



JUMP GATE

APRIL – JUNE: Q2 2026

INTERIM REPORT

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KEY FINANCIAL METRICS Q2 2026 vs Q2 2025

15.4

Net Turnover (MSEK)
(+37% vs. Q2 '25)

- Q2 2026 Net Turnover 37% higher, mainly caused by successful launch of *Star Trek: Voyager – Across the Unknown*.
- Other income slightly lower with no own work capitalized resulting in Total Operating Income increase of 31%.

-1.3

EBIT (MSEK)
(improvement by 0.1 MSEK vs Q2 '25)

- Similar EBIT compared to Q2 2025.
- Tivola EBIT slightly overcompensating weaker EBIT in gameXcite and Funatics.

-3.3

Profit/loss after Fin. Items (MSEK)
(improvement by 0.4 MSEK vs. Q2 '25)

- Loss after Financial Items caused by interest expenses.
- Repayment of debt end of Q2 with proceeds from rights issue will reduce interest expenses going forward.

4.8

Cash Flow (MSEK)
(improvement by 4.2 MSEK vs. Q2 '25)

- Cash Flow improved by 4.2 MSEK due to stronger working capital.



PROFIT & LOSS STATEMENT

Group	Q2 2025	Q1 2026	Q2 2026
	2025-04-01	2026-01-01	2026-04-01
MSEK	2025-06-30	2026-03-31	2026-06-30
<i>Operating income</i>			
Net turnover	11,3	9,8	15,4
Own work capitalized	0,0	0,9	0,0
Other operating income	4,2	3,0	2,5
Total operating income	15,5	13,7	17,9
<i>Operating expenses</i>			
Purchase of services	-2,9	-2,8	-2,7
Other external services	-5,2	-3,0	-8,4
Personnel expenses	-7,9	-6,9	-7,7
Depreciation, amortization and impairment of tangible and intangible fixed assets	-0,8	-0,5	-0,4
Other operating expenses	-0,1	-0,2	0,0
Total Expenses	-16,9	-13,3	-19,3
Operating profit/loss (EBIT)	-1,4	0,4	-1,3
<i>Financial income and expenses</i>			
Profit/loss from participations in group companies	0,0	0,0	0,0
Profit/loss from other securities and receivables that constitute fixed assets	0,0	0,0	0,0
Other interest income and similar	0,0	0,0	0,0
Other interest expense and similar	-2,2	-1,9	-2,0
Profit/loss after financial items	-3,7	-1,5	-3,3
Tax on profit for period	-0,1	-0,2	0,0
Net profit/loss for the period	-3,7	-1,7	-3,3

Improved Net Sales driven by gameXcite (Star Trek) and Tivola (Mobile project).

Increase driven by royalty payments concerning Star Trek including a one-time Minimum Guarantee Payment.

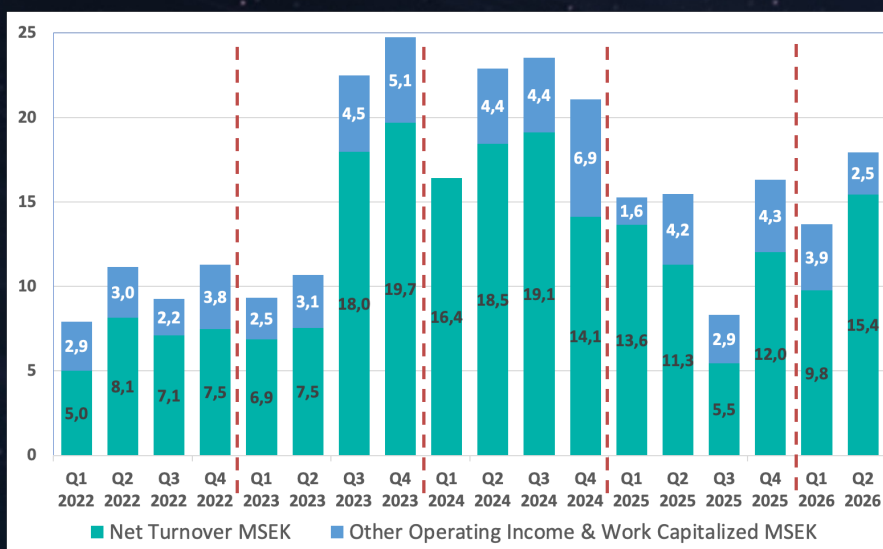
Further diligent management of Personnel Expenses all over the Group. Some additional project staff in Tivola for current Mobile Project.

Improvement in Tivola could not compensate for the increased cost due to royalty payments in gameXcite caused by initial sales.

