
Current liabilities			
Overdraft facility	10.0	0.0	268.6
Liabilities to credit institutions	320.4	0.0	0.0
Liabilities to Group companies	0.0	0.0	484.6
Accounts payable	2.2	1.3	3.1
Tax liabilities	0.0	8.7	4.5
Other liabilities	0.6	1.0	0.4
Current earn-out considerations	131.4	210.5	96.6
Accrued liabilities	1.3	1.1	5.1
Total current liabilities	465.8	222.5	862.9
TOTAL EQUITY AND LIABILITIES	2,827.3	2,313.2	3,285.1



SEGMENT REPORTING

Thunderful Group monitors net revenue, adjusted EBITDA, adjusted EBITA and operating profit (EBIT) per segment.

MSEK	2022 Q2	2021 Q2	2022 Jan-Jun	2021 Jan-Jun	2021/22 R12M	2021 Full-year
Net revenue						
Thunderful Games	114.9	85.3	197.2	153.2	398.0	354.0
Thunderful Distribution	465.8	455.1	929.5	926.1	2,790.2	2,786.8
- of which, Bergsala	222.7	183.7	406.2	372.9	1,341.6	1,308.3
- of which, Nordic Game Supply	138.8	178.4	302.9	370.4	917.4	984.9
- of which, Amo Toys	104.4	93.0	220.4	182.8	531.2	493.6
Net revenue	580.7	540.4	1,126.7	1,079.3	3,188.2	3,140.8
Adjusted EBITDA						
Thunderful Games	67.1	40.4	99.9	72.7	212.4	185.2
Thunderful Distribution	7.8	18.7	22.4	51.5	159.4	188.5
- of which, Bergsala	12.1	11.0	20.8	25.4	99.7	104.3
- of which, Nordic Game Supply	2.6	3.7	3.4	11.6	45.7	53.9
- of which, Amo Toys	-6.9	4.0	-1.8	14.5	14.0	30.3
Other	-5.6	-4.5	-9.3	-6.9	-19.6	-17.2
Adjusted EBITDA	69.3	54.6	113.0	117.3	352.2	356.5
Adjusted nonrecurring items (Games segment)	0.0	0.0	0.0	-0.7	-7.7	-8.4
Adjusted nonrecurring items (Distribution segment)	0.0	0.0	0.0	0.0	-2.0	-2.0
Adjusted nonrecurring items (Other segment)	0.0	-0.6	0.0	-2.5	-7.8	-10.3
EBITDA	69.3	54.0	113.0	114.1	334.6	335.8
Adjusted EBITDA margin - Thunderful Games, %	46.7%	41.8%	39.2%	41.9%	42.5%	44.3%
Adjusted EBITDA margin - Thunderful Distribution, %	1.6%	4.1%	2.3%	5.4%	5.5%	6.6%
Adjusted EBITDA margin - Thunderful Group, %	11.2%	9.8%	9.2%	10.4%	10.4%	10.9%
Adjusted EBITA						
Thunderful Games	34.6	30.1	55.6	56.0	139.3	139.7
Thunderful Distribution	2.5	16.4	12.6	47.5	141.7	176.6
Other	-5.6	-4.5	-9.4	-7.0	-19.9	-17.5
Adjusted EBITA	31.5	42.0	58.8	96.5	261.1	298.8
Adjusted nonrecurring items (Games segment)	0.0	0.0	0.0	-0.7	-7.7	-8.4
Adjusted nonrecurring items (Distribution segment)	0.0	0.0	0.0	0.0	-2.0	-2.0
Adjusted nonrecurring items (Other segment)	0.0	-0.6	0.0	-2.5	-7.8	-10.3
EBITA	31.5	41.4	58.8	93.3	243.6	278.1
Adjusted EBITA margin - Thunderful Games, %	24.1%	31.2%	21.8%	32.2%	27.9%	33.4%
Adjusted EBITA margin - Thunderful Distribution, %	0.5%	3.6%	1.3%	5.0%	4.9%	6.2%
Adjusted EBITA margin - Thunderful Group, %	5.1%	7.5%	4.8%	8.6%	7.7%	9.1%
Operating profit (EBIT)						
Thunderful Games	21.9	22.8	30.0	40.9	88.3	99.2
Thunderful Distribution	-6.8	7.3	-6.0	29.0	102.4	137.4
Other	-5.6	-5.2	-9.4	-9.6	-27.6	-27.8
Operating profit (EBIT)	9.4	24.9	14.6	60.3	163.1	208.8
Operating margin (EBIT margin) - Thunderful Games, %	15.2%	23.6%	11.8%	23.5%	17.7%	23.7%
Operating margin (EBIT margin) - Thunderful Distribution, %	-1.4%	1.6%	-0.6%	3.0%	3.6%	4.8%
Operating margin (EBIT margin) - Thunderful Group, %	1.5%	4.5%	1.2%	5.4%	4.8%	6.4%



