

GLOBAL GAMING

Interim report, January - March 2018

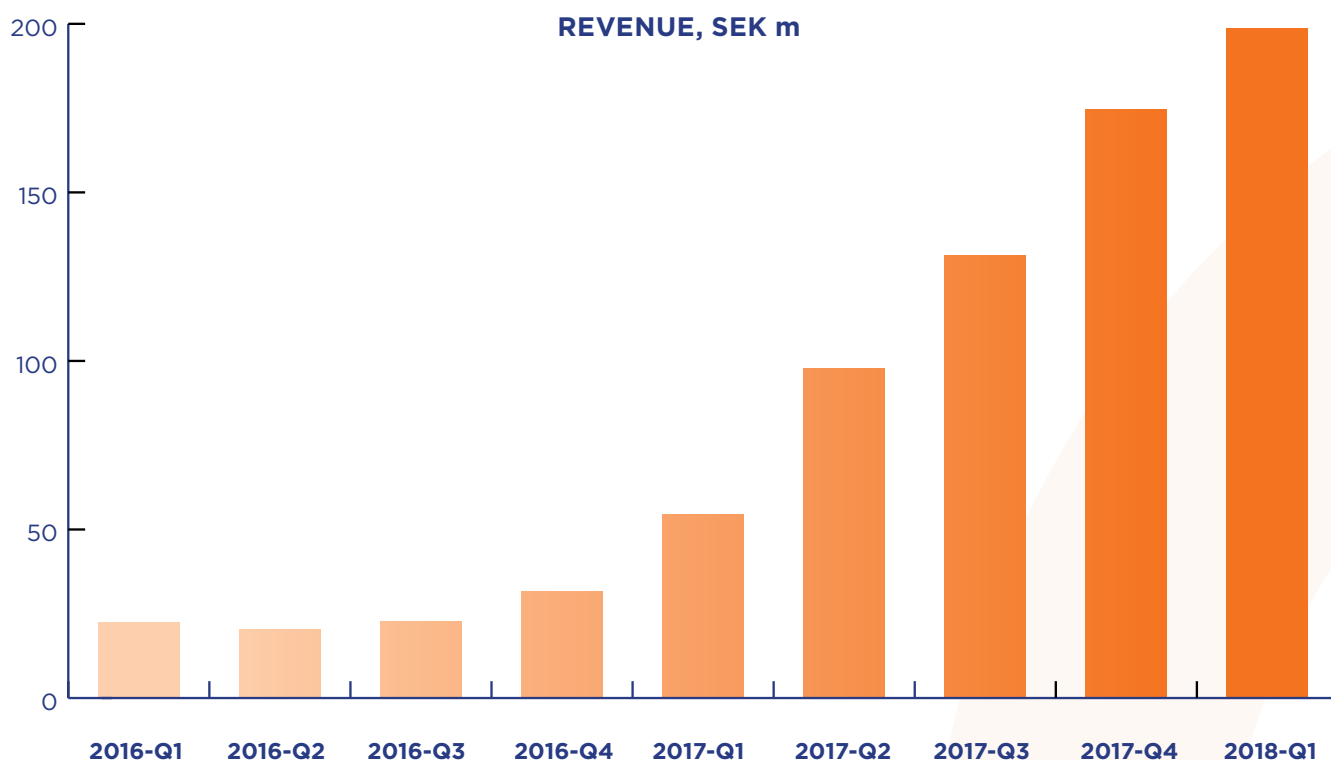


1st Quarter, January - March 2018

- Revenue was 198,6 (54,3) SEK m, corresponding to a 266 % increase.
- Net Gaming Revenue (NGR) for NinjaCasino grew 25 % when compared to Q4 2017 while deposits grew 30 % for the same period.
- Operating profit was 29,3 (11,4) SEK m.
- Profit after tax amounted to 25,8 (10,0) SEK m, corresponding to 0,65 (0,26) SEK per share.
- Cashflow from operations was 54,9 (-0,8) SEK m.

Significant events after the end of the period

- Stefan Olsson stepped down as CEO at his own request on 30 April. COO Joacim Möller was appointed as Interim CEO as of 01 May.



