GAMING CORPS

Interim Report

SECOND QUARTER 2026

1 APR - 30 JUN

If there are any discrepancies between the English translation in this document and the formal Swedish Quarterly Report, the Swedish version shall prevail.

CEO LETTER

Dear Shareholders,

The first half of 2026 has been an intensive and important period for Gaming Corps. We continue to deliver strong growth, with net revenue reaching MSEK 21.1, representing an increase of 106% compared with Q2 2025 and 40% compared with the previous quarter. We can also confirm that July 2026 has continued to deliver strong performance. This positive development is a testament to the long-term efforts made by the entire organisation over the past few years, and I would like to extend my sincere thanks to all our employees for their continued dedication and contribution to our progress.

Results after financial items also improved, amounting to MSEK -7,2 for the period, representing an improvement of almost 35% compared to the previous quarter. As previously announced, we have terminated the strategic partnership with Denwena/DEGEN Studios, which had been a significant cost driver for Gaming Corps. However, the full impact of these changes on our cost base will be realised gradually over the coming quarters. I will return to this topic later in this letter.

Our long-term investment in high-quality slot games continues to deliver strong results, and our Tier 1 releases have generally been very well received by players. This has contributed to growing awareness of both Gaming Corps and our games. In addition to increasingly positive player data, we are also seeing growing interest from many of the industry's leading operators and partners. In recent months, we have announced new partnerships with Entain, evoke and, most recently, Games Global. These are all significant partners that we believe will make a positive contribution to our commercial development over time. We continue to see strong opportunities to further expand our distribution and hope to share more positive news regarding our partnerships in the near future.

One partnership we have chosen to bring to an end is our strategic agreement with Denwena and DEGEN Studios. When the collaboration began, we had high expectations and believed it would make a meaningful contribution to Gaming Corps' long-term growth. Given the ambitious scope of the partnership, we significantly expanded our production capacity over a short period of time. The outcome, however, differed from our original expectations. The collaboration resulted in substantial costs for Gaming Corps, while revenues did not develop at the pace or to the level we had anticipated. It also became clear that the parties had different views on the best long-term path forward for our respective businesses. We are therefore pleased that we were able to reach a swift and constructive resolution to what was ultimately a complex matter.

We recently held an Extraordinary General Meeting at which the shareholders approved the sale of a technical platform to DEGEN Studios, as well as a MEUR 1 bridge loan facility from Denwena. The platform sale formed part of the broader agreement reached with DEGEN Studios and enables them to continue developing their products independently. For additional financial information, I refer you to the text from the Board of Directors' on page 24 of the Swedish Q2 report.

One factor that made this decision easier was the strong performance of our proprietary games. The decision we made in 2025 to focus on quality while significantly increasing our release frequency is now clearly translating into stronger revenue growth. Last year, we launched approximately one proprietary game per month. From the third quarter of 2026 onwards, we plan to increase that to two to four proprietary game releases per month. This not only represents a significant increase in our production capacity, but also demonstrates that the investments we have made in our organisation, technology and parallel production capabilities are now translating into greater commercial capacity and a more scalable business model. For more information about our upcoming game releases, please follow our social media channels and refer to our planned Product Roadmap for Q3–Q4 on pages 8-9 of this report summary.

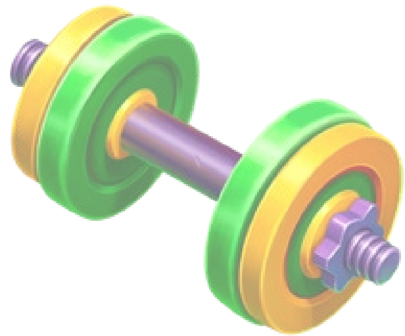
Another strategic priority for us is to gradually strengthen our presence among national lotteries and state-owned casino operators. This is a segment characterised by high quality standards, stability and long-term partnerships, where our strong focus on regulatory compliance has on several occasions been a decisive factor in securing new business. Our broad portfolio, spanning multiple game categories, makes us particularly well positioned in a market where operators often seek a wider content offering than traditional slot games alone. We have received a positive response to our portfolio and believe the conditions are favourable for establishing further partnerships in the future.

