

Q2

2024

Thunderful's transition to a pure-play game company is complete

Second quarter April–June 2024

- Net revenue decreased 14.1 MSEK to 83.1 MSEK (97.2) compared to the same quarter last year.
- Operating profit (EBIT) decreased 73.6 MSEK to -60.3 MSEK (13.3), corresponding to an operating margin of -72.6 percent (13.7). Write-down of capitalised development cost amounted to 31.4 MSEK for the quarter.
- Adjusted EBITDA decreased 51.5 MSEK to 3.9 MSEK (55.4), corresponding to an adjusted EBITDA margin of 4.7 percent (57.0).
- Adjusted EBITA decreased 73.4 MSEK to -44.9 MSEK (28.4), corresponding to an adjusted EBITA margin of -54.1 percent (29.3).
- Profit & loss for the quarter amounted to -162.2 MSEK (-60.4), and for continuing operations -40.5 MSEK (-37.5).
- Earnings per share before and after dilution amounted to -2.31 SEK (-0.86), and for continuing operations -0.58 SEK (-0.53).
- Cash flow from operating activities amounted to 410.8 MSEK (3.3), of which discontinued operations amounted to 444.1 MSEK (-46.6).
- Consolidated cash and cash equivalents together with unutilised credit facilities amounted to 254.9 MSEK (283.2) as of 30 June 2024.
- Per Alnefelt assumed his role as interim CFO for Thunderful Group effective 8 April 2024, succeeded Henrik Lundkvist.
- Thunderful Group divested the operations and assets of Nordic Game Supply for a purchase price corresponding to the book value of the inventory with an agreed discount. The buyer is a company owned by Henrik Mathiasen, CEO Bergsala AB and former CEO of Nordic Game Supply AB.
- Thunderful Group divested the German subsidiary Headup GmbH to the founder of the company; Dieter Schoeller.
- Thunderful Group divested the distribution companies AMO Toys AB, Bergsala Aktiebolag, Thunderful 1 AB och Thunderful Solution AB to Bergsala NDP AB.

The period January–June 2024

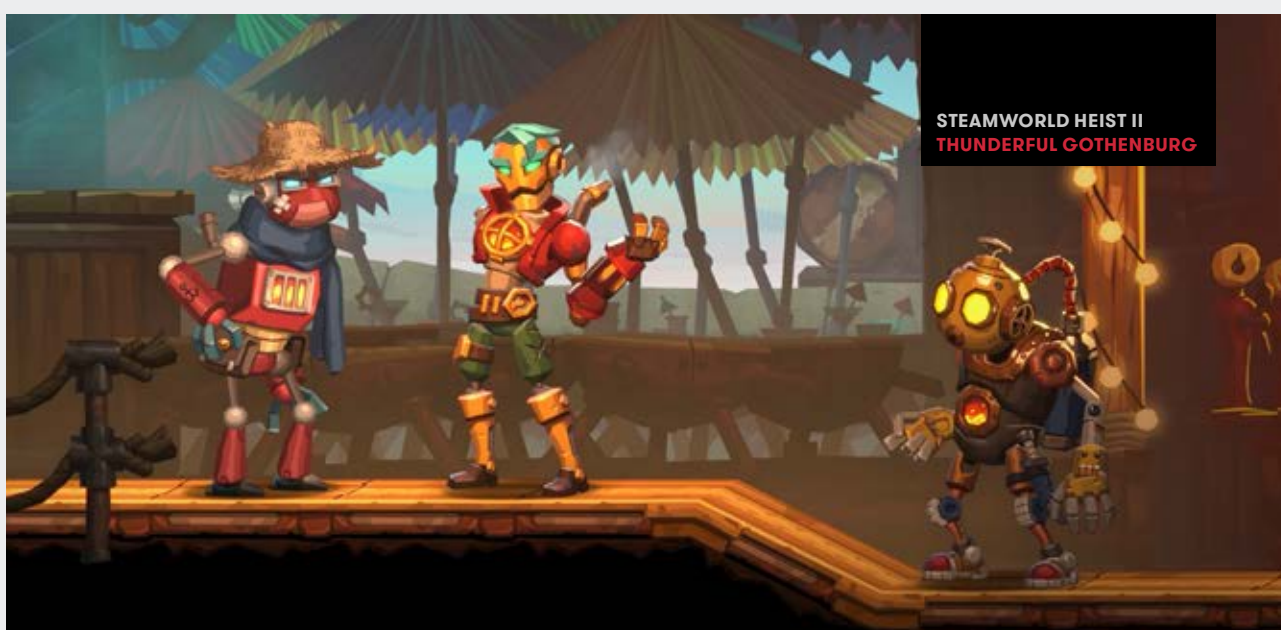
- Net revenue decreased 53.2 MSEK to 141.1 MSEK (194.3) compared to the same period last year.
- Operating profit (EBIT) decreased 244.0 MSEK to -212.9 MSEK (31.1), corresponding to an operating margin of -150.9 percent (16.0). Write-down of capitalised development cost amounted to 100.6 MSEK for the period.
- Adjusted EBITDA decreased 131.1 MSEK to -24.1 MSEK (107.0), corresponding to an adjusted EBITDA margin of -17.1 percent (55.1).
- Adjusted EBITA decreased 239.6 MSEK to -173.0 MSEK (66.6), corresponding to an adjusted EBITA margin of -122.7 percent (34.3).
- Profit & loss for the period amounted to -398.4 MSEK (-47.0), and for continuing operations -171.0 MSEK (-23.8).
- Earnings per share before and after dilution amounted to -5.67 SEK (-0.67), and for continuing operations -2.43 SEK (-0.34).
- Cash flow from operating activities amounted to 255.1 MSEK (73.2), of which discontinued operations amounted to 263.8 MSEK (-42.5).

Events after the end of the quarter

- No significant events after the end of the quarter.

Key performance indicators	Quarter			Period		
	Q2 2024	Q2 2023	Δ%	Jan-Jun 2024	Jan-Jun 2023	Δ%
GROUP						
Net revenue, MSEK	83.1	97.2	-14.5%	141.1	194.3	-27.4%
Gross profit, MSEK	66.0	95.8	-31.1%	107.1	179.6	-40.4%
Gross margin	79.4%	98.5%		75.9%	92.5%	
EBITDA, MSEK	3.9	53.1	-92.6%	-33.2	102.1	-132.5%
Adjusted EBITDA, MSEK	3.9	55.4	-92.9%	-24.1	107.0	-122.5%
Adjusted EBITDA margin	4.7%	57.0%		-17.1%	55.1%	
EBITA, MSEK	-44.9	26.2	-271.5%	-182.2	61.7	-395.5%
Adjusted EBITA, MSEK	-44.9	28.4	-257.9%	-173.0	66.6	-359.9%
Adjusted EBITA margin	-54.1%	29.3%		-122.7%	34.3%	
Operating result (EBIT), MSEK	-60.3	13.3	-553.3%	-212.9	31.1	-783.5%
Operating margin (EBIT margin)	-72.6%	13.7%		-150.9%	16.0%	
Profit & loss for the period, MSEK	-162.2	-60.4	-168.5%	-398.4	-47.0	-748.3%
Profit & loss for the period for continuing operations, MSEK	-40.5	-37.5	-8.0%	-171.0	-23.8	-618.0%
Net core working capital, MSEK	37.9	701.1	-94.6%	37.9	701.1	-94.6%
Cash flow from operating activities, MSEK	410.8	3.3	12,348.5%	255.1	73.2	248.5%
Interest-bearing net debt, MSEK	-108.1	500.9	-121.6%	-108.1	500.9	-121.6%
Interest-bearing net debt/adjusted EBITDA, R12M	-	1.7		-	1.7	
Earnings per share before dilution, SEK	-2.31	-0.86	-168.5%	-5.67	-0.67	-746.3%
Earnings per share after dilution, SEK	-2.31	-0.86	-168.5%	-5.67	-0.67	-746.3%
Earnings per share before dilution for continuing operations, SEK	-0.58	-0.53	-8.0%	-2.43	-0.34	-618.0%
Earnings per share after dilution for continuing operations, SEK	-0.58	-0.53	-8.0%	-2.43	-0.34	-618.0%
Net profit margin	-195.3%	-62.1%		-282.4%	-24.2%	
Net profit margin for continuing operations	-48.7%	-38.5%		-121.2%	-12.3%	

See page 27 for the definition of key performance indicators.



