



-TECHNOLOGY-

QUARTERLY REPORT

THIRD QUARTER 2022

QUARTERLY REPORT THIRD QUARTER 2022

Adventure Box Technology AB (publ)

Org. Nr. 556963-6599

All figures in this report excludes Multiverse/KoGaMa.

GROUP DEVELOPMENT

Adventure Box Technology consolidated Group in thousands SEK	1 July -30 Sept		1 Jan -30 Sept		1 Jan -31 Dec
	2022	2021	2022	2021	2021
Net sales	0	0	0	1	1
Net income	-2,786	-4,569	-7,687	-15,178	-45,198
Earnings per share, SEK	-0.18	-0.30	-0.51	-1.01	-3.00
Average number of shares, thousands, before dilution	15,070	15,070	15,070	15,070	15,070
Cash flow after net investment	-3,739	-6,835	-14,440	-21,785	-27,184
Cash and bank	14,374	35,619	14,374	35,619	29,565
Total equity	24,280	61,971	24,280	61,971	31,967

QUARTER JULY 1 – SEPTEMBER 30 IN SUMMARY

- The group's net sales during the quarter were SEK 0 thousand (SEK 0 thousand), excluding KoGaMa.
- Profit after tax amounted to SEK -2,786 thousand (SEK -4,569 thousand) or SEK -0.18 (SEK -0.30) per share before dilution.
- Net cash flow before financial items was SEK -3,739 thousand (SEK -6,835 thousand)
- The group's cash and cash equivalents at the end of the quarter amounted to SEK 14,374 thousand (SEK 35,619 thousand).
- The group's equity amounted to SEK 24,280 thousand (SEK 61,971 thousand) at the end of the quarter.
- At the extraordinary general meeting on September 30, the meeting decided to issue 15,069,686 shares as liquidation for the acquisition of all shares in Danish Multiverse ApS.
- At the same general meeting, Jakob Sillesen was elected to the board.

THE PERIOD JANUARY – SEPTEMBER IN SUMMARY

- The group's net sales during the period were SEK 0 thousand (SEK 1 thousand).
- Profit after tax amounted to SEK -7,687 thousand (SEK -15,178 thousand) or SEK -0.51 (SEK -1.01) per share before dilution.
- Net cash flow before financial items was SEK -14,440 thousand (SEK -21,785 thousand).

SIGNIFICANT EVENTS AFTER THE END OF THE PERIOD

- Company focus on the KoGaMa platform.
- The transaction regarding the acquisition of Multiverse ApS was completed on 7 October.
- Michal Bendtsen took office as the new CEO of Adventure Box on October 7



CEO STATEMENT

On September 12, it was announced that Adventure Box is acquiring Danish Multiverse with the popular gaming platform KoGaMa. The merger of the companies propels Adventure Box several years ahead in terms of product development and market position. With KoGaMa we get a thriving platform with a large and active gaming community. The acquisition also means revenue streams from advertisements, in-game micro transactions and consulting assignments.

NOW ONE OF THE BEST IN OUR SEGMENT

The KoGaMa platform is designed to appeal to a growing demographic of gamers who also want to create, modify, and reconstruct and share their own games and experiences, even if they are not professionals. It's a social platform that lets users work together in a multi-user editor with components from a metaverse experience.

Since its inception, more than 3.5 million games have been published on KoGaMa. In addition to a large and active user community, the platform has around 700,000 visitors every month, all without paid marketing. Currently the number of new games published to the public exceeds 20K per month, and the number of new but unpublished games created is much greater.

KoGaMa provides a simple one-click publishing flow for anyone to create and share their own games and experiences, without needing any programming skills.

The acquisition has also given us a boost in developers, which will have an ongoing positive effect on production velocity.

WE SEE CLEAR OPPORTUNITIES FOR GROWTH

Currently advertisement is the most prominent revenue stream for the KoGaMa platform. Other revenue streams include in-game micro-transactions, Elite subscriptions and consulting assignments based on our technology platform.

