



BEYOND
FRAMES



Beyond Frames Entertainment AB (publ)

HALF YEAR REPORT

Second quarter Q2, 2024

Second quarter, April 1 – June 30, 2024

- Sales amounted to 41,174 (43,291) kSEK
- Operating profit before depreciation and amortization and shares in associated companies' earnings (EBITDA) amounted to -551 (4,360) kSEK
- Profit after financial items amounted to -8,832 (1,265) kSEK
- EBITDA per share amounted to 0.03 (0.25) SEK
- Profit per share after financial items amounted to SEK -0.51 (0.07) SEK
- Cash and cash equivalents at the end of the quarter amounted to 14,319 (24,205) kSEK. This compares to 20,139 kSEK at the end of the previous quarter.
- Equity attributable to the parent company's shareholders in the Group amounted to 74,628 kSEK at the end of the quarter, corresponding to 4.31 SEK per share, compared with 87,107 kSEK, corresponding to 5.08 SEK per share at the end of the corresponding quarter last year.

First half year, Jan 1 – June 30, 2024

- Sales amounted to 100,789 (60,566) kSEK, an increase of 66.4% compared to the first half of 2023
- Operating profit before depreciation and amortization and shares in associated companies' earnings (EBITDA) amounted to 7,459 (4,111) kSEK
- Profit after financial items amounted to -8,166 (-2,158) kSEK, impacted by depreciation of capitalized development costs, which starts during development
- EBITDA per share amounted to 0.43 (0.24) SEK
- Profit per share after financial items amounted to SEK -0.48 (-0.13) SEK

Comparative figures refer to the corresponding period of the previous year unless otherwise stated.



CEO Comments

Beyond's diversified portfolio strategy continues to deliver a Steady Recurring Revenues and a Record-Breaking H1

Beyond Frames Entertainment started the year strong and continues to deliver steady recurring revenues on-top of the fully-funded pipeline of projects with built-in audiences (launching periodically between now and 2026)



Q2 2024 represents the best H1 and second-strongest Q2 revenue performance in Beyond's history. We anticipated a decrease in revenues and EBITDA from Q2 2023 due to *Ghosts of Tabor* having been in market for over a year, and are encouraged by the limited revenue softening one year later. These steady recurring revenues help

bolster our baseline, which will help drive overall growth as our new titles launch between now and 2026.

A temporary dip in EBITDA this quarter, compared to Q1 2024, was driven primarily by a ramping up of investments for the multiple titles currently in production in our Studios which will return to normal levels in Q3 2024, as well as increased marketing costs within our Publishing division which we expect to recoup in coming quarters. EBIT for Q2 and for H1, compared to the same periods last year, is impacted by our conservative depreciation model of capitalized development costs, where we start to depreciate already during development, resulting in an increased depreciation costs as we have multiple titles ramping up production.

Q2 was relatively quiet compared to the rocket fuel accelerant that was the re-launch of *Ghosts of Tabor*. That said, our Publishing and Studio teams are still hard at work developing and producing additional titles, investing for the future, and are excited about the six fully-funded, between our internal resources and external partners, titles planned for launch between now and H1 2026.

Publishing continues to build

Publishing continues to work with *Ghost of Tabor's* studio, Combat Waffle, on the production of their next 2 titles, *GRIM* and *Silent North*. Both titles have gained significant traction on Discord and other social platforms ahead of their launches, which we anticipate by H1 2025.

After the quarter, *Ghosts of Tabor* launched its new downloadable content, the "Eastwood Pack," which contains Western-style items. Publishing also announced the imminent launch of *Ghosts of Tabor* on the PlayStation VR2, which is expected to hit stores later this year.

During August, our Publishing team and I will be in Germany at the annual Gamescom gaming convention meeting studios for potential publishing deals. Beyond Frames is also participating as founding member in the Home of XR megabooth activation, gathering 13 XR studios in one place, which is the first of its kind at this scale. We will showcase *Escaping Wonderland* as well as Combat Waffle's two upcoming games under Beyond Frames Publishing for press and creators during three intense days.

Cortopia goes back down the Rabbit Hole

In Q2, we finally announced one of the titles slated for release by Cortopia Studios, *Escaping Wonderland*, a VR puzzle adventure game inspired by Cortopia's award-winning *Down the Rabbit Hole*. *Down the Rabbit Hole* has made a 400% ROI since its launch and we hope to mimic this success when the game launches on September 26.

Cortopia still has two additional titles in production: one title is a sequel to one of the best-selling VR games of all time, and the other is a VR game based on a massive Hollywood intellectual property. Both have received millions in funding (USD) from external partners, which we collect upon

delivery of major production milestones. We look forward to sharing more about these titles in the coming quarters.

Meta's Reality Labs beating expectations

Meta announced that sales of the Quest 3 hardware that launched late 2023 are outpacing their expectations and posted a 28% increase for their Reality Labs division compared to Q2 2023. Additionally, rumors are heating up about a cheaper version of the Quest 3 to hit this year, which will help sales across our entire portfolio, especially with our casual-leaning line-up.