CEO Comments

As of the end of the second quarter of 2024, Thunderful Group has shed its previous form and will continue as a streamlined company focused solely on publishing and developing video games for a global market. This year is a transitional one for the group, with significant changes, but our cost-saving measures and improvement initiatives are beginning to show results.

Net sales for the new group (i.e. excluding divested businesses) amounted to 83.1 MSEK (97.2) during the second quarter of 2024. The operating result was -60.3 MSEK (13.3).

In the first half of 2024, the businesses HeadUp, Nordic Game Supply (NGS), Bergsala, and Amo Toys were divested. The results for the period are reported in two new business segments, with proforma figures for the corresponding period in 2023, while the divested companies are reported separately under discontinued operations.

The operating result (EBIT) for the quarter was -60.3 MSEK (13.3). The weak result is partly explained by write-downs of 19 MSEK in two games with poor sales performance in addition to 12 MSEK of write-downs related to the restructuring program. Furthermore, during the quarter, we adopted a more conservative capitalisation policy than last year to reduce the risk of future write-downs. Overall, our stricter capitalisation policy impacts the result by approximately -24 MSEK compared to the second quarter of 2023.

Our restructuring program is now fully concluded, and we are already seeing most of the cost-saving effects in the second quarter. On an annual basis, we expect the measures taken to reduce our costs by 90-100 MSEK compared to the cost level the business had at the turn of 2023/24, which is in line with our objectives from the beginning of the year. Since our personnel costs continued to rise until the fourth quarter of 2023, the actual cost savings in comparison will mostly be visible in the last quarter of the year. The number of employees in the remaining operations has decreased from 419 at the turn of the year to 329 at the end of the second quarter, a reduction of just over 20 percent. This means that the group's cost base of personnel-related costs and other external costs, is expected to amount to 90-100 MSEK per quarter from the second half of 2024.

New segment reporting

Starting from the second quarter, we are dividing the group's operations into two new business segments: Publishing and Co-Development & Services.

The Publishing segment focuses on the development, marketing, distribution, and commercialisation of digital games and intellectual properties (IP). This includes projects developed internally by our eight studios as well as those created externally by third-party developers. In the Co-Development & Services segment, we offer a range of game development and publishing services to external partners.

Publishing

In the second quarter, the Publishing segment reported net sales of 58.1 MSEK (60.1), which is in line with the previous year. This is notable given that in the second quarter of 2023, we recorded significant revenue from platform agreements related to the games Planet of Lana and Viewfinder, which we did not have this year.

We have seen an increase in revenue from transactional sales, which refers to the direct sale of our games to consumers via online stores. This is an important and positive sign that our initiatives to improve the group's commercial focus and capabilities are starting to show results.

The segment's EBITDA for the quarter was -2.2 MSEK (34.3), which is significantly lower than the comparison quarter. This is mainly due to the stricter capitalisation policy and the fact that last year we had comparatively low royalty costs in the second quarter.

The game Aska, launched in Early Access at the end of the quarter and created by the Romanian studio Sand Sailor Studio, was well received by players and contributed slightly higher revenues than expected. The game continues to be on sale and developed with suggestions for improvement from its growing player community.

After the quarter ended, SteamWorld Heist II was launched on PC, Switch, PlayStation, and Xbox. The game is a sequel to the proven and very popular SteamWorld Heist from 2015. The game has been well received by both critics and players, although we see some challenges in re-engaging players and fans who enjoyed the first game nearly ten years ago. We are very pleased that the game currently has an average score of over 80 on Metacritic and an incredible 95% on Steam.

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Thunderful’s future success will be the result of the right balance between a commercial strategy, our talented workforce, and improved processes and structures.

Co-Development & Services

The Co-Development & Services segment consists of the co-development activities within Coatsink and the service operations within Robot Teddy. Net sales for the quarter decreased to 25.0 MSEK (37.1), primarily due to a significant decline in the Robot Teddy business.

Coatsink experienced slightly lower utilisation rates compared to the same quarter last year, but we are pleased to announce that the studio recently signed an extended co-development agreement with a major partner. The agreement spans 18 months and ensures ongoing work for a large portion of the company’s development staff.

Robot Teddy continues to maintain good relationships with its remaining clients and is now laying the foundation to better define and expand its service operations going forward. Although Robot Teddy’s net sales have decreased significantly, we remain confident in the strategy of leveraging our existing expertise and publishing staff to offer services to third-party developers who seek assistance with their own releases.

Thunderful’s new strategy

I would also like to share some thoughts on our new, focused strategy for the restructured Thunderful Group.

We are moving towards establishing a clear publishing strategy targeting the market segment between indie and AA games, with production investments ranging from two to eight million euros per game. Our focus will be on creating high-quality PC and console games, emphasising single-player experiences. We aim to develop games with relatable characters, exciting worlds, and emergent gameplay that leverages the creativity and extensive expertise within Thunderful. Our business model will be based on premium sales—where players pay upfront at the time of purchase—complemented by strong additional sales of DLC and in-game content.

Our long-term goal is to take a market-leading position in publishing and developing games that serve a diverse audience of gamers looking for high-quality, unforgettable experiences at the right price.

In addition to a clearer publishing strategy, we will also achieve higher operational efficiency by improving our processes and structures. We plan to establish and continue to support core development teams with cross-disciplinary expertise and an agile mindset. We will allocate resources more effectively, avoid overstaffing, and collaborate with external resources when necessary. We will develop hypothesis-driven concepts and continuously use player testing to gain insights into how our projects are perceived by the audience. We will better balance risk between internal, external, and co-development projects, ensuring that our investment decisions are strategically grounded and continuously evaluated against key milestones.



In summary, we are confident that Thunderful’s future success will come from the right balance of a commercial strategy, our talented workforce, and improved processes and structures.

2024 is a transition year

Thunderful Group has had two very eventful quarters, marked by an intense transformation into a pure-play company dedicated to the publishing and development of video games. I am truly looking forward to continuing to lead the new Thunderful in the coming years. The company has enormous potential, with many incredibly skilled and experienced employees and increasingly strong revenue generation from a broad catalog of popular titles, as well as profitable collaborations with external partners.

Although 2024 is a transitional year and we still face challenges, we approach them with renewed optimism and a strong focus.

Martin Walfisz
CEO of Thunderful Group
August 2024

About Thunderful Group

Thunderful Group AB (publ) focuses on the publishing and development of high-quality digital games primarily for PC and console platforms. Headquartered in Gothenburg, Sweden, Thunderful Group spans a significant portion of the game industry value chain through its two main operating segments: Publishing and Co-Development & Services.

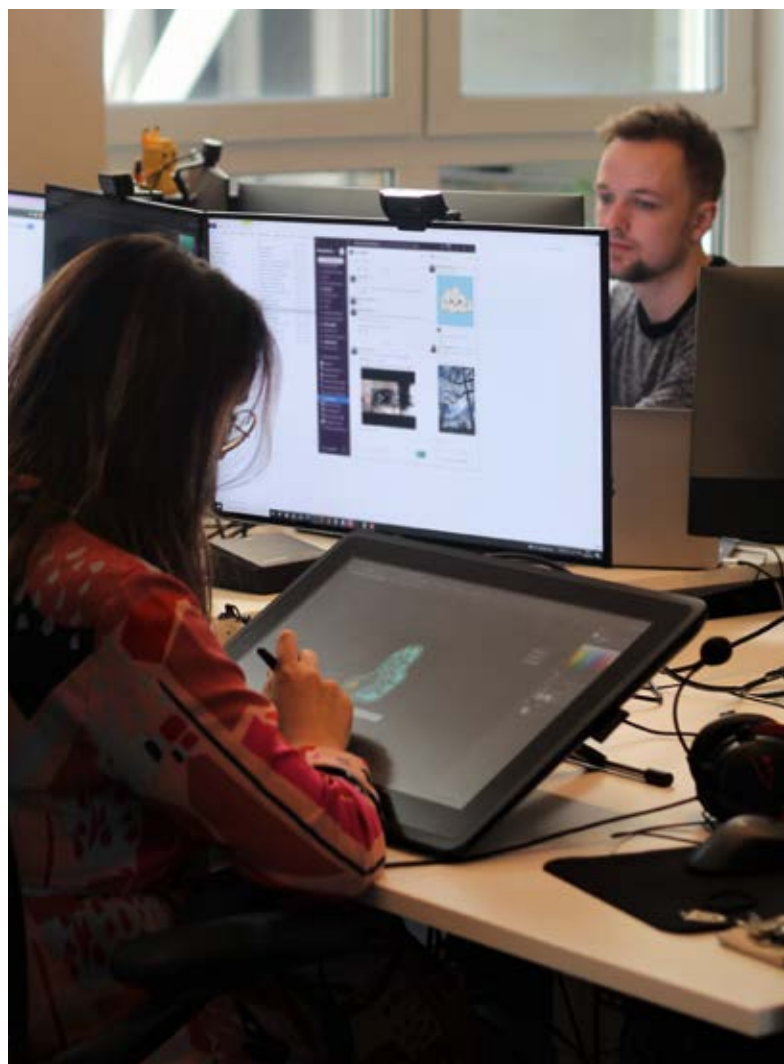
The group encompasses a global games publishing business, eight game studios with various creative and technological expertise, and a services business. The segments work synergistically to develop, market, and support a diverse portfolio of gaming experiences. With approximately 330 employees, Thunderful Group leverages a talented workforce, primarily based in Europe, dedicated to providing engaging and innovative digital entertainment.