Multimaker functionality, like that developed on Adventure Box, is already available on KoGaMa. We intend to improve this feature to excite even more users, especially those on mobile, to easily create fun games together on the go. We take important lessons from Adventure Box Multimaker with us in this development.

With the acquisition of KoGaMa, the user base from Adventure Box is migrated to KoGaMa. The Adventure Box platform will eventually be closed. This will enable us to focus on the better KoGaMa platform, where we have a bigger and more loyal user community, and where we also can generate revenue from these users.

Stockholm November 24, 2022

Michal Bendtsen
CEO

THE GROUP'S FINANCIAL DEVELOPMENT

FINANCIAL SUMMARY

in thousands SEK (if not otherwise specified) Adventure Box Technology consolidated Group	1 July -30 Sept		1 Jan -30 Sept		1 Jan -31 Dec
	2022	2021	2022	2021	2021
Net sales	0	0	0	1	1
Other revenues	89	150	399	656	788
Total expenses	-3,462	-5,525	-10,427	-19,284	-49,770
Earning before interest and tax (EBIT)	-2,752	-4,527	-7,613	-15,052	-45,134
Earnings before tax (EBT)	-2,786	-4,569	-7,687	-15,178	-45,198
Net income	-2,786	-4,569	-7,687	-15,178	-45,198
Cash flow after net investments	-3,739	-6,835	-14,440	-21,785	-27,184
Investments in intangible fixed assets, net	-1,167	-2,860	-5,242	-9,525	-8,899
Investments in intangible fixed assets, net	14,374	35,619	14,374	35,619	29,565
Total equity	24,280	61,971	24,280	61,971	31,967
Key ratios					
Earnings per share before dilution, SEK	-0.18	-0.30	-0.51	-1.01	-3.00
Earnings per share after dilution, SEK	-0.18	-0.30	-0.51	-1.01	-3.00
Return on equity, %	neg	neg	neg	neg	neg
Equity by share, SEK	1.61	4.11	1.61	4.11	2.12
Solvency ratio	84%	90%	84%	90%	78%
Number of employees	6	14	6	14	11

QUARTER JULY - SEPTEMBER 2022

All comparative figures refer to the Adventure Box Group as the subsidiary Adventure Box Incentive AB was formed in June 2020, which is consolidated from the second quarter of 2020.

Net sales

The groups net sales for the third quarter amounted to SEK 0 thousand (SEK 0 thousand).

Expenses

Operating expenses for the quarter amount to SEK 3,462 thousand (SEK 5,525 thousand). The reduction is due to fewer number of employed programmers compared to previous year as well as lower fixed organizational costs.

Earnings before tax

Earnings before tax amounted to SEK -2,786 thousand (SEK -4,569 thousand) or -0.18 SEK (-0.30 SEK) per share before dilution. The result improvement depends on fewer programmers employed compared to the previous year and lower fixed organizational costs.

Cash-flow and liquidity

Cash-flow for the period amounted to SEK -3,964 thousand (SEK -7,025 thousand) and net cash-flow before financial items amounted to SEK -3,739 thousand (SEK -6,835 thousand), or -0.25 SEK (-0.45 SEK) per share before dilution. Liquid assets by the end of the quarter amounted to SEK 14,374 thousand (SEK 35,619 thousand).

Investments

During the quarter the group has invested SEK 1 thousand (SEK 14 thousand) in tangible assets, and SEK 1,167 thousand (SEK 2,860 thousand) in development expenses.

Equity

The Group's equity amounted to SEK 24,280 thousand (SEK 61,971 thousand) at the end of the quarter or 1.61 SEK (4.11 SEK) per share. The solvency ratio by the end of the period was 84% (90%).