KEY FIGURES, SEK m	2018	2017	Δ	2017
	jan-mar	jan-mar		full year
Revenue	198,6	54,3	266%	458,0
Gross profit	111,2	28,9	285%	267,2
Gross margin	56%	53%	-	58%
Operating profit	29,3	11,4	157%	122,0
Operating margin	15%	21%	-	27%
Profit after tax	25,8	10,0	158%	108,3
Profit per share, SEK	0,65	0,26	150%	2,78
Cash-flow from operations	54,9	-0,8	-	124,3



CEO's message

Continued growth in the first quarter

Revenue for the first quarter of the year totalled 198,6 (54,3) SEK m, a 266% increase from Q1 2017 and 14% from Q4 2017. For a quarter that's considerably slower than Q4 in the industry as a whole, that's remarkable growth despite Ninja Casino's considerable market position and competitors launching similar concepts to ours in the course of the quarter. Net Gaming Revenue (NGR) for Ninja Casino, representing only a portion of our offering, grew 25% from Q4 2017 and the same period saw a 30% increase in deposits. Ninja Casino's Q1 contribution to the total group revenue was 82%. The start of the quarter has been good for Ninja Casino and the average daily NGR for Ninja Casino has been higher in April than in the whole of Q1.

Growth for the quarter is, among other things, a consequence of the sustained aggressive marketing effort, which was by far the biggest of its kind for Global Gaming. It's hard to imagine anybody has missed Ninja Casino and the considerable exposure it enjoyed, among other things, during the Winter Olympic ski races when Sweden was on the podium. The marketing efforts for the quarter entailed unusually high costs for us and that affected our margins. Our strategy was to build brand recognition in the market, which is particularly relevant ahead of the upcoming reregulation, and we clearly succeeded on that front, therefore no further increases are planned for the second quarter.

Market share and the way forward

There is currently no verifiable market overview data available for the Swedish online gaming market, although statistics are available from H2 Gambling Capital and the Swedish Gaming Commission (Lottery Inspektionen). The latest data, from April 2018, suggests that, with Ninja Casino, we are now one of the biggest actors in the Swedish online casino market. This does not affect our focus on sustained growth with the objective of growing faster than the industry as a whole, while remaining profitable. We want our shareholders to rest assured that we are working on profitability both in the short and the long run. In the long run, we aim to expand into new markets and update or develop new products and product categories. Short-term, we aim to continue with our goal of profit-sharing to the level of 50% of the profit, hence the Board's proposal for the upcoming AGM of a 1.40 SEK per share dividend.

Full speed ahead towards new goals

We have launched our latest product, SpelLandet, on a Maltese license in April and are getting ready to start marketing it for good in the near future. With SpelLandet, which builds on our PayNPlay concept, we aim to cater to a somewhat more mature and diverse target group.

We are also pleased to report that the previously communicated process of application for an

Estonian license is now in its final stages. With this license, we intend to continue offering a unique gaming experience. A number of new projects are now successfully underway, including a CRM tool based on our expertise in the PayNPlay concept.

The fact that we have managed to handle two licensing applications at the same time is evidence to the fact that, as an organisation, we are able to meet the requirements from regulators and gaming authorities as the qualified and professional operator that we are.

The Global Gaming Way of Working, a pillar of our culture

We are in a phase of fast personnel growth and organisational rationalisation aiming at making us faster, stronger and allowing us to continue being innovative.

To this end, starting in early 2017, we have been working with a concept we call “the Global Gaming Way of Working”. Its principles help us retain our spirit of innovation while helping us define and guiding us towards both mental and quantitative goals.

I believe that it not only helps us build a strong team spirit but also guides us in a world characterised by change and growth.

With offices in three different countries and a constant flow of new, competent colleagues, we are very aware of the importance of face-to-face interaction, be it virtually or in real life.

Today, our team is larger and even more competent, able to work faster and more effectively, allowing us better to meet our customers’ needs. We are able to continue growing while remaining at the forefront of innovative thinking. In this respect, the new Global Gaming constellation, with Global Gaming Labs, under the guidance of former CEO Stefan Olsson, is one of a number of important initiatives aimed at allowing Global Gaming to continue to be an industry trailblazer.