MISSION

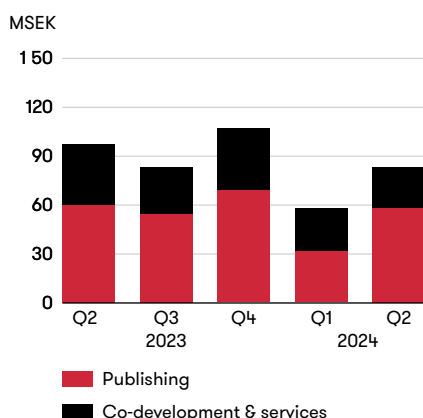
To provide creative entertainment products of the highest quality for people of all ages.

VISION

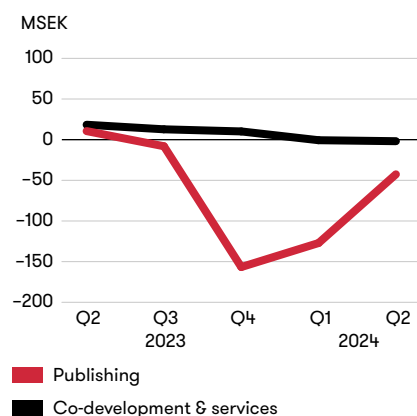
To be a leader in a world where everyone can play.



Net revenue, Q2 2023–Q2 2024



Adjusted EBITA, Q2 2023–Q2 2024



Financial development of the Group

Second quarter (1 April–June 30)

Net revenue

The Group's net revenue for the quarter amounted to 83.1 MSEK (97.2), corresponding to a decrease of 14.5 percent.

Segment

Net revenue decreased 3.4 percent to 58.1 MSEK (60.1) in the Publishing segment as a result of one-off revenues from platform deals in the same quarter last year. In the Co-development & services segment net revenue decreased 32.6 percent to 25.0 MSEK (37.1), mainly due to decreased sales in Robot Teddy.

MSEK	2024 Q2	2023 Q2	Δ%
Thunderful Publishing	58.1	60.1	-3.4%
Thunderful Co-development & services	25.0	37.1	-32.6%
Net revenue	83.1	97.2	-14.5%

Operating expenses

Purchased games-development services and royalties increased 369.5 percent to -17.8 MSEK (-3.8)

Other external expenses increased 132.1 percent to -23.6 MSEK (-10.2), mainly due to capitalisation of marketing costs during 2023.

Personnel expenses decreased 2.8 percent to -65.5 MSEK (-67.4). The total number of employees at the end of the quarter was 329 (351).

Depreciation and amortisation increased 61.3 percent to -64.2 MSEK (-39.8), primarily due to write-down of capitalised game development of 31.4 MSEK. PPA-related depreciation and amortisation (Purchase Price Allocation) increased by 19.6 percent to -15.4 MSEK (-12.9).

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 3.9 MSEK (55.4), corresponding to an adjusted EBITDA margin of 4.7 percent (57.0). Adjusted EBITDA was adjusted for restructuring cost of 0.0 MSEK (-2.3).

Segment

Adjusted EBITDA for the Publishing segment amounted to -2.2 MSEK (34.3) for the quarter, corresponding to an adjusted EBITDA margin of -3.8 percent (57.1). Adjusted EBITDA was adjusted for non-recurring items of 0.0 MSEK (-2.3).

Adjusted EBITDA for the Co-development & services segment amounted to 6.1 MSEK (21.1) for the quarter, corresponding to an adjusted EBITDA margin of 24.4 percent (56.7).

Adjusted operating profit, EBITA

Adjusted operating profit before acquisition-related depreciation and amortisation (EBITA) amounted to -44.9 MSEK (28.4) for the quarter, corresponding to an adjusted EBITA margin of -54.1 percent (29.3). Adjusted EBITA was adjusted for non-recurring items of 0.0 MSEK (-2.3).

Segment

Adjusted EBITA for the Publishing segment amounted to -51.0 MSEK (7.5) for the quarter, corresponding to an adjusted EBITA margin of -87.8 percent (12.5). Adjusted EBITA was adjusted for non-recurring items of 0.0 MSEK (-2.3).

Adjusted EBITA for the Co-development & services segment amounted to 6.1 MSEK (20.9) for the quarter, corresponding to an adjusted EBITA margin of 24.3 percent (56.4).

Operating profit, EBIT

Operating profit during the quarter amounted to -60.3 MSEK (13.3), corresponding to an operating margin of -72.6 percent (13.7). Operating profit includes non-recurring items of 0.0 MSEK (-2.3).

Segment

Operating profit in the Publishing segment amounted to -63.9 MSEK (-5.3) for the quarter, corresponding to an operating margin of -110.2 percent (-8.8). Operating profit includes non-recurring items of 0.0 MSEK (-2.3)

Operating profit in the Co-development & services segment amounted to 3.6 MSEK (18.6) for the quarter, corresponding to an operating margin of 14.5 percent (50.0).

Financial net

Financial net amounted to 18.1 MSEK [-50.2] for the quarter. Of the total financial net, 15.7 MSEK [-38.3] comprised the net of exchange gains and exchange losses, 1.3 MSEK [4.4] of the net from interest cost and interest income, 0.7 MSEK [-16.3] of the net from the revaluation of earn-outs and 0.4 MSEK [0.0] of results from associated companies.

Net exchange gains and exchange losses includes -8.1 MSEK of unrealised exchange effects.

Profit/loss for the quarter

Profit/loss for the quarter amounted to -162.2 MSEK [-60.4], corresponding to a net profit margin of -195.3 percent [-62.1]. Profit/loss for the quarter for continuing operations amounted to -40.5 MSEK [-37.5], corresponding to a net profit margin of -48.7 percent [-38.5].

Other comprehensive income

Other comprehensive income during the quarter was impacted by currency translation differences in foreign operations and totalled -12.7 MSEK [110.3].



Financial development of the Group

The period (1 January–June 30)

Net revenue

The Group's net revenue for the period amounted to 141.1 MSEK (194.3), corresponding to a decrease of 27.4 percent.

Segment

Net revenue increased 21.1 percent to 89.4 MSEK (73.8) in the Publishing segment and decreased 57.1 percent to 51.7 MSEK (120.4) in the Co-development & services segment. The decrease in Co-development and services was mainly due to lower sales in Robot Teddy.

MSEK	2024 Jan-Jun	2023 Jan-Jun	Δ%
Thunderful Publishing	89.4	73.8	21.1%
Thunderful Co-development & services	51.7	120.4	-57.1%
Net revenue	141.1	194.3	-27.4%

Operating expenses

Purchased games-development services and royalties increased 126.4 percent to -35.7 MSEK (-15.8)

Other external expenses increased 103.3 percent to -56.0 MSEK (-27.6), mainly due to capitalisation of marketing costs in 2023. Other external expenses also includes restructuring costs of -3.0 MSEK in the first half of 2024.

Personnel expenses increased 16.1 percent to -141.3 MSEK (-121.6). The increase is attributed to higher average employee count during the period compared to last year and restructuring costs of 6.1 MSEK in the first half of 2024. The total number of employees at the end of the quarter was 329 (351).