Tax Deficits

Adventure Box's current operations are initially expected to involve tax deficits. There is not enough at present compelling reasons for tax surpluses to be present soon that can defend an activation of the value of the loss carryforwards, why not deferred tax assets has been reported. The tax deficits in the company amount to per 31 Dec 2021 to 77,332 thousand (SEK 32,907 thousand).

PERIOD JANUARY - SEPTEMBER 2022

Net sales

The group's net sales for for the period amounted to SEK 0 thousand (SEK 1 thousand).

Expenses

Operating expenses for the period amount to SEK 10,427 thousand (SEK 19,284 thousand). The reduction is due to fewer number of employed programmers compared to previous year as well as lower fixed organizational costs.

Earnings before tax

Earnings before tax amounted to SEK -7,687 thousand (SEK -15,178 thousand) or -0.51 SEK (-1.01 SEK) per share before dilution. The result improvement depends on fewer programmers employed compared to the previous year and lower fixed organizational costs.

Cash-flow and liquidity

Cash-flow for the period amounted to SEK -15,191 thousand (SEK -21,871 thousand) and net cash-flow before financial items amounted to SEK -14,440 thousand (SEK -21,785 thousand), or -0.96 SEK (-1.45 SEK) per share before dilution. Liquid assets by the end of the quarter amounted to SEK 14,374 thousand (SEK 35,619 thousand).

Investments

During the period the group has invested SEK 1 thousand (SEK 296 thousand) in tangible assets, and SEK 5,242 thousand (SEK 9,525 thousand) in development expenses.

Equity

The Group's equity amounted to SEK 24,280 thousand (SEK 61,971 thousand) at the end of the period or 1.61 SEK (4.11 SEK) per share. The solvency ratio by the end of the period was 84% (90%).

PARENT COMPANY

The company's form of association is a limited liability company and is regulated by the Swedish Companies Act (2005: 551). The board is based in Stockholm. Adventure Box Technology AB (publ) (556963-6599) is the parent company of a group with a total of two companies. Adventure Box owns all the shares in Adventure Box Incentive AB (559244-0241).

QUARTER JULY - SEPTEMBER 2022

Net sales

The parent company's net sales for the period amounted to SEK 0 thousand (SEK 1 thousand).

Expenses

Operating expenses for the period amounted to SEK 3,462 thousand (SEK 5,524 thousand).

Earnings before tax

Earnings after financial items were SEK -2,786 thousand (SEK -4,569 thousand).

Liquidity

Cash and cash equivalents amounted to SEK 14,255 thousand (SEK 35,500 thousand) at the end of the period.

Equity

The parent company's equity at the end of the period amounted to SEK 24,249 thousand (SEK 61,895 thousand) or SEK 1.61 (SEK 4.11) per share. The solvency ratio by the end of the period were 84% (90%). The number of shares in the company after the acquisition on October 7 by Multiverse ApS through a non-cash issue amounts to 30,139,372 and the share capital is SEK 3,013,937.20.

PERIOD JANUARY - SEPTEMBER 2022

Net sales

The groups net sales for the period amounted to SEK 0 thousand (SEK 1 thousand).

Expenses

Operating expenses for the period amount to SEK 10,412 thousand (SEK 19,284 thousand).

Earnings before tax

Earnings before tax amounted to SEK -7,672 thousand (SEK -15,179 thousand).

INCENTIVE SCHEMES FOR PERSONNEL AND CONSULTANTS

The company has two active option programs.

Program 4: 2020 1 & 2:

155,000 warrants that give the holder the right to subscribe for a new share in Adventure Box Technology AB (publ) by 30 September 2023. The average volume weighed stock price of the share was 7.58, and thus the strike rate will be SEK 7.58 x 1.30 = SEK 9.86 per share. Upon full subscription, the warrants bring in SEK 1,528,300 by issuing 155,000 new shares, corresponding to a dilution of approximately 1.03 percent.