As we enter the second half of the year, I do so with confidence. We have a stronger product portfolio, a growing distribution platform and a clear focus on the areas where we see the greatest long-term potential.

As always, I want to thank you for your commitment and support.

Best regards,

Juha Kauppinen
CEO of Gaming Corps AB

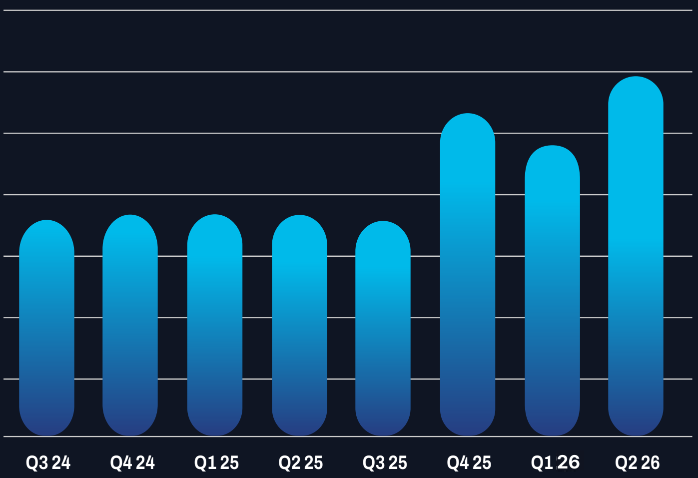


KEY FIGURES GROUP

Amounts in KSEK	APR-JUN 2026	APR-JUN 2025	JAN-MAR 2026	JAN-JUN 2026	JAN-JUN 2025	JAN-DEC 2025
Results, etc.						
Net Sales	21,083	10,240	15,061	36,144	20,890	48,677
EBITDA	-5,753	-7,844	-10,396	-16,149	-12,254	-25,474
Operating loss	-6,785	-9,496	-11,701	-18,486	-14,501	-31,137
Net loss	-7,217	-7,950	-11,075	-18,291	-18,891	-40,600
Solvency %	neg.	49.3%	neg.	neg.	49.3%	neg.
Return on equity %	neg.	neg.	neg.	neg.	neg.	neg.
Equity per share						
before dilution, kr	-0.16	0.11	-0.11	-0.16	-0.06	-0.04
after dilution, kr	-0.16	0.11	-0.10	-0.16	-0.06	-0.04
Closing price for the period, kr	0.72	1.17	0.83	0.72	1.10	1.10
Earnings per share						
before dilution, kr	-0.05	-0.05	-0.08	-0.13	-0.09	-0.29
after dilution, kr	-0.05	-0.05	-0.09	-0.12	-0.08	-0.29
Closing number of shares	145,441,532	145,441,532	145,441,532	145,441,532	145,441,532	145,441,532
Outstanding employee stock options *	2,775,000	3,125,000	2,775,000	2,775,000	2,775,000	2,775,000
Average number of shares	145,441,532	145,441,532	145,441,532	145,441,532	145,441,532	141,930,334
Number of employees						
in average	41	28	35	38	33	26
by end of period	42	29	37	42	33	33
Number of casinos	2310+	1850+	2100+	2310+	1850+	1570+
Number of game releases	10	9	24	18	13	17

*) Refers to the number of outstanding options that are exercisible.