Strengthen our Board and the management

During Q2 we have further strengthened our Board, adding Arvid Klingström and Patrick Bach as well as appointed Fredrik Burvall as new Chairman. Both Arvid and Patrick have 20+ years' experience from the gaming industry, working at King, Paradox, Ubisoft and Dice. Fredrik brings an extensive background in growing companies both organic and through mergers and acquisitions and capital expansion. Mikael Söderström has declined re-election, and the company is grateful for his contribution building Beyond Frames Entertainment to what it is today. During Q2 Emma Partin was appointed as CFO of the Group. Emma Partin

brings 15 years of extensive experience in management consulting from Deloitte, where she has been instrumental in guiding international companies through Finance strategies and transformation programs, IPOs preparations, mergers and acquisitions, and post-merger integration.

Looking ahead

It goes without question that improving our margins and achieving positive cash flow are top priorities for us. Our path to hitting our profitability goals lies with shipping premium products fit for the market. With a fully-funded slate of six titles, which includes a follow-up to our best-selling game, a sequel to a category-leading title, another game attached to a major entertainment property, a non-VR title under development by the Odd Raven studio, and two more by our Game of the Year award-winning studio partner, we believe we're on the right track and also see opportunities for further expansion.

Thanks to our players, staff, partners, and stakeholders for your continued support.

Ace St. Germain,
CEO Beyond Frames Entertainment AB (publ)



Significant events during the quarter

Announces 'Escaping Wonderland' A New VR Adventure Set To Release in 2024

Beyond Frames Entertainment announced Escaping Wonderland, the latest game from our subsidiary studio, Cortopa, the studio behind 2020's multi-award-winning VR adventure game Down the Rabbit Hole. The game is in development and is slated for release in 2024. Using the unique diorama perspective established in Down the Rabbit Hole, Escaping Wonderland will feature gameplay that focuses on exploration through a world filled with whimsy and wonder, brain-teasers that will make you mad as a hatter, and a silly sense of fun that will leave players grinning ear-to-ear like a Cheshire cat as they encounter characters from the children's literary classic Alice in Wonderland.

Gamescom to Host First Ever 'Home of XR' Megabooth, Revealing New Games from World's Top XR Studios

A new industry-focused alliance has been confirmed both its formation and exhibition plans for Gamescom 2024. The Home of XR megabooth has been established by award-winning companies in the virtual reality, mixed reality, and augmented reality (together "XR") spaces to showcase what's possible using the technology of tomorrow.

The Home of XR megabooth will make its debut in Gamescom 2024's business area in Cologne Germany August 21-23, and will feature hands-on experiences with upcoming games targeting a Holiday 2024 release – including yet-to-be-announced titles – from the following studios: Vertigo Games; nDreams; Fast Travel Games; Soul Assembly; Combat Waffle Studios; Beyond Frames Entertainment; Flat2VR Studios; and Patient 8 Games.

Toy Monsters Brings Tactical Tabletop Defense to Mixed Reality with Launch on Meta Quest

Family-friendly fun defending against a march of monsters arrived in the real world was launched on April 11th on the Meta Quest Store. Inspired by classics of the tower defense genre, Toy Monsters delivers a digital celebration of casual

strategy that you can set up on any physical surface thanks to the power of passthrough play. Toy Monsters is also optimized for hand-tracking, giving players the chance to move their playing pieces – and even shoot magical powers – using only their fingertips.

The Annual General meeting decided changes to the board

The AGM held on June 28, 2024, decided that, for the time until the next AGM, re-elect board members Fredrik Burvall, Ricky Helgesson, Catherine Ehrensvärd, and new elections of Arvid Klingström and Patrick Bach. Ace St. Germain, Erik Åkerfeldt and Mikael Söferström declined re-election. Fredrik Burvall was elected as chairman of the board.

Change in the number of shares and votes in Beyond Frames Entertainment AB (publ)

Beyond Frames Entertainment AB (publ) have increased the number of shares and share capital, attributable to the employee option program ("kvalificerade personaloptioner"), which was communicated on 14 December 2020.

A total of 143 200 shares were issued, which means that the number of shares in the company after registration amounts to 17 302 909. The share capital in the Company has increased by SEK 7 160 and amounts to a total of SEK 865 145.45.

Beyond Frames Entertainment AB (publ) Appoints Emma Partin as New Chief Financial Officer

Beyond Frames Entertainment announced the appointment of Emma Partin as the new Chief Financial Officer, effective immediately. Emma Partin brings with her 15 years of extensive experience in management consulting from Deloitte, where she has been instrumental in guiding international companies through Finance strategies and transformation programs, IPOs preparations, mergers and acquisitions, and post-merger integration.



Significant events after the end of the quarter

For complete version of press releases of significant events, please visit [Beyond Frames Entertainment](#)

Ghosts of Tabor Summer 2024 Mission Briefing: Roadmap and Real-World Deployments

Combat Waffle Studios revealed where VR's #1 extraction shooter is going next in 2024. Following the successful graduation from App Lab and full deployment on the Meta Quest Store earlier this year, Beyond Frames Entertainment and Combat Waffle Studios are continuing their joint operation to provide live-service updates for the top-selling VR extraction shooter Ghosts of Tabor with new details about the game's Summer 2024 Roadmap and updates related to its upcoming launch on PlayStation VR2.