The Swedish gaming regulation

While the current Swedish gaming market re-regulation will likely lead to increased levels of competition in the market, it will also provide a common regulatory framework that will clarify market requirements.

In the near future, we should hopefully have a clearer understanding of the practical implications of the new regulation and we welcome and eagerly await the new directive. It is our hope that it will provide a positive and powerful way of ensuring optimal customer care with responsible gaming as well as new opportunities for, among others, payment solutions.

Payment solutions represent, at present, the largest direct cost for Ninja Casino, which means that, historically and to this day, we have been paying more than other operators in the market for these services. In my opinion, this is a cost we should be able to reduce considerably in a regulated market.

Furthermore, based on the proposition, it is our understanding that our PayNPlay solution is the way forward from a technical point of view and, given our track record, we are in a favourable position to continue being one of the top players in Sweden, even beyond 2018.

Expectations

A business model that sets us apart from our industry competitors is bound to attract curiosity and raise a few questions. With our history and unique offering, I can fully understand the current discussions regarding our value and our future. This became very apparent a week ago when, despite our positive financial results, we had to issue a statement regarding expectations presented in analysts’ reports and how they differed considerably from the actual outcome and what we had been trying to communicate all along. That is regrettable, but it is also a lesson learned in the way we communicate with the market in future.

At the same time, our solution has delivered fantastic results and I am confident that what we are witnessing now is just the beginning of our journey, a growth journey we have the resources and strategy to continue on.

All in all, it is my conviction that Global Gaming’s success story continues and that we are well equipped to face future challenges with confidence.

Joacim Möller, Acting CEO

About Global Gaming

The Group's operations are focused on the development and provision of online gaming, particularly casino games.

The company's proprietary platform is used to provide gaming services both to own brands (B2C) and to brands marketed by other companies (Turnkey/Whitelabel/B2B are all sector-specific terms for this type of service).

Global Gaming's goal is to supply innovative and secure gaming services and, in addition to what is considered standard for responsible gaming in the industry (such as the option for end-customers to limit their deposits/withdrawals and levels), it has also developed the "PayNPlay" concept, based on self-registration through an eID in the local country (e.g. Bank-ID in Sweden). Verification of identity before any transaction (deposit or playing) means that no under-age gamers can take part and also guarantees that an identity that has previously been blocked due to gambling cannot lift this block by simply creating a new account.

In addition to the brands on its own platform, Global Gaming operates and markets a number of brands on a platform from Aspire Global.

Global Gaming has been listed on Nasdaq First North as GLOBAL since 19 October 2017.

The Board of Directors has its registered office in Stockholm.
For more information on the group, please visit globalgaming.com

Group revenue and profit

REVENUE

Revenue for the quarter was 198,6 (54,3) SEK m, corresponding to a 266 % increase.

Revenue increase for the quarter was 14 % when compared to Q4 2017. The continued growth is mainly an effect of the success of Ninja Casino in the Nordic Region, with Net Gaming Revenue (NGR) up 25% from Q4 2017.

In Q1, 71 % of Ninja Casino customers accessed it from their mobile phone.

Revenue deriving from so called whitelabel partners is decreasing. The introduction of the new GDPR rules entails that, in the eyes of the authorities, Global Gaming, as the licence holder and in the current whitelabel model, bears the full legal responsibility and financial risks. At the same time, our partners could hypothetically act in violation of GDPR with regards to customers and face no legal or financial consequences. As GDPR violations may entail heavy fines, Global Gaming elected to terminate all whitelabel agreements to be renegotiated in the course of the quarter. A number of customers chose not to renegotiate and switched suppliers instead. It is Global Gaming's intention to develop a new B2B service focussing on the PayNPlay concept and in line with GDPR to be launched in the second half of 2018.

GROSS MARGIN

Group gross margin increased to 56 (53) % for the quarter. A 5% decrease when compared to the previous quarter.

Global Gaming's supplier agreements for payment services and most of the game supplier agreements were signed before the launch of Ninja Casino in 2016. Pricing in these agreements was based on Global Gaming being a new operator in the market, with a new and untested payment method and small transaction volumes. The volumes have increased considerably since

then, with the subsequent cost increase, mainly for payments. The PayNPlay concept involves a number of transactions so the costs associated with payments are higher than for games on traditional gaming sites. Nevertheless, the current pricing does not reflect the company's greater volumes so Global Gaming is currently undergoing a process of renegotiation of all existing agreements with suppliers of games and payment services. The company expects the impact of costs for such services to decrease already in the course of next quarter.