Depreciation and amortisation increased 153.3 percent to -179.7 MSEK (-70.9), mainly due to write-down of capitalised game development cost of 100.6 MSEK. PPA-related depreciation and amortisation (Purchase Price Allocation) increased by 0.6 percent to -30.7 MSEK (-30.5).

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 -24.1 MSEK (107.0), corresponding to an adjusted EBITDA margin of -17.1 percent (55.1). Adjusted EBITDA was adjusted for non-recurring items of -9.1 MSEK (-4.9), mainly attributed to personnel related restructuring costs.

Segment

Adjusted EBITDA for the Publishing segment amounted to -32.6 MSEK (22.0) for the period, corresponding to an adjusted EBITDA margin of -36.4 percent (29.8). Adjusted EBITDA was adjusted for non-recurring items of -8.7 MSEK (-4.9), attributed to personnel related restructuring costs.

Adjusted EBITDA for the Co-development & services segment amounted to 8.5 MSEK (85.0) for the period, corresponding to an adjusted EBITDA margin of 16.5 percent (70.6). Adjusted EBITDA was adjusted for non-recurring items of -0.4 MSEK (0.0), attributed to personnel related restructuring costs.

Adjusted operating profit, EBITA

Adjusted operating profit before acquisition-related depreciation and amortisation (EBITA) amounted to -173.0 MSEK (66.6) for the period, corresponding to an adjusted EBITA margin of -122.7 percent (34.3). Adjusted EBITA was adjusted for non-recurring items of -9.1 MSEK (-4.9), mainly attributed to personnel related restructuring costs.

Segment

Adjusted EBITA for the Publishing segment amounted to -181.5 MSEK (-18.2) for the period, corresponding to an adjusted EBITA margin of -203.1 percent (-24.6). Adjusted EBITDA was adjusted for non-recurring items of -8.7 MSEK (-4.9), attributed to personnel related restructuring costs.

Adjusted EBITA for the Co-development & services segment amounted to 8.5 MSEK (84.8) for the period, corresponding to an adjusted EBITDA margin of 16.3 percent (70.4). Adjusted EBITDA was adjusted for non-recurring items of -0.4 MSEK (0.0), attributed to personnel related restructuring costs.

Operating profit, EBIT

Operating profit during the period amounted to -212.9 MSEK (31.1), corresponding to an operating margin of -150.9 percent (16.0). Operating profit includes non-recurring items of -9.1 MSEK (-4.9), mainly attributed to personnel related restructuring costs.

Segment

Operating profit in the Publishing segment amounted to -216.1 MSEK (-48.9) for the period, corresponding to an operating margin of -241.7 percent (-66.3). Operating profit includes non-recurring items of -8.7 MSEK (-4.9), attributed to personnel related restructuring costs.

Operating profit in the Co-development & services segment amounted to 3.2 MSEK (80.1) for the period, corresponding to an operating margin of 6.2 percent (66.5). Operating profit includes non-recurring items of -0.4 MSEK (0.0), attributed to personnel related restructuring costs.

Financial net

Financial net amounted to 40.0 MSEK [-47.3] for the period. Of the total financial net, 27.1 MSEK [-63.1] comprised the net of exchange gains and exchange losses, 4.1 MSEK [12.4] of the net from interest cost and interest income, 9.4 MSEK [3.4] of the net from the revaluation of earn-outs and -0.5 MSEK [0.0] of results from associated companies.

Net exchange gains and exchange losses includes -63.5 MSEK of unrealised exchange effects.

Profit/loss for the period

Profit/loss for the period amounted to -398.4 MSEK [-47.0], corresponding to a net profit margin of -282.4 percent [-24.2]. Profit /loss for continuing operations for the period amounted to -171.0 MSEK [-23.8], corresponding to a net profit margin of -121.2 percent [-12.3].

Other comprehensive income

Other comprehensive income during the period was impacted by currency translation differences in foreign operations and totalled 96.5 MSEK [149.8].



Financial position

Financial position and liquidity

The Group's total assets on 30 June 2024 amounted to 1,605.6 MSEK, compared with 3,811.4 MSEK on 30 June 2023.

Core working capital on 30 June 2024 amounted to 37.9 MSEK, compared with 701.1 MSEK on 30 June 2023, mainly as a result of the divestment of the distribution companies at the end of the second quarter.

The Group's equity on 30 June 2024 totalled 1,080.4 MSEK, compared with 2,085.5 MSEK on 30 June 2023.

Thunderful Group has a confirmed credit facility of 10.5 MEUR (119.3 MSEK on June 30 2024) with Danske Bank. As per the balance-sheet date, this facility was unutilised and cash and cash equivalents amounted to 135.7 MSEK.

Including the unutilised portion of the confirmed credit facility, cash and cash equivalents as per 30 June 2024 amounted to 254.9 MSEK, compared with 283.2 MSEK on 30 June 2023.

Cash flow and investments

Cash flow from operating activities during the second quarter amounted to 410.8 MSEK (3.3) and during the period to 255.1 MSEK (73.2). Cash flow from operating activities for discontinued operations amounted to 444.1 MSEK (-44.6) for the quarter and 263.8 MSEK (-42.5) for the period.

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

MSEK	Quarter		Period		RTM	Full-year 2023
	2024 Q2	2023 Q2	2024 Jan-Jun	2023 Jan-Jun		
Internal game development capex	41.6	64.3	69.3	107.1	164.7	202.4
Publishing licences capex	13.4	17.7	28.8	36.7	68.1	76.0
Game projects capex	0.0	-27.1	0.0	4.1	-2.4	1.7
Acquisition capex	0.0	0.0	0.0	23.8	0.0	23.8
Other capex	0.0	3.3	0.0	1.9	-0.8	1.1
Cash flow from discontinued operations	-299.8	5.6	-298.3	13.9	-287.0	25.2
Total investments	-244.8	63.8	-200.2	187.4	-57.4	330.2

Cash flow from investing activities amounted to 244.8 MSEK (-63.8) for the second quarter and 200.2 MSEK (-187.4) for the period. The positive cash flow in Q2 2024 is related to the divestment of intangible assets from discontinued operations.

Cash flow from financing activities amounted to -591.5 MSEK (35.2) for the second quarter and -533.0 (104.3) for the period, mainly attributed to a repayment in full of the previous loan facility.

Parent Company

Net revenue in the Parent Company during the period amounted to 14.5 MSEK (3.3), operating result to -340.3 MSEK (-6.8) and profit for the period to -370.0 MSEK (1.1). The Parent Company's revenue comprises intra-group services. During the period write-down of shares in the amount of 50.7 MSEK were made for subsidiaries from discontinued operations. A realised loss of 374.7 MSEK was booked in in Q2 2024 related to the divestment of discontinued operations.

Operational overview by segment

Thunderful Groups' operations are divided into two segments:

Publishing

The Publishing segment is dedicated to the development, marketing, distribution and commercialisation of digital games and intellectual properties (IPs). This includes projects developed internally by in-house studios as well as those created externally by third-party teams.

Revenue for the Publishing segment primarily comes from transactional sales (i.e. direct sales to consumers via online stores), supplemented by platform deals and collaborations with various marketing, commercialisation, and distribution partners. Back catalog sales, which encompass all game titles released more than two years ago, contribute to form an essential and stable foundation of the segment's income.

The Publishing segment requires ongoing investments in capitalised game development projects which generally have a development cycle spanning several years before they can begin generating revenue. These investments are crucial for maintaining a steady and growing pipeline of high-quality game releases.



The long-term objective of the Publishing segment is to create commercially successful games and IPs that provide stable revenue streams with strong financial performance, ensuring sustained growth and profitability for the business.

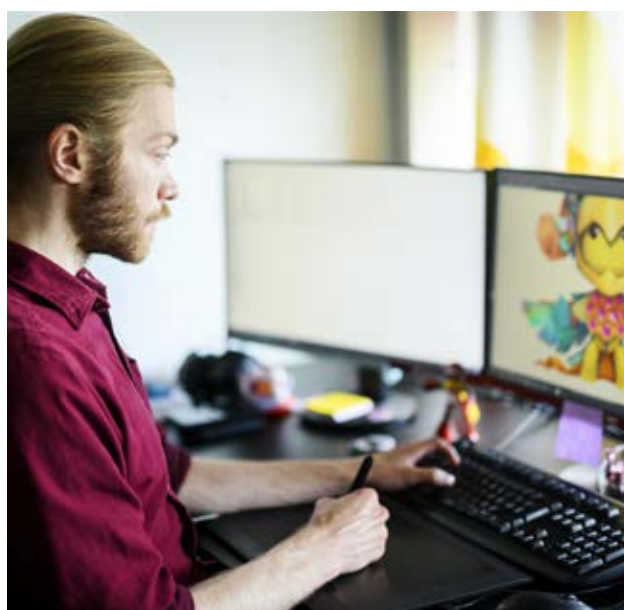
Co-development & services

The Co-Development & Services segment offers a range of game development and publishing services to external partners.