Last quarter with this level of interest expenses, which will significantly improve next quarter and onwards.



FINANCIAL DEVELOPMENT QUARTER BY QUARTER



- Net Turnover in Q2 2026 shows an increase due to the launch of the Star Trek game and increased income in Tivola.
- Royalty payments including a one-time Minimum Guarantee Payment in Q2 reducing gameXcite's EBIT, impacting the Group EBIT. Forward looking gameXcite will benefit from a more than doubled revenue share as publisher recoupment has now been achieved.



BALANCE SHEET

Group	Q2 2025	Q1 2026	Q2 2026
MSEK	2025-06-30	2026-03-31	2026-06-30
FIXED ASSETS			
Intangible fixed assets	3,0	3,3	3,0
Licences, trademarks and other	0,0	0,0	0,0
Goodwill	81,7	81,6	82,7
Other	4,7	2,9	2,9
Total fixed assets	89,4	87,9	88,6
CURRENT ASSETS			
Accounts receivables	4,1	7,3	2,6
Other receivables	0,2	1,6	0,9
Prepaid expenses and accrued income	0,9	0,2	0,3
Cash equivalents	4,0	3,2	8,1
Total current assets	9,2	12,3	11,9
TOTAL ASSETS	98,7	100,2	100,5
EQUITY			
Total restricted equity capital	32,2	0,5	0,7
Total non-restricted equity capital	26,6	49,2	54,8
Total equity capital	58,8	49,7	55,5
LIABILITIES			
Total provisions	0,4	0,6	0,6
Total long-term liabilities	0,7	0,4	0,4
CURRENT LIABILITIES			
Advances from customers	-	-	-
Accounts payable - trade	2,4	2,4	4,0
Current tax liabilities	0,2	0,1	0,1
Other current liabilities	29,6	40,5	34,4
Accrued expenses and prepaid income	6,4	6,4	5,6
Total current liabilities	38,6	49,4	44,0
TOTAL EQUITY AND LIABILITIES	98,7	100,2	100,5

FX effect

Special effect in Q1 mainly due to Star Trek sales.

While having a high cash conversion from receivables, Total current assets are stable.

Significant decrease because of final amortization payment of biggest single interest bearing debt position. Convertible loans in total are the largest remaining debt position left.



HIGHLIGHTS Q2 2026

- On May 18, it was announced that the Company is in the development of four additional downloadable content release ("DLC") for *Star Trek: Voyager – Across the Unknown*.
- On May 27, it was announced that the Company has carried out a directed share issue of ca 7.6 million SEK with the purpose of strengthening its balance sheet through repayment of debt.
- On June 18, it was announced that the Company made a conversion share issue of debt comprising ca 0.16 million SEK.
- After the period, on July 17, it was announced that the Company is launching an Expansion Pass and the game's first premium story DLC, "Delta Chronicles", for *Star Trek: Voyager – Across the Unknown*.
- After the period, on July 31, it was announced that the Company is releasing a physical retail edition of *Star Trek: Voyager – Across the Unknown* for PlayStation 5 and Xbox Series X at selected retailers across Europe.
- After the period, on August 20, it was announced that the Company's subsidiary gameXcite is granted ca. 11.9 million SEK in public financing for new game project.



KEY TAKEAWAYS

SUCCESSFUL STAR TREK LAUNCH

- Unique constellation of slightly slower sales after launch, minimum guarantee payments and the revenue split tier dynamics caused a transitory Q2 dip for Jumpgate.
- Invested in team for large updates in Q2 (shipping in H2), lower team cost going forward.
- Long-term royalties will materialize in positive EBIT.

STRONG PROJECT PIPELINE

- Increased inbound requests for proposals for promising future projects with a similar structure as Star Trek.
- Focussing on growing the business by working on multiple fully funded projects providing us with an interesting upside.
- German Public Funding approved for follow-up project for gameXcite (11.9 MSEK).

DELEVERAGING

- Further decreased debt position due to final amortization payment of biggest single interest-bearing debt position.



GOALS FOR NEXT QUARTERS

- We are expecting that the game will be a strong long-seller, and we have exciting long lasting DLCs upcoming for players where preview testing shows very positive initial feedback. Team cost will decrease after completion. Importantly, after Q2, due to the milestone of overall recoupment of the publisher being achieved, gameXcite's revenue share will more than double. These are key milestones for the future exploitation.
- Capitalize on improved Business Development dynamics by doubling down on several progressed deal discussions which would add highly promising games to our product pipeline. We will be supporting this by organizational measures expanding our business development bandwidth.
- Further de-leverage the company.



THANK YOU