Program 5: 2021 1 & 2:

120,000 warrants giving the holder right to subscription of new shares by the support of the warrants that may take place during the period commencing on 1 July 2024 (however, not earlier than the day after the publication of the Company's interim report for the period Q1 2024) up to and including the date that falls 30 calendar days thereafter. The average volume-weighted price during the period was 6.96, giving a subscription price of (9.69 x 1.30) SEK 9.04 per share. As of the date of the proposal, there are 15,069,686 shares in the company. If all warrants that may be issued and transferred are exercised for subscription of shares, the number of shares and votes in the Company will increase by a maximum of 120,000 (subject to possible recalculation of the number of shares according to the terms and conditions of the warrants), corresponding to a dilution of the share capital and votes in the Company of approximately 0.79 percent.

TRANSACTIONS WITH RELATED PARTIES

There were no transactions with related parties during the quarter.

THE COMPANY'S OPERATIONS AND RISK FACTORS INDUSTRY AND BUSINESS-RELATED RISKS

Commercialization

The company was founded in 2014 and has not proven its business model or its earning capacity. The company is dependent on successfully developing and commercializing a platform for creating and sharing computer games. Commercialization is also dependent on the company's revenue models being adapted to the platform, so revenue is generated. Should a commercialization fail, the company's revenues risk not being able to increase to a level where the company is profitable.

Estimated probability that the risk occurs: medium.

Estimated negative impact on earnings because of lost revenue if the risk occurs: high.

Competitive market

The company is in an early phase and competes with competitors who both have other similar products or substitute products. The competition is particularly fierce and the challenge for the company is great. If the company fails in developing to reach market shares, the result risks being negatively affected because of lower revenues.

Estimated probability that the risk occurs: medium.

Assessed negative impact on the company's operations, financial position, and earnings if the risk occurs: medium.

Processing of personal data and regulatory risks

The company collects and processes personal data to a certain extent in relation to users and employees. If the company fails in its processing of personal data in accordance with COPPA or other related statutes, or if the company is exposed to infringement, or otherwise inadvertently violates applicable data protection legislation, the company risks claims for damages, among other penalties. If the company mishandles this processing of personal data, it can have a negative impact on the company's results, including injunctions from authorities or increased costs.

Estimated probability that the risk occurs: low.

Estimated negative impact on the company's earnings if the risk occurs: medium.

Dependency on key personnel

Should key personnel or qualified personnel leave the company, and the company fails to recruit qualified personnel, this may adversely affect operations.

Estimated probability that the risk occurs: low.

Assessed negative impact on the company's operations if the risk occurs: medium

Risks related to open source

There is a risk of restrictions on the possibility of commercializing solutions in the event of incorrect use of open-source software. This is a risk that the company's exclusive right to the software ceases and a risk that the company will be obliged to provide source code to third parties. If intellectual property obligations affect Adventure Box, this will have a negative effect on the company's operations and results.

Estimated probability that the risk occurs: low.

Assessed negative impact on the company's operations and earnings if the risk occurs: medium.

Dependency on well-functioning IT systems

The company relies on efficient and uninterrupted operation of multiple IT systems to conduct operations. The company runs the risk of being exposed to data intrusion, virus spread, and other types of

crime associated with IT operations. Should extensive breakdowns or other IT operational disruptions occur, the company's opportunities to conduct operations may be affected, which may have a negative impact on the company's operations and results.

Estimated probability that the risk occurs: low.

Assessed negative impact on the company's operations and earnings if the risk occurs: medium.

Financial risks

Future financing needs

The company's board and management continuously evaluate the future capital requirement and available financing options. The company's current financing is sufficient to conduct the planned business activities over the next twelve months. In the future, the company may need to seek additional financing alternatives. Potential risks of alternative can include unfavorable financing terms or inability to secure financing.

Estimated probability that the risk occurs: medium.