Change in the number of shares and votes in Beyond Frames Entertainment AB (publ)

Beyond Frames Entertainment AB (publ) increases the number of shares and share capital, attributable to warrants ("teckningsoptioner") claimed in relation to the Incentive Program 2020/2023 ("Incitamentsprogram 202/2023"), which was communicated on 12 December 2021.

A total of 37 500 shares were issued, which means that the number of shares in the company after registration amounts to 17 340 409. The share capital in the Company has increased by SEK 1 875 and amounts to a total of SEK 867 020.45.

Beyond Frames Entertainment CEO Increases Ownership Stake

Beyond Frames Entertainment announces that its CEO, Ace St. Germain, acquired 300,000 shares of the company at a price of 18 SEK per share from ARVR Holding AB on Friday, the 19th of July. After the transaction, Ace St. Germain holds 300,000

shares and 141,000 personal options ("Kvalificerade personaloptioner") in Beyond Frames Entertainment AB (Publ) and ARVR Holding AB's shareholding in Beyond Frames Entertainment has decreased to 2,262,841 shares, which corresponds to 13.05%. The aforementioned share purchase was made in relation to the CEO's long-term incentives due to the strong performance and positive future outlook under St. Germain's leadership.

'GRIM' and 'Silent North' from the Acclaimed Creators of Ghosts of Tabor Reveal New Trailers Ahead of Gamescom

Beyond Frames Entertainment and the master of VR survival games, Combat Waffle Studios are continuing their partnership and have just dropped new trailers and release plans for both of their upcoming games, Grim and Silent North. GRIM is expected to launch a public Alpha on both the Meta Quest Store and Steam VR later this year.

[GRIM VR Showcase Trailer](#) Silent North is expected to launch in early access on both the Meta Quest Store and Steam VR in 2025. [Silent North VR Showcase Trailer](#).

Escaping Wonderland Launches Exclusively on Meta Quest and Pico September 26

Curiouser and curiouser! Anxious Alices trying to solve the Mad Hatter's release date riddle have been given a helping hand by Beyond Frames Entertainment. The publisher has just revealed that Escaping Wonderland, the Cortopia Studios-developed sibling to the award-winning Down the Rabbit Hole, will make its grand debut on the Meta Quest Store and Pico on September 26.

Escaping Wonderland Gameplay Trailer



About Beyond Frames Entertainment

Beyond Frames Entertainment is a video game company headquartered in Stockholm. We aim to bring together skilled game developers with a common vision: crafting engaging, high-quality gaming experiences for PC, console, Virtual Reality (VR), Augmented Reality (AR), and Mixed Reality (MR) technologies.

Our strategy involves developing games through owned and operated studios and partnering with external studios to foster their growth through world-class publishing services.

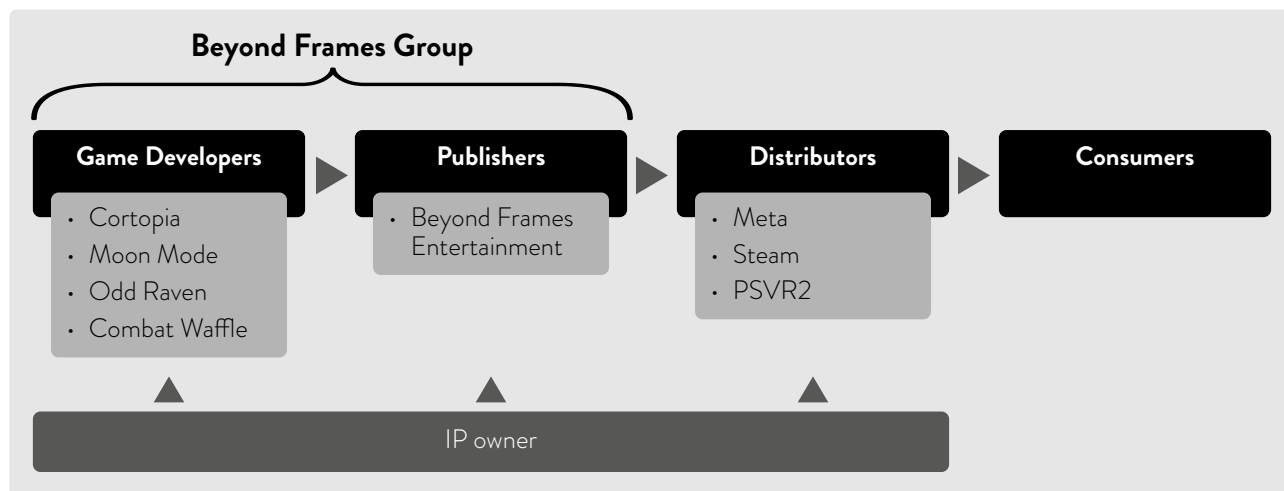
Game Studios:

Beyond Frames currently owns, fully or in part, three XR studios: Cortopia, Moon Mode, and Odd Raven.

Publishing Services:

Through our publishing services, we can assist developers with financing across various project phases. We also offer creative and production-related support and traditional publishing services, including sales, marketing, platform, and launch support. Our primary goal is to contribute to the evolution and expansion of content creation for XR platforms.