During the quarter, Ninja Casino started making considerable use of performance-based marketing, with so-called affiliates. Such costs fall into the category of operating expenses in gaming activities and have an impact on the gross margin. At present, Ninja Casino is only using CPA (Cost Per Acquisition, pay per delivered customer) where a set price is paid directly when a player makes a deposit, with no further obligations from Global Gaming toward the affiliate partner, which is otherwise common practice in the industry. This makes costs top-heavy when compared to the expected revenue. Global Gaming incurred costs of 10,1 SEK m for performance-based marketing for Ninja Casino in the course of the quarter.

The gross margin is expected to increase in the upcoming quarters.

MARKETING EXPENSES

Marketing expenses for Q1 amounted to 63,5 (9,2) SEK m.

The increase is mainly due to continued marketing efforts for the Ninja Casino brand in the Nordics. Marketing campaigns were conducted on TV, radio, digital and even offline media.

In Q1, Global Gaming conducted the largest campaign to date for its brands. It is particularly worth mentioning the Q1 campaign in conjunction with the Winter Olympics, where the Ninja Casino brand enjoyed great TV exposure. Marketing expenses for the quarter amounted to approximately 32% of revenue. The proportion

of expenses to revenue may vary considerably over time depending on the intensity of different campaigns and/or launches in new markets.

PERSONNEL EXPENSES

Q1 personnel expenses amounted to 12,5 (5,1) SEK m.

The average number of employees for the year was 67 (29) and the total headcount at the end of the quarter was 74 (29).

Global Gaming continues to grow and will increase its headcount both in Sweden and abroad during the upcoming quarters. The main focus is on operations in Malta, expected to reach 45 employees by the end of Q2 2018, while the group's total headcount for the end of Q2 2018 is expected to reach 110.

OTHER EXTERNAL EXPENSES

Other external expenses for the quarter amounted to 7,8 (2,4) SEK m. The increase is mainly attributable to the group's development in order to secure growth and expansion.

PROFIT FOR THE PERIOD

Pre-tax earnings (EBIT) for the quarter were 29,3 (11,4) SEK m.

The gross margin for the period was 14,8 (21,0)%. Pre-tax earnings (EBIT) for the quarter were 29,3 (11,4) SEK m and after tax 25,8 (10,0) SEK m, corresponding to 0,65 (0,26) SEK per share before dilution.

Cash-flow, investments and financial situation

CASH AND CASH EQUIVALENTS AND CUSTOMER BALANCES

Cash and cash equivalents at the end of the year totalled 219,4 (13,4) SEK m. Current gamer liabilities and jackpot liabilities totalled 6,3 (2,6) SEK m, while current receivables from payment providers totalled 14,8 (13,9) SEK m.

CASH-FLOW

Cash flow from operating activities for the quarter was 54,9 (-0,8) SEK m.

FINANCING

Global Gaming's cash-flow operating activities is strong and the company does not make use of interest-bearing external financing. A smaller new emission for 7,2 SEK m took place in Q1 as an incentive programme from 2016 expired - the shares were subscribed in full.

Equity

Group equity at the balance-sheet date was 269,6 (110,8) SEK m, equivalent to 6,60 (2,86) SEK per share.

A new emission contributed 7,2 SEK m, as the participants in the 2016/2018 stock option programme (former CEO, CFO and CMO) subscribed all of the shares. The total number of shares increased by 1,2 million and the share capital increased by 1,2 SEK m.

Company employees bought 650 000 options in the 2017/2020 programme out of the total 800 000 available. The strike price is SEK 25 per option.

Significant events during the period

No significant events took place in the course of the period.

Significant events after the end of the period

Stefan Olsson stepped down as CEO at his own request on 30 April. COO Joacim Möller was appointed as Interim CEO as of 01 May.

No other significant events took place after the end of the period.

Parent company

Global Gaming 555 AB's business operations consist of management, IT consultancy, production and sale of software (under licence).