DEVELOPMENT TOTAL BETS 8 QUARTERS



4 500+
SHAREHOLDERS

87
EMPLOYEES

NOW LIVE WITH
2,310+
CASINOS

MALTA
SWEDEN
UNITED KINGDOM

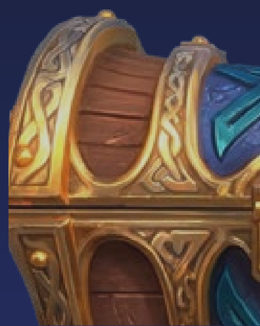
FIRST NORTH LISTED
SINCE 2015

Significant events during the period

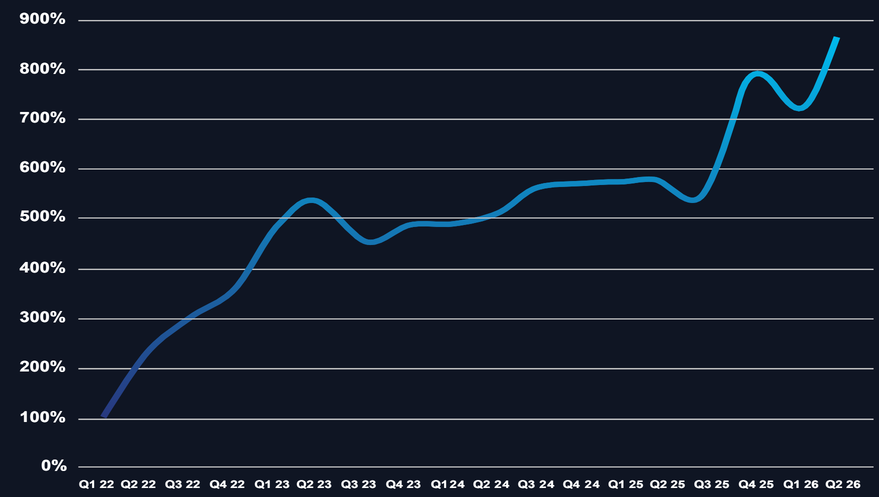
- May 12 - Gaming Corps obtains igaming licence in Alberta from AGLC
- May 15 - Gaming Corps: Q1 2026
- June 8 - Gaming Corps AB hereby publishes its Annual Report for the financial year 2025

Significant events after end of the period

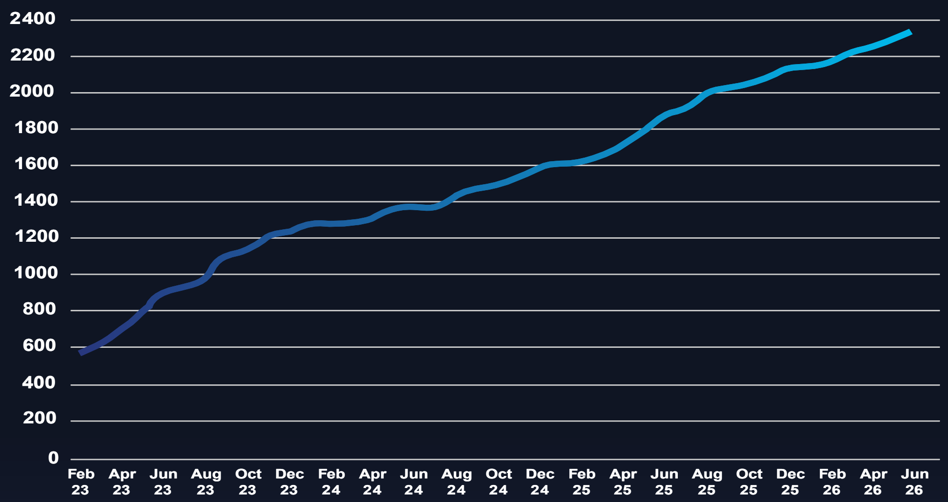
- July 8 - Gaming Corps expands partnership with Entain
- July 14 - Gaming Corps terminates strategic agreement and game development agreement with Denwena Limited and Degen Studios
- July 23 - Gaming Corps signs agreement with evoke plc
- August 10 - Gaming Corps signs global distribution agreement with Games Global