Beyond Frames' Position in the Value Chain



**Intellectual Property Owner:**

As an Intellectual Property (IP) owner, Beyond Frames holds the rights to trademarks in various games. Operating as both a developer and a publisher, Beyond Frames possesses and licenses intellectual property rights for its in-house developed games, as well as several titles featured under its publishing services.

Game Developer:

Game developers can both develop proprietary games internally and work on behalf of someone else, in what is commonly referred to as "work for hire". Beyond Frames owns three studios specializing in XR and is involved in multiple co-funded projects in collaboration with external partner studios.

Publisher:

Publishers can undertake various responsibilities, including financing, production-related support, sales, marketing, and distribution. As a publisher, Beyond Frames evaluates which titles to bring to market and has a solid publishing portfolio featuring appealing XR titles.

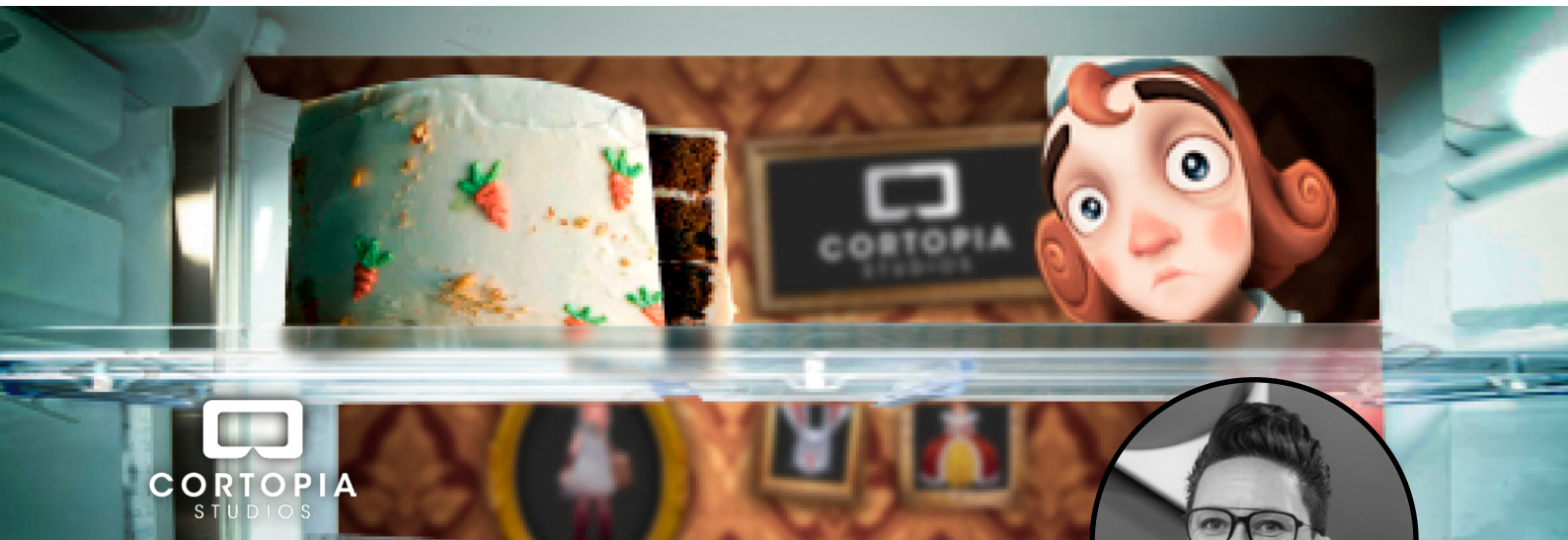
Distributor:

Distributors own the channels and platforms through which games are sold and played. Beyond Frames has established relationships with several major distributors of XR games, such as Meta Quest, Steam, Pico, and PlayStation's PSVR2.

Sustainability:

At Beyond Frames Entertainment, we strive to operate our business in a sustainable manner, taking both *Environmental*, *Social* and *Governance* sustainability into consideration. We aim to have a minimal environmental impact by making informed decisions and choices. We value social sustainability by actively working to create a sustainable work environment that demonstrates consideration and respect for all involved parties; employees, consultants, customers/partners, suppliers and investors. Having a positive impact on our local and global community. We emphasize the importance of strong governance and transparency by constantly improving processes and content for financial reporting and by delivering long-term value for our shareholders through a sustainable business model. Our goal for 2024 is to incorporate sustainability criteria, in a more structured way, as a part of our business evaluation, corporate culture, and day-to-day decision making.

Our game studios



Cortopia Studios

Beyond Frames ownership share: 100 %

Head of Studio: Annika Stråth Roslund

Annika Stråth Roslund has worked at Beyond Frames since February 2021. Annika has extensive experience leading and developing teams and has previously worked with HR and Finance in leading roles since 1998.

Studio

The studio was founded in 2016 as a spin-off from the company Univrses. In the same year, Cortopia released its first VR title *Wands* - an award-winning first-person multiplayer game that became one of the world's most popular games in its genre. The studio's main focus has been on the development of games for VR, MR, and AR, but it has the capacity to develop games for other types of platforms as well. Cortopia has technical excellence and great market potential in game development.