Revenue for the period in the Parent Company was 6,5 (4,5) SEK m and profit after tax was 0,1 (-0,4) SEK m.

Cash and cash equivalents at the end of the period totalled 112,2 (9,8) SEK m.

Shares and shareholders

The shares that were listed on First North on 19 October are still being actively traded, and investor interest remains strong. The average turnover from the date of listing to 09 May was 8,7 SEK m/day.

The total number of outstanding shares and votes in Global Gaming 555 AB is 40 877 500. As of 31.03.2018, the three biggest shareholders were Mika Leppänen (through a nominee) with 14,77%, Ahti Tiainen with 11,88 % and Per Hildebrand (through a nominee) with 6,50%. The total number of shareholders as of 31 March 2018 was 3 381.

AGM and dividends

The AGM for Global Gaming will take place on May 16th 2018 at 13.00, at Redeye's premises on Mäster Samuelsgatan 42 in Stockholm.

It is the board's recommendation to the AGM that 57,2 (5,8) SEK m, i.e. 1,40 (0,15) SEK per share be paid out as dividend to the shareholders, in line with the existing dividend policy. Please note that a change in the number of shares may affect the total amount.

Upcoming financial reports

Interim report Jan-Jun 2018: 15 August 2018

Interim report Jul-Sep 2018: 22 November 2018

Year-end report 2018: 28 February 2019

This interim report has not been the subject of review by the company's auditor

Malmö, May 15th, 2018.

Joacim Möller
Acting CEO and Group CEO



Group's summarised profit/loss accounts

SEK m	Jan -Mar 2018	Jan-Mar 2017	Full year 2017
Income	198,6	54,3	458,0
Operating expenses in gaming activities	-87,4	-25,4	-190,8
Gross profit/loss	111,2	28,9	267,2
Marketing costs	-63,5	-9,2	-85,8
Other external costs	-7,8	-2,4	-22,3
Personnel costs	-12,5	-5,1	-28,9
Depreciation	-0,1	0,0	-0,3
Other operating income/expenses	2,0	-0,8	-7,9
Operating expenses	-81,9	-17,5	-145,2
Operating profit/loss	29,3	11,4	122,0
Financial income and expenses	0,0	0,0	0,0
Profit/loss before tax	29,3	11,4	122,0
Tax	-3,5	-1,4	-13,7
Profit/loss for the period (attributable to the parent company's shareholders)	25,8	10,0	108,3
Profit per share			
Before dilution (SEK)	0,65	0,26	2,78
After dilution (SEK)	0,64	0,26	2,74
Gross margin (percent)	56,0	53,2	58,3
Operating margin (percent)	14,8	21,0	26,6

Summarised consolidated report on overall results

SEK m	Jan -Mar 2018	Jan-Mar 2017	Full year 2017
Profit/loss for the period	25,8	10,0	108,3
Other total profit/loss			
Items reported directly in equity			
Exchange rate differences on conversion, foreign activities	7,0	-0,1	4,2
Other total profit/loss for the period	7,0	-0,1	4,2
Overall total profit/loss for the period	32,8	9,9	112,5

Group's summarised balance sheets

SEK m	2018-03-31	2017-03-31	2017-12-31
Assets			
Intangible fixed assets	84,5	78,4	80,9
Tangible fixed assets	2,3	0,6	1,8
Deferred tax liabilities	6,2	10,0	6,2
Other long-term receivables	0,0	0,1	-
Total fixed assets	93,0	89,1	88,9
Short-term receivables	32,1	27,1	32,1
Cash	219,4	13,4	154,0
Total current assets	251,5	40,5	186,1
Total assets	344,5	129,6	275,0
Equity and liabilities			
Equity	269,6	110,8	229,6
Deferred tax liabilities	0,9	1,4	0,9
Total long-term liabilities	0,9	1,4	0,9
Other short-term liabilities	74,0	17,4	44,5
Total short-term liabilities	74,0	17,4	44,5
Total equity and liabilities	344,5	129,6	275,0