Co-Development focuses on ideating, planning, and developing game projects in collaboration with external partners and licensees. This segment generates revenue through predictable work-for-hire arrangements with stable margins and can include revenue-sharing agreements. With external partners contributing funding, Thunderful Group can efficiently manage costs while fostering successful partnerships.

The Services business offers tailored support to third-party game developers who choose to self-publish. Utilizing the expertise and resources of the Publishing segment, services include business development, marketing support, release management, and strategic reviews. Revenue is generated through a combination of consulting fees and revenue-sharing agreements, ensuring predictable and stable margins.

The long-term objective of the Co-Development & Services segment is to be recognised as a best-in-class service provider, foster enduring relationships that contribute to partners' success, while generating predictable revenue and profits for Thunderful Group.



Game released during and after the second quarter of 2024

During the second quarter of 2024, the Group released two games of which one from an internal studio. After the end of the quarter but before the publication of this report, two games have been released, of which one from an external studio through the Group's publishing activities.

The Group has 8 ongoing internal game-development projects and 3 ongoing game-development projects that are being developed by third parties, which are intended to be published by the Group's publishing company.



Announced releases of internally developed games

Game description			Platforms			
Title	Release	Publisher	PC	Console	Mobile	VR
Reignbreaker	2024, 2H	Thunderful	●	●	●	●
"Chilli Choc"	2024, 2H	Coatsink	●	●	●	●
"Date"	2025	Coatsink	●	●	●	●
"Lemon"	2025	To The Sky	●	●	●	●
"Mango"	2025	Thunderful	●	●	●	●
"Neapolitan"	2025	Coatsink	●	●	●	●
"Oyster"	2025	Coatsink	●	●	●	●
"Trident"	2025	Early Morning Studio	●	●	●	●

The launch of "Watermelon" is planned for 2026.

Announced releases of externally developed games

Game description		Platforms			
Title	Release	PC	Console	Mobile	VR
ASKA	2025	●	●	●	●
Replaced	2025	●	●	●	●
"Peach"	2025	●	●	●	●

Game released during the second quarter 2024

Game description				Platforms			
Title	Release	Publisher	Studio	PC	Console	Mobile	VR
Vendir: Plague of Lies	2024-05-30	Early Morning Studio	Internal	●	●	●	●
ASKA	2024-06-20	Thunderful	External	●	●	●	●

Game released after the second quarter 2024

Game description				Platforms			
Title	Release	Publisher	Studio	PC	Console	Mobile	VR
SteamWorld Heist II	2024-08-08	Thunderful	Internal	●	●	●	●
Phantom Spark	2024-08-15	Coatsink	External	●	●	●	●

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

Other information

Organisation

As of 30 June 2024, the number of full-time employees was 329 (351), of whom 90 (81) women and 239 (270) men.

Related party transactions

Thunderful Group divested the German subsidiary, Headup GmbH, for a purchase price of 500 KEUR. The buyer was Headup's CEO Dieter Schoeller.

Thunderful Group divested the operations and assets of Nordic Game Supply for a purchase price corresponding to the book value of the inventory with an agreed discount. The buyer is a company owned by Henrik Mathiasen, CEO of Bergsala AB and former CEO of Nordic Game Supply AB.

Thunderful Group divested the distribution companies AMO Toys AB, Bergsala Aktiebolag, Thunderful 1 AB and Thunderful Solutions AB to Bergsala NDP AB, owned by the founder of Bergsala, Owe Bergsten.

There were no other related party transactions of significant value during the period.

Risks and uncertainties

Thunderful Group is exposed to risks, particularly the valuation of intangible assets, financing and launch risk for ongoing game developments. The complete risk analysis is found on pages 48–53 and pages 68–69 of the Group's 2023 Annual Report, published on the company's website. The company has evaluated its intangible fixed assets on an ongoing basis and has made the assessment that no further material write-down needs exist as at the balance sheet date. The company's assessment is that current and available financing is sufficient to ensure continued operations.

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.

As per the second quarter of 2024, the Group applies IFRS 5 and reports the profit/loss for the period from discontinued operations in the former Games and Distribution segments separately.

For further information on the Group's accounting policies, refer to the 2023 Annual Report, which is published on the company's website.

Discontinued operations

During the second quarter, Thunderful divested the gaming company Headup and discontinued operations in the gaming company Stage Clear. The profit / loss from these operations are reported separately in the Group as "discontinued operations Games." At the end of the second quarter, Thunderful divested the sub-groups AMO Toys and Bergsala in the former Distribution segment as well as assets and customer relationships in the sub-group NGS. The profit / loss from these operations is reported separately in the Group as "discontinued operations Distribution".

Summary of profit / loss and cash flow effects from discontinued operations

MSEK	Quarters		Period		RTM	Helår 2023
	2024 Q2	2023 Q2	2024 Jan-Jun	2023 Jan-Jun		
Discontinued operations Games	-42.3	-1.5	-56.6	-1.5	-183.8	-128.8
Of which						
Realised loss on divestment	-42.7	0.0	-42.7	0.0	-42.7	0.0
Transaction costs	-3.1	0.0	-3.1	0.0	-3.1	0.0
Operating results	3.5	-1.5	-10.8	-1.5	-138.0	-128.8
Discontinued operations Distribution	-79.5	-21.4	-170.8	-21.7	-119.0	30.2
Of which						
Realised loss on divestments	-0.7	0.0	-0.7	0.0	-0.7	0.0
Transaction costs	-18.1	0.0	-18.1	0.0	-18.1	0.0
Operating results	-60.7	-21.4	-152.0	-21.7	-100.1	30.2
Cash flow analysis						
Adjustment for non-cash items	-10.2	16.3	12.0	33.1	179.3	200.4
Paid taxes	-1.1	-3.2	-5.7	-5.0	-1.8	-1.1
Net cash flow from operating activities	577.6	-36.7	484.7	-51.1	705.3	169.5
Net cash flow from investing activities	299.8	-5.6	298.3	-13.9	287.0	-25.2
Net cash flow from financing activities	1.0	-4.3	-9.0	-9.4	-17.6	-18.0
Net change in cash and cash equivalents from discontinued operations	867.1	-33.6	780.3	-46.3	1,152.2	325.6

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.

Financial targets

The Board of Directors for Thunderful Group has decided to withdraw the financial targets that were originally developed and communicated in connection with the IPO of Thunderful Group in December 2020.

In June 2024, Thunderful Group completed the divestment of the Distribution operations to become a pure gaming company. As a consequence, the Board of Directors has concluded that Thunderful Group should withdraw its existing financial targets.

The Board of Directors believes that Thunderful Group should communicate new long-term financial targets. Such objectives will be carefully evaluated and communicated when deemed appropriate.

Events during the quarter

Per Alnefelt assumed his role as interim CFO for Thunderful Group effective 8 April 2024, succeeded Henrik Lundkvist.

Thunderful Group divested the operations and assets of Nordic Game Supply for a purchase price corresponding to the book value of the inventory with an agreed discount. The buyer is a company owned by Henrik Mathiasen, CEO of Bergsala AB and former CEO of Nordic Game Supply.

Thunderful Group divested the German subsidiary, Headup GmbH, to the founder of the company; Dieter Schoeller.