In March 2020, Cortopia's second VR game was launched: *Down the Rabbit Hole*. This award-winning VR puzzle adventure was an immediate best-seller thanks to the interactive plot and its unique way of allowing the player to move around in VR. Three years later, it is still one of the highest-rated games on the Meta Quest store.

Cortopia's third project, *Wands Alliances*, was launched on June 30, 2022, on Meta Quest 2.

Cortopia's fourth project, *Escaping Wonderland*, was announced during the quarter and is in development and is slated for release in 2024.

Cortopia's fifth and sixth projects are currently in production.



Moon Mode

Beyond Frames ownership: 55 %

Head of Studio: Alex May, a veteran of the gaming industry recognized for his work in sound design for computer games.

Alex May is an experienced game producer and graphic designer with a successful track record in audio production and sound design for computer games. In 2013, when Alex worked on early VR projects for the game studio VITEI Backroom in Japan, he met Chris McLaughlin, a game designer with over 15 years of experience in game development, and art director Thérèse Pierrau.

The trio achieved great success and won many awards for their work with large companies such as Sony, Meta, and Universal Studios Japan, among others. Eventually, they chose to start their own studio together: Moon Mode.

Studio

Moon Mode has worked with VITEI Backroom's IPs and, among other things, developed the VR game Paper Valley. They also consult for global entertainment companies.

Moon Mode launched its first proprietary IP, *Spacefolk City*, on October 21, 2021, on Meta Quest 2 and a few weeks later on Steam. *Spacefolk City* is a humorous and approachable "city builder" game. In addition to taking on work-for-hire projects, Moon Mode is actively prototyping their next title and supporting Cortopia on an ongoing project.



Odd Raven Studios

Beyond Frames ownership: 38 %

Co-Heads of Studio: Johan Högfeldt and Mikael Cruseman

Mikael and Johan's joint career in game development goes back a long way. The first time they worked together was when they created the game *Hammerwatch Coliseum* for iOS and Android in collaboration with King. They also have experience working on famous titles such as *Battlefield* at DICE and Neybers. The successful collaboration between Mikael and Johan later led to the two of them starting Odd Raven Studios.

Studio

Odd Raven Studios, founded in 2016, is a Stockholm-based game studio focused on game development for both PC and VR. The studio consists of a team with high technical skills that creates fun, beautiful, and innovative games. In 2018, Odd Raven's VR game *Carly and the Reaperman* won the "People's Choice Award" at the Indiecade game festival in Paris.

The game studio is currently developing a larger PC game that is co-financed by a very established publisher in the gaming industry. This publisher will be fully responsible for the game's marketing and is also a key partner in the day-to-day game development.

Accounting principles

The Group and the Parent Company apply the Annual Accounts Act (Årsredovisningslagen) and BFNAR 2012:1, except for the language. The accounting and valuation policies applied are consistent with the Swedish Accounting Standards Board's Category 3 (BFN K3) regulation and are

unchanged since the latest published Annual Accounts and the Swedish Accounting Standards Board's BFNAR 2012:1

The report is prepared in accordance with Spotlight's regulations.

Financial review

SEK k	Q2 2024	Q2 2023	H1 2024	H1 2023
Group				
Sales	41,174	43,291	100,789	60,566
Capitalized development	6,612	5,964	15,627	10,460
EBITDA	-551	4,360	7,459	4,111
EBITDA/Share (SEK)	-0.03	0.25	0.43	0.24
Profit after financial items	-8,832	1,265	-8,166	-2,158
Profit after financial items/share (SEK)	-0.51	0.07	-0.48	-0.13
Profit attributable to the Parent Company's shareholders	-8,872	1,299	-8,093	-2,450
Parent company				
Sales	34,612	39,139	91,185	55,445
EBITDA	-2,454	2,551	5,856	3,567
EBITDA/Share (SEK)	-0.14	0.15	0.34	-0.21
Net profit for the period	-3,637	1,982	4,416	2,572
Net profit for the period/Share (SEK)	-0.21	0.12	0.26	0.15

SEK k	2024-06-30	2023-06-30	2023-12-31
Group			
Total Assets	98,470	110,776	105,279
Total equity attributable to equity holders of the parent	74,628	87,107	81,921
Total Equity/Share (SEK)	4.31	5.08	4.77
Number of shares	17,302,909	17,159,709	17,159,709
Parent company			
Total Assets	131,332	126,780	119,682
Total Equity	110,363	104,049	105,148
Total Equity/Share (SEK)	6.38	6.06	6.13
Number of shares	17,302,909	17,159,709	17,159,709

Comment on earnings development

The comparative figures refer to the corresponding period last year unless otherwise stated.

Revenue and earnings

In the second quarter, sales amounted to 41,174 kSEK, and operating expenses to 56,861 kSEK. EBITDA, operating profit before depreciation and amortization, and shares in the earnings of associated companies amounted to -551 kSEK.

The company's revenue consists primarily of sales of games for VR headsets and revenue of a one-off nature including, but not limited to, funding for research and development, project funding for game development, and porting to new platforms.

The company's costs consist primarily of costs to game developers as a part of each game's revenue share model and platform cost, cost for personnel and consultants for game development and publishing, as well as marketing costs for games.

