

Q2 in summary - highlights

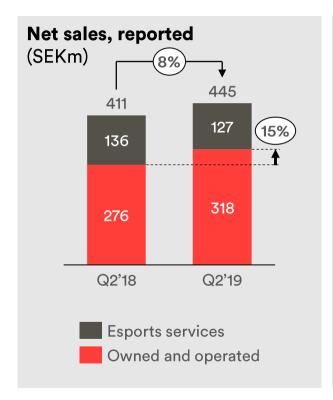




- Solid operational development with Q2 2019 reported sales growth 11 % and adjusted EBITDA margin 6 %
 - Sales in our two verticals was up 14 % in the quarter. Adjusted EBITDA improved by SEK 97 million
- Esports continued to deliver on its strategic ambition and sales growth for O&O was up by 15 % in the quarter
- Exceptionally strong revenue and margin trends in gaming. Sales up 19 % and adjusted EBITDA margin at 29 %
- In Q2 2019 the VC fund invested approximately SEK 22 million in three exciting growth companies
- Nova sold in April generated SEK 1.8 billion cash to fund acquisitions and deliver on our strategy. Total cash balance SEK 2.1 billion
- FY sales ambition for our 2 verticals of 8-12 % with adjusted EBITDA margin in the mid single digits



Continued growth in esports





O&O properties activated	Q2'18	Q2'19
Masters	5	5
Challengers	19	29
Open	3	5



ESL One Birmingham was our most watched ESL Dota 2 event



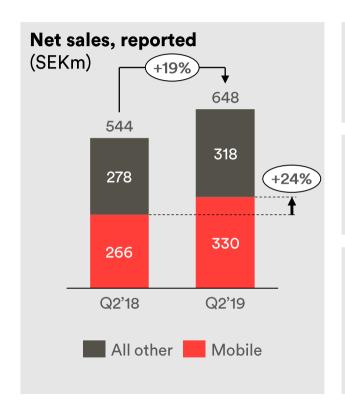
DreamHack Masters Dallas viewership 3.5 million hours







Mobile driving Gaming revenue growth





- Mobile > 50% of revenue
- Surpassed EUR 500 million in lifetime revenue



- Successful soft launch
- Encouraging initial KPIs

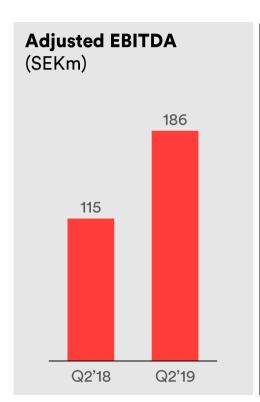


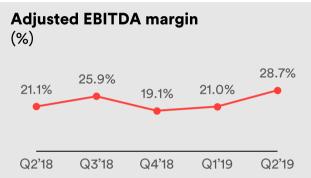
Kongregate starting to turn around

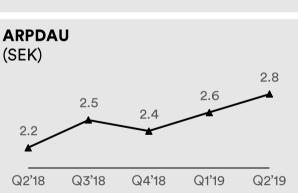
- Acquisition of success game Bit Heroes
- Focusing on fewer and stronger games

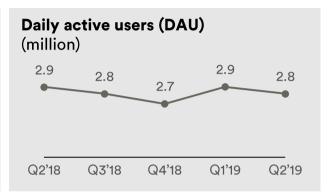


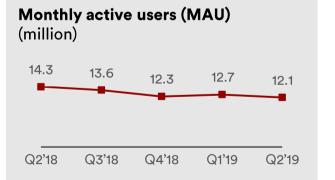
Improving trends in Gaming













MTG VC Fund

- Investments in 1H 2019 totals SEK 103 million including capital commitments and span start-up and growth companies in the United States and Germany
- Among the investments are Redwood City-based Dorian, Austin based game developer Tonk Tonk Games, gamer rewards platform Playfull from Los Angeles, German game studio Sviper founded by Ex-InnoGamers and San Diego-based GoMeta
- MTG has to date made 20 investments in 16 companies totalling SEK
 195 million thus far from its VC fund
- The ambition is to make 8-10 deals per year in gaming and esports





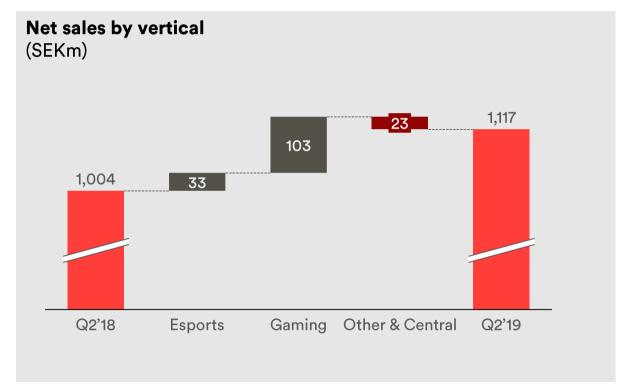


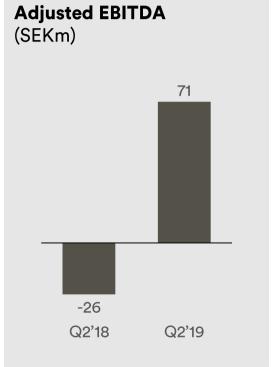






Q2 sales and adj. EBITDA – improvements driven predominantly by gaming







Q2 income statement

(SEKm)	Q2 2019	Q2 2018	Q2 2019 Comments
Adjusted EBITDA Adjusted EBITDA margin	71 6.3%	-26 -2.6%	 Improved profitability in gaming Including -43 million in central operations cost
Adjustments	-31	-41	 IAC: SEK 4 million due to Zoomin restructuring LTI: SEK 23 million for total group M&A: SEK 4 million related to project costs
EBITDA	39	-67	
D&A	-74	-59	• Includes SEK -13 million impact from IFRS 16
Of which PPA	<i>-32</i>	-30	
EBIT	- 35	-125	
EBIT margin	-3.0%	-12.5%	
Net Income – Continuing Ops	- 71	-136	 Financial net SEK -10 million Group tax SEK -26 million
Basic EPS (SEK)	-1.68	-2.35	
Discontinued Operations	1,490	399	The sale of Nova completed



Capex, cashflow and cash balance

SEKm	Q2'19	Q2'18
Capex	-68	-46
of which Gaming	-58	-34

VC Fund investments of SEK 22 million, one new and two follow-on. Fund now SEK 195 million invested in 16 companies

Cash flow from operations	-69
of which working capital	-29

SEKm	Q2'19
Net cash at end Q2	2,085
Cash proceeds from Nova sale	1,868



Summary and outlook

- Solid operational development in Q2 2019 with sales in our two verticals up 14 %
- Esports continued to deliver on its strategic ambition with O&O sales growth of 15 %
- Exceptionally strong revenue and margin trends in gaming
- VC fund invested SEK 22 million in three companies in the quarter
- Nova sold in April . Total cash balance SEK 2.1 billion to fund acquisitions and deliver on our strategy
- FY sales ambition for our 2 verticals of 8-12 percent with adjusted EBITDA margin in the mid single digits