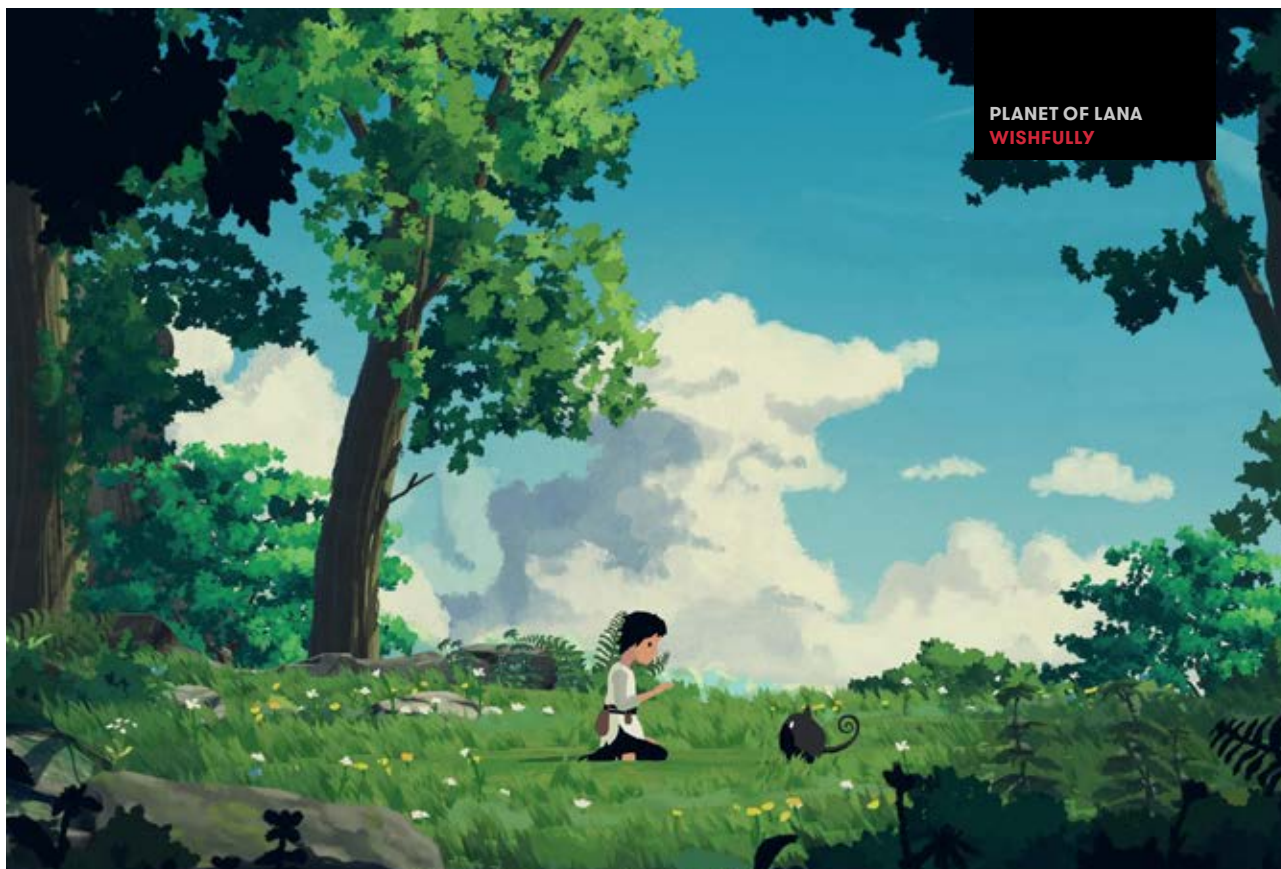
Thunderful Group divested the distribution companies AMO Toys AB, Bergsala Aktiebolag, Thunderful 1 A and Thunderful Solutions AB to Bergsala NDP AB.

Events after the end of the period

No significant events after the end of the period.

Auditors' review

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



The share

Name	Shares	Shares of capital and votes, %
Bergsala Holding AB	17,913,693	25.5%
Avanza Pension	5,366,609	7.6%
Brjann Sigurgeirsson (privately and through companies)	4,375,000	6.2%
Lyngeled Holding AB	4,275,000	6.1%
Knutsson Holdings AB	2,496,028	3.6%
Nordea Liv & Pension	2,421,460	3.4%
ÖstVäst Capital Management	2,200,000	3.1%
Provobis Holding AB	1,750,000	2.5%
Nordnet Pensionsförsäkring	1,730,364	2.5%
Andeas Johansson	1,539,742	2.2%
TOTAL TOP 10	44,067,896	62.7%
Other	26,222,701	37.3%
TOTAL	70,290,597	100.0%



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

Responsible for IR issues is

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Outstanding warrant programmes active at the time of this report's publication are:

Warrant programme	Number of warrants	Corresponding number of shares	Proportion of total shares	Exercise price	Expiration period
Warrant programme 2022/2025	270,000	270,000	0.4%	47.22	19 maj-30 jun 2025
Warrant programme 2023/2026	860,000	860,000	1.2%	20.28	19 maj-30 jun 2026
Warrant programme 2024/2027	0	0	—	3.34	1 jun-15 jul 2027
Total	1,130,000	1,130,000			

As of 30 June 2024, 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 AB (publ) has been listed since December 2020 on Nasdaq Stockholm and the compa-

ny's share is traded on First North Premier Growth Market (THUNDR). On the balance-sheet date of 30 June 2024, Thunderful Group's market capitalisation was around 157.1 MSEK.

Certified adviser

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Signature

The CEO offers his 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.

This information is of a nature that Thunderful Group AB (publ) 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. CET on 21 August 2024.

For more information, please contact:

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Gothenburg, 21 August 2024

Martin Walfisz
Chief Executive Officer

Group income statement

MSEK	2024 Q2	2023 Q2	2024 Jan-Jun	2023 Jan-Jun	2024 R12M	2023 Full year
Net revenue	83.1	97.2	141.1	194.3	331.2	384.4
Other operating income	0.7	2.3	1.7	1.1	13.5	12.9
Operating income	83.8	99.6	142.7	195.4	344.7	397.3
Capitalised work on own account	27.7	38.1	59.7	74.1	131.5	145.9
Purchased games-development services and royalties	-17.8	-3.8	-35.7	-15.8	-86.0	-66.1
Other external expenses	-23.6	-10.2	-56.0	-27.6	-112.4	-84.0
Personnel expenses	-65.5	-67.4	-141.3	-121.6	-287.6	-267.9
Depreciation, amortisation and impairment of property, plant and equipment and intangible assets	-64.2	-39.8	-179.7	-70.9	-750.5	-641.8
Other operating expenses	-0.6	-3.2	-2.7	-2.4	-9.2	-9.0
Operating profit	-60.3	13.3	-212.9	31.1	-769.6	-525.6
Financial income	29.4	8.8	64.0	15.8	181.9	133.7
Financial cost	-11.3	-59.0	-24.0	-63.0	-68.6	-107.6
Financial items	18.1	-50.2	40.0	-47.3	113.4	26.1
Profit/loss after financial items	-42.2	-36.8	-172.8	-16.1	-656.2	-499.5
Tax on profit for the period	1.8	-0.6	1.8	-7.7	-1.9	-11.4
Profit/loss from continuing operations	-40.5	-37.5	-171.0	-23.8	-658.1	-510.9
Profit/loss from discontinued operations Distribution	-79.5	-21.4	-170.8	-21.7	-119.0	30.2
Profit/loss from discontinued operations Games	-42.3	-1.5	-56.6	-1.5	-183.8	-128.8
Net profit/loss for the period	-162.2	-60.4	-398.4	-47.0	-960.9	-609.4
Other comprehensive income						
Currency translation difference in foreign operations	-12.7	110.3	96.5	149.8	-45.4	7.9
Comprehensive income for the period	-174.9	49.9	-301.9	102.8	-1,006.2	-601.5
Net profit for the period attributable to:						
Shareholders of the Parent Company	-162.2	-60.4	-398.4	-47.0	-960.9	-609.4
Earnings per share from continuing operations before dilutions, SEK	-0.58	-0.53	-2.43	-0.34	-9.36	-7.27
Earnings per share before dilution, SEK	-2.31	-0.86	-5.67	-0.67	-13.67	-8.67
Earnings per share from continuing operations after dilutions, SEK	-0.58	-0.53	-2.43	-0.34	-9.36	-7.27
Earnings per share after dilution, SEK	-2.31	-0.86	-5.67	-0.67	-13.67	-8.67
Comprehensive income for the period attributable to:						
Shareholders of the Parent Company	-174.9	49.9	-301.9	102.8	-1,006.2	-601.5
Average number of shares	70,290,597	70,290,597	70,290,597	70,290,597	70,290,597	70,290,597