Estimated negative impact on the company's earnings and financial position if the risk occurs: medium

EMPLOYEES

The number of employees by the end of the period were 6 (7) and the number of consultants 3 (3).

THE BOARD'S DECLARATION

The Board of Directors and the CEO assure that this interim report provides a true and fair view of the company's operations, position, and earnings, and describes the material risks and uncertainties that the company faces.

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

Stockholm November 24, 2022

The Board of Directors

Adventure Box Technology AB (publ)



COMPRISED INCOME STATEMENT, GROUP

in thousands SEK (if not otherwise specified)	1 July -30 Sept		1 Jan -30 Sept		1 Jan-31 Dec
Adventure Box Technology consolidated group	2022	2021	2022	2021	2021
<i>Revenues</i>					
Net sales	0	0	0	1	1
Capitalized development expenses	621	848	2,415	3,575	3,847
Other revenues	89	150	399	656	788
Total revenues	710	998	2,814	4,232	4,636
<i>Operating expenses</i>					
Purchased services	74	-170	-160	-937	-2,402
External expenses	-1,037	-544	-3,143	-3,521	-6,738
Personnel expenses	-1,771	-2,815	-4,894	-9,239	-13,686
Depreciation and revaluations	-729	-1,996	-2,184	-5,587	-7,606
Retirement of capitalized development expenses	1	0	-46	0	-19,338
Total operating expenses	-3,462	-5,525	-10,427	-19,284	-49,770
Earnings before interest and tax (EBIT)	-2,752	-4,527	-7,613	-15,052	-45,134
<i>Financial income and expenses</i>					
Financial net	-34	-42	-74	-126	-64
Earnings before tax (EBT)	-2,786	-4,569	-7,687	-15,178	-45,198
Income tax	0	0	0	0	0
Net income	-2,786	-4,569	-7,687	-15,178	-45,198
Average amount of shares, before dilution, 000's	15,070	15,070	15,070	15,070	15,070
Average amount of shares, after dilution, 000's	16,818	16,818	16,818	16,818	16,818
The number of shares on closing date, before dilution, 000's	15,070	15,070	15,070	15,070	15,070
The number of shares on closing date, after dilution, 000's	16,818	16,818	16,818	16,818	16,818
Earnings per share, before dilution, SEK	-0.18	-0.30	-0.51	-1.01	-3.00
Earnings per share, after dilution, SEK	-0.18	-0.30	-0.51	-1.01	-3.00

ADVENTURE BOX TECHNOLOGY CONSOLIDATED GROUP

in thousands SEK	30 Sept		31 Dec
Adventure Box Technology consolidated group	2022	2021	2021
<i>ASSETS</i>			
<i>Non-current assets</i>			
<i>Intangible assets</i>			
Capitalized development expenses	12,917	31,644	9,741
<i>Tangible assets</i>			
Machinery & equipment	365	264	482
Total non-current assets	13,282	31,908	10,223
<i>Current Assets</i>			
Accounts receivables and other current assets	1,082	994	994
Cash and bank	14,374	35,619	29,565
Total current assets	15,456	36,613	30,559
TOTAL ASSETS	28,738	68,521	40,782
<i>EQUITY and LIABILITIES</i>			
<i>Equity</i>			
Restricted equity	11,727	30,733	11,248
non-restricted equity	12,553	31,238	20,719
Total equity	24,280	61,971	31,967
<i>Provisions and liabilities</i>			
Long-term liabilities	1,142	3,034	1,692
Current liabilities	3,316	3,516	7,123
Total provisions and liabilities	4,458	6,550	8,815
TOTAL EQUITY AND LIABILITIES	28,738	68,521	40,782