Investments

During the quarter, the group invested 6,612 (4,496) kSEK in intangible assets. The intangible fixed assets consist of development costs directly attributable to game development and associated platforms for existing and new games. In addition to this, the intangible assets include the acquisition of publishing rights.

Balanced development costs are amortized linearly over five years. The value of intangible assets is tested for impairment continuously and at least once a year.

Cash and equivalents

Available cash and cash equivalents at the end of the period amounted to 14,319 (24,205) kSEK, compared with 20,139 kSEK at the end of the first quarter of 2024.

Based on the figures in this report, the Board of Directors considers that twelve months of survival from the end of the financial year is assured.

Personnel and organization

The number of employees at the end of the period was 33. Including external resources such as dedicated people at contract suppliers, consultants and interns, the Beyond Frames Group employed 54 people. Employees are defined as the corresponding number of full-time positions.

Related party transactions

There were no related party transactions during the period.

Risk factors

Earning capacity and capital requirements

It cannot be ruled out that it will take longer than expected before Beyond Frames Entertainment AB (publ) achieves continuous stable profitability. Nor can it be ruled out that Beyond Frames Entertainment AB (publ) in the future has a greater capital requirement than is currently deemed necessary.

The market in VR and AR is also in an early phase. The market is characterized by rapid technical and innovative development, which opens up for many new players, including Beyond Frames Entertainment AB (publ). Even larger players from traditional game development in PC, console, and mobile games may enter this market as it matures. Several current and future competitors may have a competitive advantage in the form of more established brands, longer history, and greater financial resources. If Beyond Frames Entertainment AB (publ) fails to maintain its market position through continued innovation, there is a risk that Beyond Frames Entertainment AB (publ) will lose competitiveness, which could have a negative impact on Beyond Frames Entertainment AB (publ).

Intangible assets

The launch of new game titles could generate lower revenues than expected, which could pose a significant risk of a material adjustment to the carrying values of assets in the next financial year.

Intellectual property protection

In game development, as with all software development, there is a risk that Beyond Frames Entertainment AB (publ) games may be copied by competitors. There is also a risk that other companies hold intellectual property rights on which Beyond Frames Entertainment AB (publ) could be claimed to infringe. Defense of Beyond Frames Entertainment AB (publ) intellectual property rights or compensation to third parties for infringement of or use of third-party intellectual property rights may result in reduced revenues or increased costs until violations are prosecuted, license fees are paid, or permission is obtained to use third parties' intellectual property rights. All in all, this could adversely affect Beyond Frames Entertainment AB's (publ) operations, results of operations, and financial position.

Currency Risk

Beyond Frames Entertainment AB (publ) is a Swedish public limited liability company whose accounts are denominated in SEK. The gaming industry is a global and digital market where most of the revenue streams may be generated in foreign currencies and for Beyond Frames Entertainment AB (publ) the revenue is mainly in USD. These revenues may expose Beyond Frames Entertainment AB (publ) to significant currency fluctuations. These could adversely affect Beyond Frames Entertainment AB (publ) sales, earnings, and financial position.

Acquisition of game studios

As part of Beyond Frames Entertainment AB (publ) operations, prominent game studios in games based on VR and AR technology are acquired. There is a risk that acquired game studios do not live up to the expectations that Beyond Frames Entertainment AB (publ) has had and which led to the acquisition. These expectations shall relate to competence level, skill, financial circumstances, the ability to cooperate, or other factors. There is a risk that acquired

game studios will not be integrated into Beyond Frames Entertainment AB (publ) operations in an appropriate manner. Expected synergies may be absent in whole or in part. Taken together, these risks could have a negative impact on Beyond Frames Entertainment AB's (publ) operations, results of operations, and financial position.

Additional risk factors can be found in the Annual Report for 2023 on page 2.

Legal disclaimer

This report contains forward-looking statements, and actual results may differ materially from those anticipated. In addition to factors discussed, actual outcomes may be affected by developments for customers, competitors, the effects of economic and economic conditions, national and cross-border laws and regulations, tax rules, the effectiveness of computer system copyright, technological developments, exchange rate, and interest rate fluctuations and policy decisions with a negative impact on the Company's operations.

Other information

Financial calendar

Interim Report Q3 2024 November 21, 2024

Full-Year Report Q4 2024 February 20, 2025

The Board's declaration

The Board of Directors and the CEO hereby confirm that this interim report for January - June 2024 provides an accurate and fair view of the Parent Company's and the Group's operations, financial position, and results and that it describes the significant risks and uncertainties in the Parent Company and the Group's participating companies.

The financial information in this report has not been reviewed by the company's auditor.

Stockholm, August 22, 2024

Fredrik Burvall
Chairman of the Board

Arthur St Germain
CEO

Catherine Ehrensvärd

Ricky Helgesson

Arvid Klingström

Patrick Bach

For further information, please contact CFO Emma Partin, emma.partin@beyondframes.com or ir@beyondframes.com.

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This information is such information as Beyond Frames Entertainment is obliged to publish in accordance with the EU Market Abuse Regulation (MAR). The report was submitted, through the care of the above contact person, for publication on August 22, 2024, at 08:00 CET. This financial information in this report has not been reviewed by the company's auditor.