Group balance sheet

MSEK	2024-06-30	2023-06-30	2023-12-31
ASSETS			
Fixed assets			
Intangible assets			
IT systems	0.1	3.1	2.5
Capitalised development expenditure, games	311.6	349.6	307.1
Publishing licences	74.0	135.1	143.6
Investments in game projects	12.5	15.9	13.5
Publishing and distribution relationships	0.0	241.5	223.0
Goodwill	506.7	1,038.0	475.4
Game rights	252.6	330.9	291.8
Customer relationships	83.7	105.7	88.7
Other intangible assets	23.4	25.3	22.9
	1,264.6	2,245.1	1,568.5
Property, plant and equipment			
Right-of-use assets	27.3	138.5	113.7
Buildings and land	0.0	1.4	2.8
Equipment, tools, fixtures and fittings	3.3	17.2	20.5
	30.6	157.0	137.0
Financial assets			
Participation in associated companies	4.4	0.0	4.6
Other securities held as non-current assets	0.2	0.2	0.2
Other non-current receivables	2.4	7.4	7.4
	6.9	7.6	12.2
Deferred tax assets	0.3	0.6	1.1
Total fixed assets	1,302.4	2,410.3	1,718.8
Current assets			
<i>Inventories, etc.</i>			
Finished goods and goods for resale	4.5	669.0	578.6
Advance payments to suppliers	0.4	59.9	50.8
	5.0	728.9	629.4
Current receivables			
Accounts receivable	44.3	474.3	472.3
Current tax assets	23.1	22.8	14.3
Other receivables	48.1	8.5	15.6
Prepayments and accrued income	47.1	116.4	134.6
	162.6	621.9	636.8
Cash and cash equivalents	135.7	50.2	209.1
Total current assets	303.2	1,401.1	1,475.3
TOTAL ASSETS	1,605.6	3,811.4	3,194.1

Group balance sheet

MSEK	2024-06-30	2023-06-30	2023-12-31
EQUITY AND LIABILITIES			
Equity			
Share capital	0.7	0.7	0.7
Other capital contributions	1,274.8	1,274.8	1,274.8
Other equity, including net profit for the year	-195.1	810.0	106.8
	1,080.4	2,085.5	1,382.3
Non-current liabilities			
Non-current earn-out considerations	191.6	242.7	181.6
Deferred tax liabilities	95.1	163.1	152.5
Provisions	0.2	1.8	2.0
Non-current lease liabilities	16.8	107.3	86.6
	303.6	514.9	422.6
Current liabilities			
Overdraft facility	0.0	2.8	0.0
Liabilities to credit institutions	0.0	412.8	499.3
Advance payments from customers	0.0	4.4	1.1
Accounts payable	11.4	502.1	573.9
Current tax liabilities	16.9	31.3	26.9
Other liabilities	61.7	61.1	76.5
Current earn-out considerations	70.9	101.1	97.9
Current lease liabilities	10.8	28.2	25.3
Accrued expenses and deferred income	49.8	67.2	88.2
	221.6	1,211.0	1,389.2
TOTAL EQUITY AND LIABILITIES	1,605.6	3,811.4	3,194.1



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 2024	0.7	1,274.8	106.8	1,382.3
Total comprehensive income for the period	0.0	0.0	-301.9	-301.9
Closing balance, 30 June 2024	0.7	1,274.8	-195.1	1,080.4
Opening balance, 1 January 2023	0.7	1,274.8	707.2	1,982.7
Total comprehensive income for the period	0.0	0.0	102.8	102.8
Closing balance, 30 June 2023	0.7	1,274.8	810.0	2,085.5
Issued warrants	0.0	0.0	1.1	1.1
Transactions with owners	0.0	0.0	1.1	1.1
Total comprehensive income for the period	0.0	0.0	-704.3	-704.3
Closing balance, 31 December 2023	0.7	1,274.8	106.8	1,382.3

Group cash flow statement

MSEK	2024 Q2	2023 Q2	2024 Jan-Jun	2023 Jan-Jun	2023/24 R12M	2023 Full year
Operating activities						
Profit/loss after financial items continuing operations	-42.2	-36.8	-172.8	-16.1	-656.2	-499.5
Profit/loss after financial items discontinued operations	-122.2	-21.0	-227.2	-19.5	-302.8	-95.0
Adjustment for non-cash items						
Depreciation, amortisation and impairment	64.2	39.9	179.7	70.9	750.5	641.8
Translation differences	16.6	53.9	54.4	64.5	-4.1	6.0
Revaluation of earn-out debts	-0.8	17.0	-8.7	-2.5	-51.0	-44.8
Other adjustments	-0.9	0.0	-1.6	0.0	22.4	24.0
Adjustments for discontinued operations	-10.2	16.3	12.0	33.1	179.3	200.4
	-95.5	69.3	-164.3	130.5	-61.9	232.9
Income tax paid	-17.9	0.5	-25.4	-23.0	-33.8	-31.3
Income tax paid discontinued operations	-1.1	-3.2	-5.7	-5.0	-1.8	-1.1
Cash flow from operating activities before changes in working capital	-114.5	66.6	-195.5	102.5	-97.5	200.5
Changes in working capital						
Change in inventories and advance payments to suppliers	-4.1	-0.5	-4.7	-0.2	-31.7	-27.2
Change in accounts receivable	-22.5	-20.1	-15.9	54.1	-8.7	61.3
Change in accounts payable	-9.0	-5.2	-13.1	-10.2	-4.6	-1.7
Change in other working capital	-16.7	-0.8	-0.5	-21.9	-65.5	-86.9
Change in working capital for discontinued operations	577.6	-36.7	484.7	-51.1	705.3	169.5
Cash flow from operating activities	410.8	3.3	255.1	73.2	497.3	315.4
Investing activities						
Acquisition of subsidiaries/business	0.0	-2.0	0.0	-23.8	0.0	-23.8
Investment in property, plant and equipment	0.0	-0.9	0.0	-1.4	0.6	-0.8
Investment in capitalised game development expenditure	-41.6	-64.3	-69.3	-107.1	-164.7	-202.4
Investment in game projects	0.0	-4.8	0.0	-36.0	2.4	-33.6
Investment in publishing rights	-13.4	-17.7	-28.8	-36.7	-68.1	-76.0
Investment in other intangible assets	0.0	-0.4	0.0	-0.4	0.2	-0.2
Sale of fixed assets	0.0	31.9	0.0	31.9	0.0	31.9
Cash flow from investing activities discontinued operations	299.8	-5.6	298.3	-13.9	287.0	-25.2
Cash flow from investing activities	244.8	-63.8	200.2	-187.4	57.4	-330.2
Financing activities						
Change in overdraft facility	-554.6	-21.7	-499.3	-60.7	-502.2	-63.6
Borrowings from credit institutions/amortisation of loans	-19.3	74.5	0.0	301.4	86.5	388.0
Repayment of lease liabilities	-2.8	-3.2	-5.9	-6.4	-15.1	-15.6
Repayment of earn-out liabilities	-15.8	-10.1	-18.8	-120.6	-22.3	-124.1
Payments from issued warrants	0.0	0.0	0.0	0.0	1.1	1.1
Cash flow from financing activities discontinued operations	1.0	-4.3	-9.0	-9.4	-17.6	-18.0
Cash flow from financing activities	-591.5	35.2	-533.0	104.3	-469.5	167.8
Cash flow for the period	64.1	-25.3	-77.7	-9.9	85.2	153.0
Cash and cash equivalents at the beginning of the period	70.9	72.0	209.1	56.6	50.2	56.6
Exchange-rate differences in cash and cash equivalents	0.7	3.5	4.2	3.5	0.2	-0.5
Cash and cash equivalents at the end of the period	135.7	50.2	135.7	50.2	135.7	209.1

Exchange-rate differences in the credit facility have been reclassified from exchange rate differences in cash and cash equivalents to exchange rate differences in adjustment for non-cash items in the comparative periods.