CONSOLIDATED STATEMENT OF CHANGES IN EQUITY

in thousands SEK

Adventure Box Technology AB, 1 Jul-30 Sept 2021	Share capital	Fund for development expenses	Other capital contributions	Retained earnings	This period's income	Total share- holder's equity
Opening balance 2021-07-01	1,507	26,366	108,835	-59,691	-10,533	66,484
<i>Income</i>						
Appropriation of last year's income				-20,596	20,596	
Change of fund for developmnet expenses		2,860		-2,860		
Net income for period					-4,569	-4,569
Total income		2,860	0	-2,860	-4,569	-4,569
<i>Transactions with shareholders</i>						
Erhållna optionspremier			56			56
Total transactions with shareholders	0	0	56	0	0	56
Closing balance 2021-09-30	1,507	29,226	108,891	-62,551	-15,102	61,971
Adventure Box Technology AB, 1 Jan-30 Sept 2021						
Opening balance 2021-01-01	1,507	19,701	108,835	-32,430	-20,520	77,093
<i>Income</i>						
Appropriation of last year's income				-20,596	20,596	
Change of fund for developmnet expenses		9,525		-9,525		
Net income for period					-15,178	-15,178
Total income	0	9,525	0	-30,121	5,418	-15,178
<i>Transactions with shareholders</i>						
Total transactions with shareholders	0	0	56	0	0	56
Closing balance 2021-09-30	1,507	29,226	108,891	-62,551	-15,102	61,971
Adventure Box Technology Group, 1 Jul -30 Sept 2022						
Opening balance 2022-07-01	1,507	11,213	108,907	-89,660	-4,901	27,066
<i>Income</i>						
Change of fund for developmnet expenses		1,167		-1,167		0
Net income for period					-2,786	-2,786
Total income	0	1,167	0	-1,167	-2,786	-2,786
<i>Transactions with shareholders</i>						
Total transactions with shareholders	0	0	0	0	0	0
Closing balance 2022-09-30	1,507	12,380	108,907	-90,827	-7,687	24,280
Adventure Box Technology Group, 1 Jan -30 Sept 2022						
Opening balance 2022-01-01	1,507	9,741	108,907	-42,959	-45,229	31,967
<i>Income</i>						
Appropriation of last year's income				-45,229	45,229	
Change of fund for developmnet expenses		2,639		-2,639		0
Net income for period					-7,687	-7,687
Total income	0	2,639	0	-47,868	37,542	-7,687
<i>Transactions with shareholders</i>						
Total transactions with shareholders	0	0	0	0	0	0
Closing balance 2022-09-30	1,507	12,380	108,907	-90,827	-7,687	24,280

COMPRISED STATEMENT OF CASH FLOW , GROUP

in thousands SEK	1 July -30 Sept		1 Jan -30 Sept		1 Jan- 31 Dec
Adventure Box Technology consolidated group	2022	2021	2022	2021	2021
<i>Operating activities</i>					
Earnings after financial items	-2,786	-4,569	-7,687	-15,178	-45,198
Depreciation	729	1,996	2,184	5,587	7,606
Retirement of capitalized development expenses	0	0	0	0	19,320
Taxes paid	0	0	0	0	-34
Cash flow from operating activities	-2,057	-2,573	-5,503	-9,591	-18,306
before change in working capital					
Change in working capital	-514	-1,388	-3,694	-2,373	596
Cash flow from operating activities	-2,571	-3,961	-9,197	-11,964	-17,710
<i>Investment activities</i>					
Investments in intangible fixed assets, net	-1,167	-2,860	-5,242	-9,525	-8,899
Investments in tangible fixed assets, net	-1	-14	-1	-296	-575
Cash flow from investing activities	-1,168	-2,874	-5,243	-9,821	-9,474
Investment activities	-3,739	-6,835	-14,440	-21,785	-27,184
<i>Investments in intangible fixed assets, net</i>					
Adjustment to earlier period's investments	-225	-246	-775	-142	-813
Investments in tangible fixed assets, net	0	56	24	56	72
Cash flow from investing activities	-225	-190	-751	-86	-741
CASH FLOW FOR THE PERIOD	-3,964	-7,025	-15,191	-21,871	-27,925
Liquid assets beginning of period	18,338	42,644	29,565	57,490	57,490
Liquid assets at end of period	14,374	35,619	14,374	35,619	29,565