Group's summarised cash flow statements

SEK m	Jan -Mar 2018	Jan-Mar 2017	Full year 2017
Operating activities			
Profit before tax	29,3	11,4	122,0
Adjustment for items not included in net cash	2,2	0,1	1,6
Tax	0,3	0,0	-1,0
Net cash from operating activities before changes in working capital	31,8	11,5	122,6
Changes in working capital	23,1	-12,3	1,7
Net cash from operating activities	54,9	-0,8	124,3
Investment activities			
Investments	-0,4	-0,2	-1,8
Net cash from investments	-0,4	-0,2	-1,8
Financing activities			
New emission	7,2	-	22,0
Dividends paid out	-	-	-5,8
Net cash from financing activities	7,2	0,0	16,2
Change in cash and cash equivalents	61,7	-1,0	138,7
Cash and cash equivalents at beginning of period	154,0	14,5	14,5
Exchange rate differences, cash	3,7	-0,1	0,8
Cash and cash equivalents at end of period	219,4	13,4	154,0

Summarised changes in Group's equity

SEK m	Jan-Mar 2018	Jan-Mar 2017	Full year 2017
Balance brought forward	229,6	100,9	100,9
Overall total profit/loss for the period	32,8	9,9	112,5
Net changes excluding transactions with the company's owners	32,8	9,9	112,5
New emission	7,2	-	22,0
Received premiums for warrants	0,0	-	0,0
Dividends paid out	-	-	-5,8
Equity at end of period (attributable to parent company's shareholders)	269,6	110,8	229,6

Parent company's summarised profit/loss accounts

SEK m	Jan-Mar 2018	Jan-Mar 2017	Full year 2017
Income	6.5	4.5	54.8
Operating expenses	-6.4	-5.0	-31.8
Operating profit/loss	0.1	-0.5	23.0
Financial items	0.0	0.0	39.4
Profit/loss before tax	0.1	-0.5	62.4
Tax	0.0	0.1	-5.1
Profit/loss for the period	0.1	-0.4	57.3

Parent company's summarised balance sheets

SEK m	2018-03-31	2017-03-31	2017-12-31
Assets			
Tangible assets	1.1	0.3	1.0
Financial fixed assets	57.3	62.6	57.3
Total fixed assets	58.4	62.9	58.3
Short-term receivables	74.0	16.4	63.1
Cash	112.2	9.8	117.9
Total current assets	186.2	26.2	181.0
Total assets	244.6	89.1	239.3
Equity and liabilities			
Restricted equity	40.9	79.6	39.7
Unrestricted equity	125.4	5.5	119.3
Total equity	166.3	85.1	159.0
Other short-term liabilities	78.3	4.0	80.3
Total short-term liabilities	78.3	4.0	80.3
Total equity and liabilities	244.6	89.1	239.3

Quarterly data

GROUP'S PROFIT/LOSS ACCOUNTS, SEK m	2018-Q1	2017-Q4	2017-Q3	2017-Q2	2017-Q1	2016-Q4
Income	198,6	174,6	131,4	97,7	54,3	31,7
Operating expenses in gaming activities	-87,4	-68,4	-54,2	-42,8	-25,4	-14,2
Gross profit/loss	111,2	106,2	77,2	54,9	28,9	17,5
Marketing costs	-63,5	-39,4	-20,5	-16,7	-9,2	-5,3
Other external costs	-7,8	-10,5	-4,8	-4,6	-2,4	-3,3
Personnel costs	-12,5	-9,4	-8,1	-6,3	-5,1	-6,5
Depreciation	-0,1	-0,2	-0,1	0,0	0,0	-0,1
Other operating income/expenses	2,0	-4,7	-1,6	-0,8	-0,8	-0,3
Operating expenses	-81,9	-64,2	-35,1	-28,4	-17,5	-15,5
Operating profit/loss	29,3	42,0	42,1	26,5	11,4	2,0
Financial income and expenses	0,0	0,0	0,0	0,0	0,0	0,0
Profit/loss before tax	29,3	42,0	42,1	26,5	11,4	2,0
Tax	-3,5	-4,1	-5,1	-3,1	-1,4	-0,2
Profit/loss for the period	25,8	37,9	37,0	23,4	10,0	1,8