Parent Company income statement

MSEK	2024 Jan-Jun	2023 Jan-Jun
Net revenue	14.5	3.3
Other operating income	0.2	0.0
Operating income	14.7	3.4
Operating expenses		
Other external expenses	-33.3	-5.6
Personnel expenses	-7.9	-4.5
Depreciation/amortisation and impairment of property, plant and equipment and intangible assets	0.0	0.0
Other operating expenses	-313.8	0.0
Total operating expenses	-355.0	-10.2
Operating profit	-340.3	-6.8
Profit from participations in subsidiaries	-63.2	0.0
Financial income	54.2	210.1
Financial cost	-22.4	-202.2
Financial items	-31.4	7.9
Profit after financial items	-371.7	1.1
Tax on profit for the period	1.8	0.0
Net profit/loss for the period and comprehensive income for the period	-370.0	1.1



Parent Company balance sheet

MSEK	2024-06-30	2023-06-30	2023-12-31
ASSETS			
Fixed assets			
<i>Tangible fixed assets</i>			
Equipment, tools, fixtures and fittings	0.0	0.0	0.1
	0.0	0.0	0.1
<i>Financial assets</i>			
Shares in Group companies	1,497.1	2,406.0	2,020.9
Total fixed assets	1,497.2	2,406.1	2,021.0
Current assets			
Receivables from Group companies	109.7	335.9	297.2
Current tax assets	0.0	4.4	0.1
Other receivables	43.8	0.1	3.1
Prepayments and accrued income	1.8	4.6	2.1
Total current assets	155.4	345.0	302.5
Cash and bank balances	64.0	0.0	148.8
TOTAL ASSETS	1,716.6	2,751.1	2,472.3
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	98.0	99.9	99.9
Share premium reserve	1,607.8	1,969.5	1,607.8
Net profit/loss for the year	-370.0	1.1	-1.9
Total unrestricted equity	1,335.9	2,070.5	1,705.8
Total equity	1,336.6	2,071.2	1,706.5
Non-current liabilities			
Non-current earn-out considerations	191.6	254.3	171.8
Total non-current liabilities	191.6	254.3	171.8
Current liabilities			
Overdraft facility	0.0	24.5	0.0
Liabilities to credit institutions	0.0	338.3	499.3
Liabilities to Group companies	52.3	0.0	0.1
Accounts payable	6.9	2.7	4.7
Current tax liabilities	0.0	0.0	0.0
Other liabilities	40.4	3.5	0.7
Current earn-out considerations	70.9	50.9	87.4
Accrued liabilities	17.9	5.7	1.8
Total current liabilities	188.4	425.6	594.0
TOTAL EQUITY AND LIABILITIES	1,716.6	2,751.1	2,472.3

Segment reporting

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

MSEK	2024 Q2	2023 Q2	2024 Jan-Jun	2023 Jan-Jun	LTM	2023 Helår
Net revenue						
Thunderful Publishing	58.1	60.1	89.4	73.8	211.9	196.4
Thunderful Co-development & services	25.0	37.1	51.7	120.4	119.3	188.0
Net revenue	83.1	97.2	141.1	194.3	331.2	384.4
Adjusted EBITDA						
Thunderful Publishing	-2.2	34.3	-32.6	22.0	-43.0	11.5
Thunderful Co-development & services	6.1	21.1	8.5	85.1	37.6	114.1
Adjusted EBITDA	3.9	55.4	-24.1	107.0	-5.4	125.6
Adjusted non-recurring items (Publishing)	0.0	-2.3	-8.7	-4.9	-13.2	-9.4
Adjusted non-recurring items (Co-development & services)	0.0	0.0	-0.4	0.0	-0.4	0.0
EBITDA	3.9	53.1	-33.2	102.1	-19.1	116.2
Adjusted EBITDA-margin – Thunderful Publishing	-3.8%	57.1%	-36.4%	29.8%	-20.3%	5.9%
Adjusted EBITDA-margin – Thunderful Co-development & services	24.4%	56.7%	16.5%	70.6%	31.5%	60.7%
Adjusted EBITA-marginal – Thunderful Group	4.7%	57.0%	-17.1%	55.1%	-1.6%	32.7%
Adjusted EBITA						
Thunderful Publishing	-51.0	7.5	-181.5	-18.2	-353.1	-189.7
Thunderful Co-development & services	6.1	20.9	8.5	84.8	37.3	113.6
Adjusted EBITA	-44.9	28.4	-173.0	66.6	-315.7	-76.1
Adjusted non-recurring items (Publishing)	0.0	-2.3	-8.7	-4.9	-13.2	-9.4
Adjusted non-recurring items (Co-development & services)	0.0	0.0	-0.4	0.0	-0.4	0.0
EBITA	-44.9	26.2	-182.2	61.6	-329.3	-85.5
Adjusted EBITA-margin – Thunderful Publishing	-87.8%	12.5%	-203.1%	-24.6%	-166.6%	-96.6%
Adjusted EBITA-margin – Thunderful Co-development & services	24.3%	56.4%	16.3%	70.4%	31.6%	60.4%
Adjusted EBITA-margin – Thunderful Group	-54.1%	29.3%	-122.7%	34.3%	-95.3%	-19.8%
EBIT						
Thunderful Publishing	-63.9	-5.3	-216.1	-48.9	-651.0	-483.9
Thunderful Co-development & services	3.6	18.6	3.2	80.1	-118.5	-41.7
EBIT	-60.3	13.3	-212.9	31.1	-769.6	-525.6
EBIT-margin – Thunderful Publishing	-110.2%	-8.8%	-241.7%	-66.3%	-307.2%	-246.4%
EBIT-margin – Thunderful Co-development & services	14.5%	50.0%	6.2%	66.5%	-99.4%	-22.1%
EBIT-margin – Thunderful Group	-72.6%	13.7%	-150.9%	16.0%	-232.3%	-136.7%

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	Q2 2024	Q2 2023	2024 Jan-Jun	2023 Jan-Jun	2023/24 R12M	2023 Full year
Net revenue growth						
Net revenue previous period	97.2	99.3	194.3	164.1	477.9	447.7
Net revenue current period	83.1	97.2	141.1	194.3	331.2	384.4
Net revenue growth, %	-14.5%	-2.1%	-27.4%	18.4%	-30.7%	-14.1%
Gross profit and gross margin						
Operating income	83.8	99.6	142.7	195.4	344.7	397.3
Costs for game projects	-17.8	-3.8	-35.7	-15.8	-86.0	-66.1
Gross profit, MSEK	66.0	95.8	107.1	179.6	258.7	331.2
Gross margin, %	79.4%	98.5%	75.9%	92.5%	78.1%	86.2%
Adjusted EBITDA and adjusted EBITDA margin						
Operating profit (EBIT)	-60.3	13.3	-212.9	31.1	-769.6	-525.6
Depreciation, amortisation and impairment of property, plant and equipment and intangible assets	64.2	39.8	179.7	70.9	750.5	641.8
Adjusted non-recurring items	0.0	2.3	9.1	4.9	13.6	9.4
Adjusted EBITDA	3.9	55.4	-24.1	107.0	-5.5	125.6
Adjusted EBITDA margin, %	4.7%	57.0%	-17.1%	55.1%	-1.7%	32.7%
Adjusted EBITA and adjusted EBITA-margin						
Operating profit (EBIT)	-60.3	13.3	-212.9	31.1	-769.6	-525.6
Amortisation and impairment of acquisition-related intangible assets	15.4	12.9	30.7	30.5	440.2	440.0
Adjusted non-recurring items	0.0	2.3	9.1	4.9	13.6	9.4
Adjusted EBITA	-44.9	28.5	-173.0	66.6	-315.7	-76.1
Adjusted EBITA-margin, %	-54.1%	29.4%	-122.7%	34.3%	-95.3%	-19.8%
Core working capital, net						
Inventories	5.0	728.9	5.0	728.9	5.0	629.4
Accounts receivable	44.3	474.3	44.3	474.3	44.3	472.3
Accounts payable	-11.4	-502.1	-11.4	-502.1	-11.4	-573.9
Total core working capital	37.9	701.1	37.9	701.1	37.9	527.8
Interest-bearing net debt						
Non-current interest-bearing liabilities	16.8	107.3	16.8	107.3	16.8	86.6
Current interest-bearing liabilities	10.8	443.8	10.8	443.8	10.8	524.6
Cash equivalents	-135.7	-50.2	-135.7	-50.2	-135.7	-209.1
Interest-bearing net debt	-108.1	500.9	-108.1	500.9	-108.1	402.1
Adjusted EBITDA R12M	-5.5	291.0	-5.5	291.0	-5.5	125.6
Interest-bearing net debt/adjusted EBITDA, R12M	19.6	1.7	19.6	1.7	19.6	3.2

Other information

Q2
2024

Financial calendar

Interim report Jul-Sep 2024

14 Nov 2024

Year-end report 2024

11 Feb 2025

För mer information

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