COMPRISED INCOME STATEMENT, PARENT COMPANY

in thousands SEK	1 July -30 Sept		1 Jan -30 Sept		1 Jan- 31 Dec
Adventure Box Technology AB	2022	2021	2022	2021	2021
<i>Revenues</i>					
Net sales	0	0	0	1	1
Capitalized development expenses	621	848	2,415	3,575	3,847
Other revenues	89	150	399	656	788
Total revenues	710	998	2,814	4,232	4,636
<i>Operating expenses</i>					
Purchased services	74	-170	-160	-937	-2,402
External expenses	-1,037	-544	-3,128	-3,521	-6,707
Personnel expenses	-1,771	-2,814	-4,894	-9,239	-13,686
Depreciation and revaluations	-729	-1,996	-2,184	-5,587	-7,606
Retirement of capitalized development expenses	1	0	-46	0	-19,338
Total operating expenses	-3,462	-5,524	-10,412	-19,284	-49,739
Earnings before interest and tax (EBIT)	-2,752	-4,526	-7,598	-15,052	-45,103
<i>Financial income and expenses</i>					
Financial net	-34	-43	-74	-127	-64
Earnings before tax (EBT)	-2,786	-4,569	-7,672	-15,179	-45,167
Income tax	0	0	0	0	0
Net income	-2,786	-4,569	-7,672	-15,179	-45,167

COMPRISED BALANCE SHEET, PARENT COMPANY

in thousands SEK	30 Sept		31 Dec
Adventure Box Technology AB	2022	2021	2021
<i>ASSETS</i>			
<i>Non-current assets</i>			
<i>Inangible assets</i>			
Capitalized development expenses	12,917	31,644	9,741
<i>Tangible assets</i>			
Machinery & equipment	365	264	482
<i>Financial assets</i>			
Shares in subsidiaries	25	25	25
Total non-current assets	13,307	31,933	10,248
<i>Current Assets</i>			
Intercompany receivables	58	0	43
Accounts receivables and other current assets	1,082	985	969
Cash and bank	14,255	35,500	29,446
Total current assets	15,395	36,485	30,458
TOTAL ASSETS	28,702	68,418	40,706
<i>Equity and liabilities</i>			
<i>Equity</i>			
Restricted equity	11,727	30,733	11,248
non-restricted equity	12,522	31,162	20,674
Total equity	24,249	61,895	31,922
<i>Provisions and liabilities</i>			
Long-term liabilities	1,142	3,034	1,717
Current liabilities	3,311	3,489	7,067
Total provisions and liabilities	4,453	6,523	8,784
TOTAL EQUITY AND LIABILITIES	28,702	68,418	40,706



NOTES

Note 1. ACCOUNTING PRINCIPLES

This interim report has been prepared in accordance with the Swedish Annual Reports Act and the Swedish Financial Reporting Board's recommendation BFNAR 2012:1 (K3).

The companies accounting principles and calculation bases for the report are unchanged compared with the annual report for 2021.

DEFINITIONS AND KEY RATIOS

Earnings per share

Net income divided by the average number of shares.

Average number of shares

The average number of shares of Adventure Box Technology AB have been calculated as the number of shares outstanding after each capital injection times the number of days the shares have been outstanding.

Solvency ratio

Equity in relation to the total assets of the company.

Return on equity

Net income in relation to the average equity of the company.

Equity per share

Equity in relation to the number of shares outstanding on the balance date.

Cash-flow from operations per share

Cash-flow from operations in relation to the average number of shares.

Cash-flow per share

Cash flow for the period divided by the average number of shares.





UPCOMING REPORTS

2023-02-28 Year-end report 2022

2023-04-21 Annual report 2022

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