GROUP'S SUMMARISED BALANCE SHEETS, SEK m	2018-03-31	2017-12-31	2017-09-30	2017-06-30	2017-03-31	2016-12-31
Fixed assets	93,0	88,9	89,5	90,4	89,1	88,9
Current assets	251,5	186,1	115,1	65,8	40,5	26,2
Total assets	344,5	275,0	204,6	156,2	129,6	115,1
Equity	269,6	229,6	165,4	129,6	110,8	100,9
Provisions and long-terms liabilities	0,9	0,9	2,3	1,7	1,4	1,2
Short-term liabilities	74,0	44,5	36,9	24,9	17,4	13,0
Total equity and liabilities	344,5	275,0	204,6	156,2	129,6	115,1

GROUP'S SUMMARISED CASH FLOW STATEMENTS, SEK m	2018-Q1	2017-Q4	2017-Q3	2017-Q2	2017-Q1	2016-Q4
Net cash from operating activities	54,9	51,0	60,8	13,2	-0,8	5,1
Net cash from investment activities	-0,4	-1,4	0,0	-0,1	-0,2	-0,3
Net cash from financing activities	7,2	22,0	0,0	-5,8	0,0	0,0
Total net cash	61,7	71,6	60,8	7,3	-1,0	4,8

Ninja Casino

	2018-Q1	2017-Q4	2017-Q3	2017-Q2	2017-Q1	2016-Q4
Net Gaming Revenue (NGR), SEK m	163,7	131,2	91,6	63,1	29,7	9,0
Increase since previous quarter	25%	43%	45%	113%	229%	374%

The above table is only applicable to the Ninja Casino brand. Net gaming revenue (NGR) concerns bet - win - bonus paid out - contribution to global and local jackpot + local jackpot paid out.

NOTE 1 - ACCOUNTING POLICIES

This summarised interim report for the group was prepared in accordance with IAS 34 Interim reports and the applicable rules in the Annual Reporting Law. The interim report for the parent company was prepared in accordance with chapter 9 of the Annual Reporting Law, Interim reports. For both the group and the parent company, the same accounting policies and calculation methods were adopted as applied for p. 23-29 of the 2017 annual report with the exception of the new standards IFRS 9 Financial Instruments and IFRS 15 Revenue from contracts with customers, entered into force on 01 January 2018. The introduction of IFRS 9 and IFRS 15 have had no significant impact on the group's financial reports. For further information concerning IFRS 9 and IFRS 15 for Global Gaming, please refer to p.23-24 of the 2017 annual report.

Information in line with IAS 34.16A is contained in the financial reports and relevant notes, as well as in other parts of the interim report.

The reported value is deemed to be a fair approximation of the actual value for the group's total financial instruments, comprised essentially of short-term receivables and short-term liabilities.

NOTE 2 - KEY RISKS AND SOURCES OF UNCERTAINTY

This report contains statements based on assumptions regarding future circumstances, from which the actual outcome might differ significantly. The actual outcome may be affected by factors such as competitors' development, the effects of the current financial and market situation, national and international laws and regulations, tax regulations, the effectiveness of copyright laws on computer systems, technological development, exchange and interest rate fluctuations, as well as political risks.

For a description of considerable risks and sources of uncertainty, please refer to p. 12 of the annual report for 2017.

Global Gaming's Board and Management have undertaken an evaluation of how these risks and

sources of uncertainty have developed since the release of the 2017 annual report and certify that there have been no changes in the group and the parent company's exposure to such risks and sources of uncertainty in relation to what is stated on p. 12 of the 2017 annual report.

NOTE 3 - BREAKDOWN OF REVENUE

SEK m	Jan-Mar 2018	Jan-Mar 2017
Net revenue:		
Own gaming operations	184,8	41,1
Own brands on non-proprietary platform	9,8	9,7
B2B	4,0	3,5
	198,6	54,3

OTHER INFORMATION

Global Gaming intends to publish financial information as follows:

2018 Annual General Meeting 16 May 2018
Interim report Jan-Jun 2018: 15 August 2018
Interim report Jul-Sep 2018:22 November 2018
Year-end report 201828 February 2019

CONTACT INFORMATION

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Based on its content, Global Gaming 555 AB is obliged to publish the above information in accordance with the EU's rules on market abuse. The information was submitted for publication under the responsibility of the above contacts on May 15th 2018, at 08:00 a.m. CET.

GLOBAL  GAMING

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