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 games-development services.	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.
Adjusted EBITA	EBITA excluding items affecting comparability.	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 EBITA margin	Adjusted 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.
Core working capital, net	Inventories plus accounts receivable minus accounts payable.	Indicates the sum of core working capital that is tied up in the business and can be analysed in relation to net revenue to assess how efficiently the core working capital is used in the business.
Interest-bearing net debt	The sum of current and non-current interest-bearing liabilities to credit institutions, including 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, R12M	Interest-bearing net debt as a share of adjusted EBITDA, R12M.	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	2022 Q2	2021 Q2	2022 Jan–Jun	2021 Jan–Jun	2021/22 R12M	2021 Full-year
Net revenue growth						
Net revenue previous period	540.4	490.1	1,079.3	1,010.3	3,116.8	3,047.8
Net revenue current period	580.7	540.4	1,126.7	1,079.3	3,188.2	3,140.8
Net revenue growth, %	7.5%	10.3%	4.4%	6.8%	2.3%	3.1%
Gross profit and gross margin						
Operating income	618.7	556.8	1,228.3	1,125.1	3,377.0	3,273.8
Costs for goods for resale and game projects	-385.9	-384.5	-766.0	-765.5	-2,318.0	-2,317.5
Gross profit, MSEK	232.8	172.3	462.3	359.6	1,059.0	956.3
Gross margin, %	37.6%	30.9%	37.6%	32.0%	31.4%	29.2%
Adjusted EBITA and adjusted EBITA margin						
Operating profit (EBIT)	9.4	24.9	14.6	60.3	163.1	208.8
Amortisation and impairment of acquisition-related intangible assets	22.0	16.5	44.2	33.0	80.5	69.3
Adjusted nonrecurring items (Games segment)	0.0	0.0	0.0	0.7	7.7	8.4
Adjusted nonrecurring items (Distribution segment)	0.0	0.0	0.0	0.0	2.0	2.0
Adjusted nonrecurring items (Other segment)	0.0	0.6	0.0	2.5	7.8	10.3
Adjusted EBITA	31.5	42.0	58.8	96.5	261.1	298.8
Adjusted EBITA margin, %	5.1%	7.5%	4.8%	8.6%	7.7%	9.1%
Adjusted EBITDA and adjusted EBITDA margin						
Operating profit (EBIT)	9.4	24.9	14.6	60.3	163.1	208.8
Depreciation, amortisation and impairment of property, plant and equipment and intangible assets	59.9	29.1	98.4	53.8	171.6	127.0
Adjusted nonrecurring items (Games segment)	0.0	0.0	0.0	0.7	7.7	8.4
Adjusted nonrecurring items (Distribution segment)	0.0	0.0	0.0	0.0	2.0	2.0
Adjusted nonrecurring items (Other segment)	0.0	0.6	0.0	2.5	7.8	10.3
Adjusted EBITDA	69.3	54.6	113.0	117.3	352.1	356.5
Adjusted EBITDA margin, %	11.2%	9.8%	9.2%	10.4%	10.4%	10.9%
Core working capital, net						
Inventories	928.6	748.5	928.6	748.5	928.6	764.0
Accounts receivable	376.0	276.4	376.0	276.4	376.0	866.6
Accounts payable	375.0	226.6	375.0	226.6	375.0	588.6
Total core working capital	929.5	798.3	929.5	798.3	929.5	1,042.0
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	330.4	0.0	330.4	0.0	330.4	270.4
Cash and cash equivalents	-78.2	-214.7	-78.2	-214.7	-78.2	-60.2
Interest-bearing net debt	252.2	-214.7	252.2	-214.7	252.2	210.2
Adjusted EBITDA R12M	352.1	311.1	352.1	311.1	352.1	356.5
Interest-bearing net debt/adjusted EBITDA, R12M	0.7	-0.7	0.7	-0.7	0.7	0.6



OTHER INFORMATION

Financial calendar

Interim report Jul–Sep 2022	15 November 2022
Year-end report 2022	22 February 2023
Interim report Jan–Mar 2023	16 May 2023
2023 Annual General Meeting	18 May 2023

For more information

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