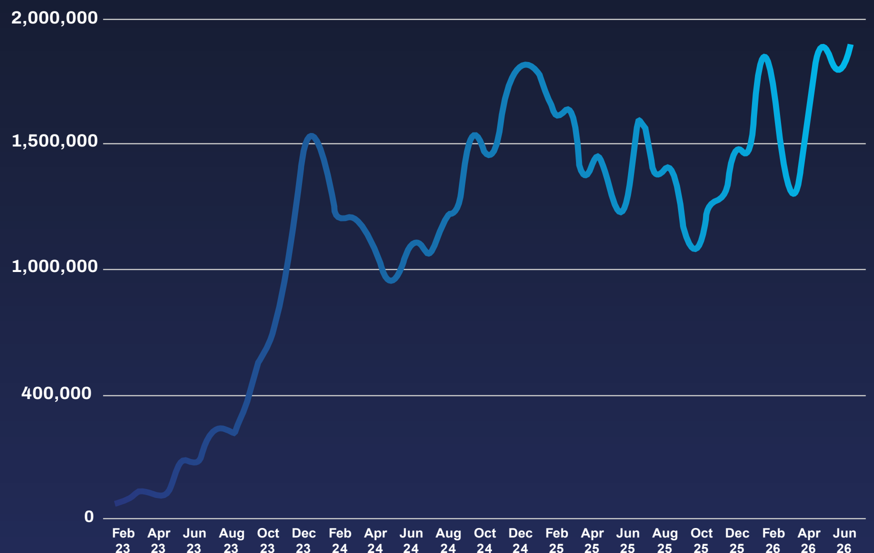
PERCENTAGE WAGER VALUE INCREASE



NUMBER OF LIVE ONLINE CASINOS

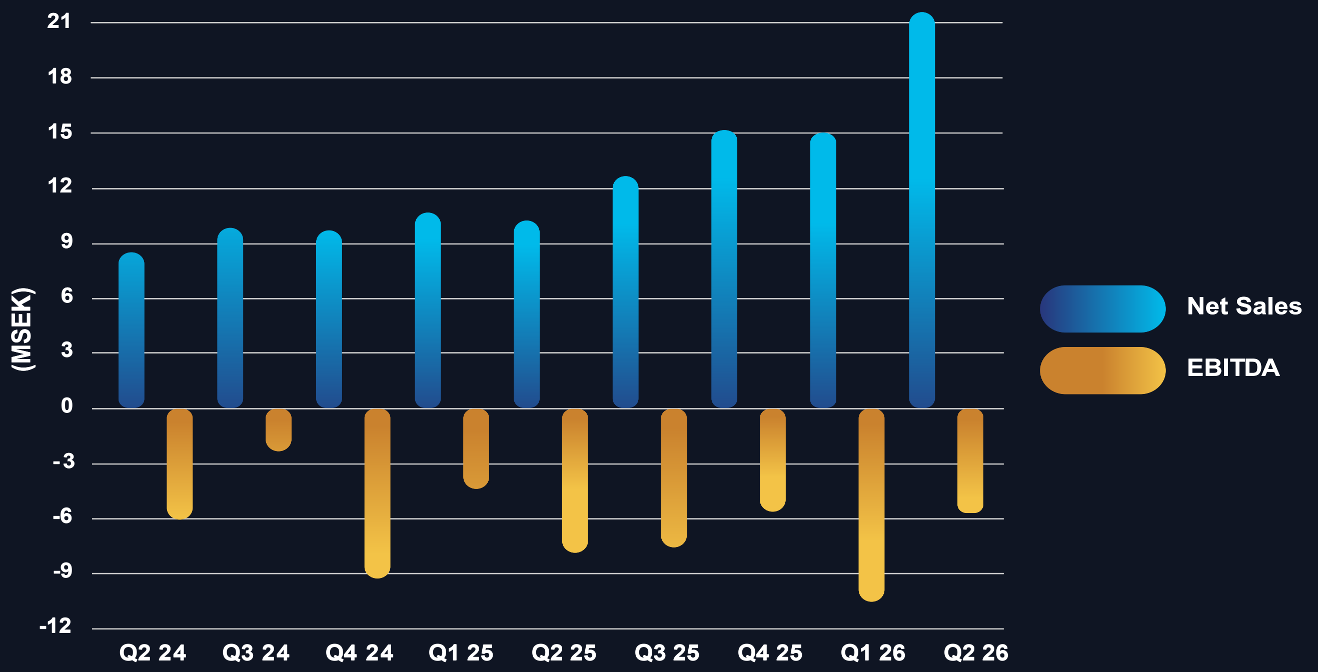


NUMBER OF PLAYERS



Number of players is the number of unique actives that have played a GC game during the time period.