Consolidated income statement

SEK k	Q2 2024	Q2 2023	H1 2024	H1 2023
Revenues				
Sales	41,174	43,291	100,789	60,566
Worked performed by the Company for its own use and capitalized	6,612	5,964	15,627	10,460
Other operating income	473	377	1,064	455
Total operating income	48,259	49,632	117,480	71,481
Operating expenses				
Goods for resale	-36,891	-35,007	-87,354	-45,644
Other external expenses	-3,380	-2,664	-6,364	-6,136
Personnel expenses	-8,539	-7,601	-16,303	-15,590
Depreciation, amortization and impairment	-7,877	-3,892	-15,754	-7,335
Share of profit in associate	-174	-	-349	-
Total operating expenses	-56,861	-49,164	-126,124	-74,705
Operating profit	-8,602	468	-8,644	-3,224
Financial items				
Net financial items	-230	797	478	1,066
Profit after financial items	-8,832	1,265	-8,166	-2,158
Tax				
		-	-	-
Net profit for the period	-8,832	1,265	-8,166	-2,158
Net profit of the period attributable to:				
Equity holders of the parent	-8,872	1,299	-8,093	-2,450
Non-controlling interests	40	-34	-73	292

Consolidated balance sheet – Assets

SEK k	2024-06-30	2023-06-30	2023-12-31
ASSETS			
Non-current assets			
Intangible assets			
Intangible assets	61,246	51,841	60,571
Goodwill	508	1,014	761
Total intangible assets	61,754	52,855	61,332
Tangible assets			
Improvements on other people's property	19	76	47
Inventory, tools and installations	1,578	2,105	2,021
Total tangible assets	1,597	2,181	2,068
Financial assets			
Investments in associates	1,119	-	1,468
Other long-term receivables	950	950	950
Total financial assets	2,069	950	2,418
Total non-current assets	65,420	55,986	65,818
CURRENT ASSETS			
Short term receivable			
Accounts receivable	10,290	10,915	12,708
Current tax recoverable	764	589	505
Other receivables	2,957	16,987	2,541
Prepaid expenses and accrued income	4,720	2,094	1,887
Total Short term receivable	18,731	30,585	17,641
Cash and cash equivalents			
Cash and cash equivalents	14,319	24,205	21,820
Total current assets	33,050	54,790	39,461
TOTAL ASSETS	98,470	110,776	105,279

Consolidated balance sheet – Equity and liabilities

SEK k	2024-06-30	2023-06-30	2023-12-31
Equity			
Share capital	865	858	858
Other capital contributed	158,800	158,800	158,800
Reserves	62,699	53,020	61,331
Retained earnings incl profit for the year	-147,736	-125,571	-139,068
Total equity attributable to equity holders of the parent	74,628	87,107	81,921
Minority interest	1,992	2,510	2,065
Total equity	76,620	89,617	83,986
Current liabilities			
Accounts payable	5,035	2,163	4,209
Current liabilities to associated companies	-	-	16
Current tax liabilities	237	550	463
Other liabilities	941	773	990
Accrued expenses and prepaid reveues	15,637	17,673	15,615
Total current liabilities	21,850	21,159	21,293
TOTAL EQUITY AND LIABILITIES	98,470	110,776	105,279

Consolidated statement of changes in equity

	Share capital	Other contributed capital	Reserves	Retained earnings incl profit for the period	Minority interest	Consolidated equity
Amount as of 2024-01-01	858	158,800	61,331	-139,068	2,065	83,986
Issued warrants				8		8
Development fund		1,569		-1,569		
Net Profit				779	-113	666
Amount as of 2024-03-31	858	158,800	62,900	-139,850	1,952	84,660
Issued warrants	7			785		792
Development fund			-201	201		
Net Profit				-8,872	40	-8,832
Amount as of 2024-06-30	865	158,800	62,699	-147,736	1,992	76,620

Consolidated cash flow statement

SEK k	2024-01-01- 2024-06-30	2023-01-01- 2023-06-30	2023-01-01- 2023-12-31
OPERATING ACTIVITIES			
Operating profit	-8,644	-3,224	-6,714
Adjustments for non-cash items:			
Depreciation/amortization	15,948	7,335	16,399
Share in profit in of associated companies	155	-	-
Income tax	-	-	-42
Net interest	478	1,066	-1,032
Cash flow from operating activities before changes in working capital	7,937	5,177	8,611
Cash flow from changes in working capital			
Change in other receivables	-1,089	-23,581	-10,637
Change in other liabilities	557	13,712	13,666
Cash flow from operating activities	7,405	-4,692	11,640
INVESTMENT ACTIVITIES			
Investments in associated companies	-	-	-1,468
Investments in property, plants and equipments	-34	-95	-1,183
Investments in intangible assets	-15,671	-19,317	-35,478
Cash flow from investing activities	-15,705	-19,412	-38,129
FINANCING ACTIVITIES			
New share issue	7	-	-
Premium received from warrants	792	-	-
Cash flow from financing activities	799	-	-
Cash flow for the period	-7,501	-24,104	-26,489
Opening cash an equivalents	21,820	48,309	48,309
Closing cash and equivalents	14,319	24,205	21,820

