

PRESS RELEASE  
September 21, 2022

## **ADVENTURE BOX INVITES TO AN INFORMATION MEETING REGARDING THE ACQUISITION OF MULTIVERSE**

**On September 12, 2022, it was announced that Adventure Box Technology AB intends to acquire the Danish company Multiverse ApS via a non-cash issue. The transaction means complete ownership of the gaming platform KoGaMa, important revenue streams, as well as around 750,000 active monthly users. To give the shareholders the best possible information about the acquisition and to answer questions, a presentation will be held on September 28, with the opportunity to ask questions to the management.**

Adventure Box announced on September 12 that the company intends to buy Danish Multiverse ApS with the gaming platform KoGaMa, where players can create, share, and play computer games. KoGaMa, today has around 750,000 active monthly users, despite basically non-existent paid marketing.

How will the deal affect Adventure Box, its users, and its shareholders?

- **We know what we are getting**

Adventure Box and Multiverse have long collaborated with each other. Multiverse CEO, Michal Bendtsen, has been Creative Director for Adventure Box for a long time and the mutual knowledge of both companies is great.

- **We know the code**

Adventure Box developers, in collaboration with Multiverse developers, have for a long time acquired knowledge of the code base in the game platform KoGaMa. This means that development work can continue without interruption and, thanks to contributions and ideas from both companies, provide an improved technical foundation that allows the product base to be further strengthened.

- **We receive important revenue streams**

Multiverse already has important revenue streams through advertisements on its platform, purchases by users on the platform, as well as licensed code development for customers. This means that the new company will stand on a significantly more stable financial basis with long-term endurance. The acquisition also provides better conditions for taking care of the existing user base, creating viral growth, and generating additional revenue streams.

- **We have a strong patent**

Adventure Box has a solution for cost-effectively streaming voxels that is patented in the USA and Japan. With the new company, we intend to study how we can maximize the value of the patent.

### **Welcome to the information meeting**

Welcome to listen to a presentation from Rickard Riblom (CEO Adventure Box) and Michal Bendtsen (CEO Multiverse) with a focus on the change the acquisition means for the company and how it can affect your investment.

### **Time and place**

**Date:** Wednesday 28 September

**Time:** 17:00 – 20:00

**Location:** Blasieholmen Investment Group, Birger Jarlsgatan 2, 3<sup>rd</sup> floor

**RSVP:** [rickard@adventurebox.com](mailto:rickard@adventurebox.com) - please no later than Monday 26 September

### **FOR MORE INFORMATION CONTACT:**

Rickard Riblom, CEO Adventure Box, +46 (0)70 444 24 79, [rickard@adventurebox.com](mailto:rickard@adventurebox.com), [corp.adventurebox.com](http://corp.adventurebox.com)

### **ABOUT ADVENTURE BOX TECHNOLOGY AB**

Adventure Box, the leading social cloud gaming platform for user-created games, makes it easy and fun to make, share and play 3D games online. The company's world-leading streaming technology is patent protected. Founded



in Stockholm 2014, the company also has staff in Seville, Copenhagen, and Madrid. Adventure Box is traded at Nasdaq First North Growth Market under the short name ADVBOX and ISIN code SE0012955276. Aktieinvest FK AB with email [ca@aktieinvest.se](mailto:ca@aktieinvest.se) and phone number +46 739 49 62 50 is the company's Certified Adviser.