NET SALES, EBITDA



NET SALES (Trailing 4 Quarters)

PUBLISHED GAMES Q2

ROAD MAP Q3-Q4

2ND JULY	23RD JULY	13TH AUGUST
		
3 PIGS OF INDEPENDENCE HOG & WIN	BASS REWARDS BONANZA THE GOLDEN CATCH	CLUCKS AND ROBBERS

25TH AUGUST	10TH SEPTEMBER	24TH SEPTEMBER
		
3 PIGS INSTANT BLITZ	UDDER CARNAGE HOLY COW	STAR PIGS OF THE CLUSTERVERSE

8TH OCTOBER

HADES HOT ROLLER
3X3

15TH OCTOBER

3 PIGS OF OLYMPUS
30000 EXTREME

20TH OCTOBER

3 POTS OF POTION
INSTANT BLITZ

22ND OCTOBER

3 POTS OF POTIONS
BEWITCHED BONUS POT
20,000

12TH NOVEMBER

CARTEL CRASH
REEL COLLECT

24TH NOVEMBER

3 GIFTS OF XMAS
INSTANT BLITZ

3RD DECEMBER

SANTA VS
KRAMPUS

10TH DECEMBER

3 PIGS
IN BLANKETS

17TH DECEMBER

ALL ABOARD
WINTER EXPRESS

CONTACT INFORMATION

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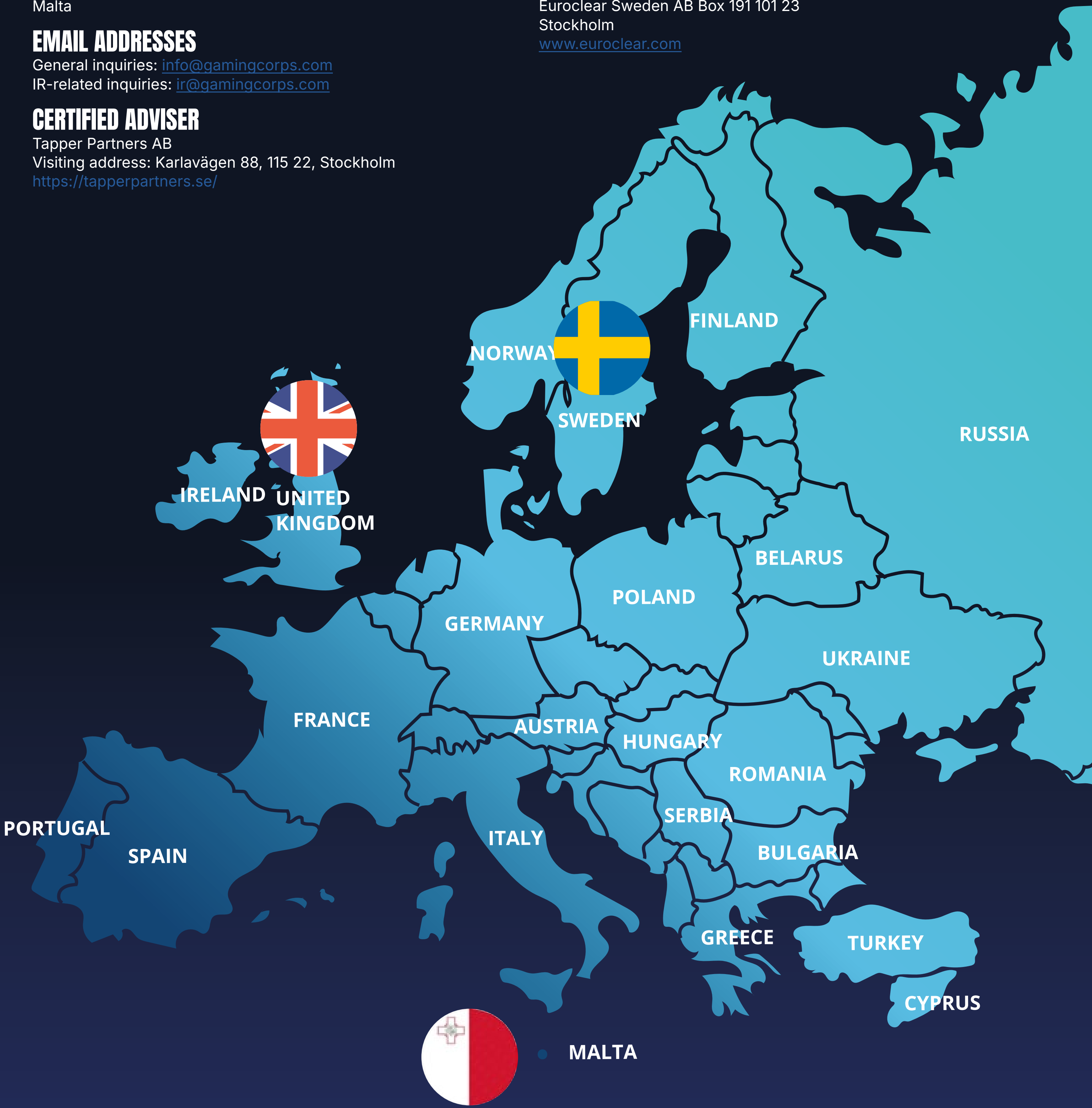
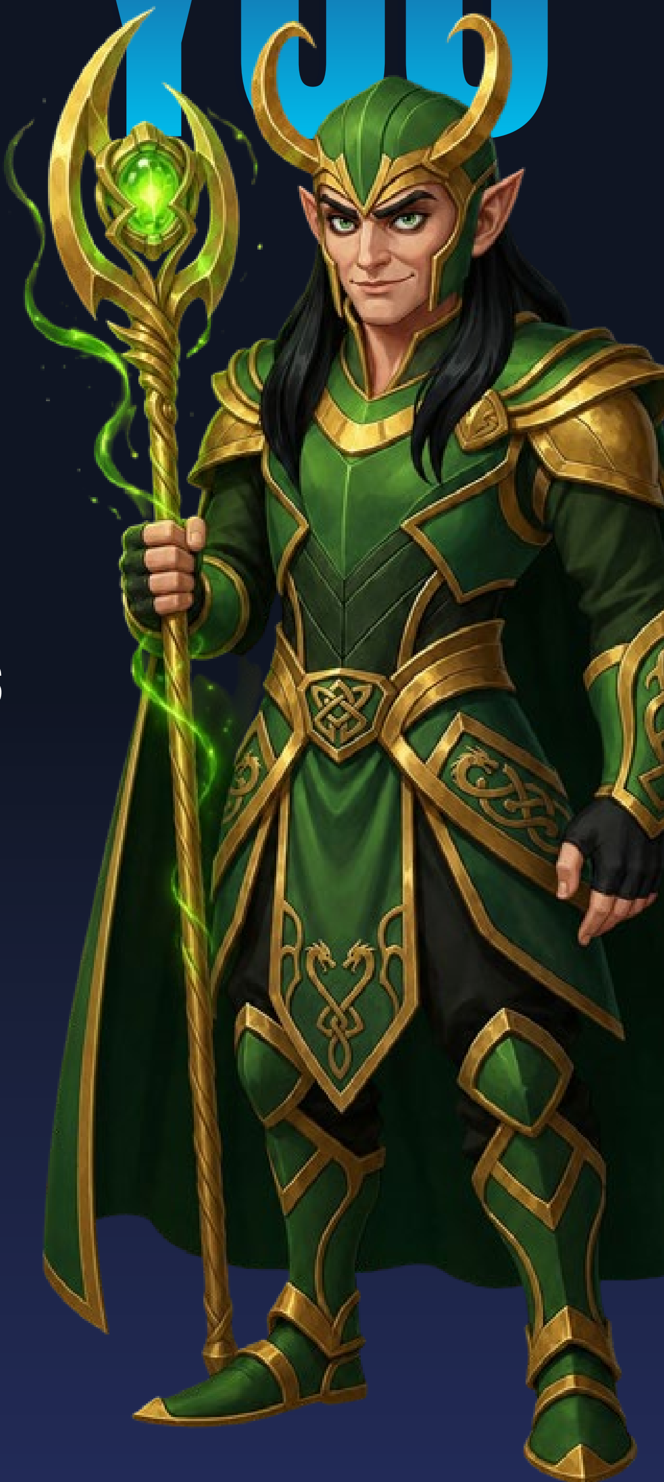


THANK YOU



UPCOMING FINANCIAL REPORTING DATES

Interim Report Q3 2026 will be published on 13 November 2026

Interim Report Q4 2026 will be published on 19 February 2027

Interim Report Q1 2027 will be published on 14 May 2027

Interim Report Q2 2027 will be published on 27 August 2027

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2026