Parent company income statement

SEK k	Q2 2024	Q2 2023	H1 2024	H1 2023
Revenues				
Sales	34,612	39,139	91,185	55,445
Work performed by the Company for its own use and capitalized	-	-	1,040	-
Other operating income	896	822	1,907	1,350
Total operating income	35,508	39,961	94,132	56,795
Operating expenses				
Goods for resale	-32,736	-32,926	-77,998	-43,709
Other external expenses	-2,579	-2,061	-5,297	-5,003
Personnel expenses	-2,647	-2,423	-4,981	-4,516
Depreciation, amortization and impairment	-968	-1,387	-1,936	-2,093
Total operating expenses	-38,930	-38,797	-90,212	-55,321
Operating profit	-3,422	1,164	3,920	1,474
Financial items				
Net interest income/expenses	-215	818	496	1,098
Total financial items	-215	818	496	1,098
Profit after financial items	-3,637	1,982	4,416	2,572
Current income tax	-	-	-	-
Net profit for the period	-3,637	1,982	4,416	2,572

Parent company balance sheet – Assets

SEK k	2024-06-30	2023-06-30	2023-12-31
ASSETS			
Non-current assets			
Intangible assets			
Intangible assets	8,271	10,166	8,882
Total intangible assets	8,271	10,166	8,882
Tangible assets			
Improvements on other people's property	19	76	47
Inventory, tools and installations	1,010	1,213	1,189
Total tangible assets	1,029	1,289	1,236
Financial assets			
Investments in Group companies	30,800	14,800	19,800
Receivables in Group companies	1,000	1,000	1,000
Investments in associates	8,369	6,427	8,369
Other long term receivables	950	950	950
Total financial assets	41,119	23,177	30,119
Total Non-current assets	50,419	34,632	40,237
Current assets			
Short term receivable			
Accounts receivable	7,416	8,838	11,482
Receivables in Group companies	57,862	42,832	44,351
Current tax recoverable	159	68	100
Other receivables	1,988	16,556	1,448
Prepaid expenses and accrued income	950	2,063	1,386
Total Short term receivable	68,375	70,357	58,767
Cash and cash equivalents			
Cash and cash equivalents	12,538	21,791	20,678
Total cash and cash equivalents	12,538	21,791	20,678
Total current assets	80,913	92,148	79,445
Total Assets	131,332	126,780	119,682

Parent company balance sheet

– Equity and liabilities

SEK k	2024-06-30	2023-06-30	2023-12-31
Equity and liabilities			
Restricted equity			
Share capital	865	858	858
Development expenditure fund	8,271	10,166	8,882
Total restricted equity	9,136	11,024	9,740
Unrestricted equity			
Share premium reserve	156,542	156,542	156,542
Retained earnings	-59,731	-66,088	-64,804
Net profit for the year	4,416	2,571	3,670
Total unrestricted equity	101,227	93,025	95,408
Total Equity	110,363	104,049	105,148
Current liabilities			
Accounts payable	2,066	1,403	1,605
Current tax liabilities	-	173	16
Other liabilities	427	238	272
Accrued expenses and prepaid revenues	18,476	20,917	12,641
Total current liabilities	20,969	22,731	14,534
TOTAL EQUITY AND LIABILITIES	131,332	126,780	119,682

Parent company statement of changes in equity

	Share capital	Development expenditure fund	Share premium	Retained earnings incl. net profit for the period	Total Equity
Amount as of 2024-01-01	858	8,882	156,542	-61,134	105,148
Issued warrants				7	7
Development fund		192		-192	-
Net Profit				8,053	8,053
Amount as of 2024-03-31	858	9,074	156,542	-53,266	113,208
Issued warrants	7			785	792
Development fund		-803		803	-
Net Profit				-3,637	-3,637
Amount as of 2024-06-30	865	8,271	156,542	-55,315	110,363

Parent company cash flow statement

SEK k	2024-01-01- 2024-06-30	2023-01-01- 2023-06-30	2023-01-01- 2023-12-31
OPERATING ACTIVITIES			
Operating profit	3,920	1,474	4,697
<i>Adjustments for non-cash items:</i>			
Depreciation/amortization	1,936	1,862	5,635
Net Interest	496	1,098	-1,026
Cash flow from operating activities before changes in working capital	6,352	4,434	9,306
<i>Cash flow from changes in working capital</i>			
Change in other receivables	-9,608	-39,496	-27,906
Change in other liabilities	6,435	19,460	11,263
Cash flow from operating activities	3,179	-15,602	-7,337
INVESTMENT ACTIVITIES			
Investments in subsidiaries	-11,000	-	-5,000
Investments in associated companies	-	-	-1,942
Investments in intangible assets	-1,084	-8,677	-10,215
Investments in property, plant and equipment	-34	-56	-954
Cash flow from investing activities	-12,118	-8,733	-18,111
New share issue	7		
Premium received from warrants	792	-	-
Investments in group companies		-	-
Cash flow from financing activities	799	-	-
Cash flow for the period	-8,140	-24,335	-25,448
Opening cash and cash equivalents	20,678	46,126	46,126
Closing cash and cash equivalents	12,538	21,791	20,678



**BEYOND
FRAMES**