



NITRO

Half Year Report

JANUARY - JUNE 2020 / NITRO GAMES OYJ





The Half-Year Period January–June 2020

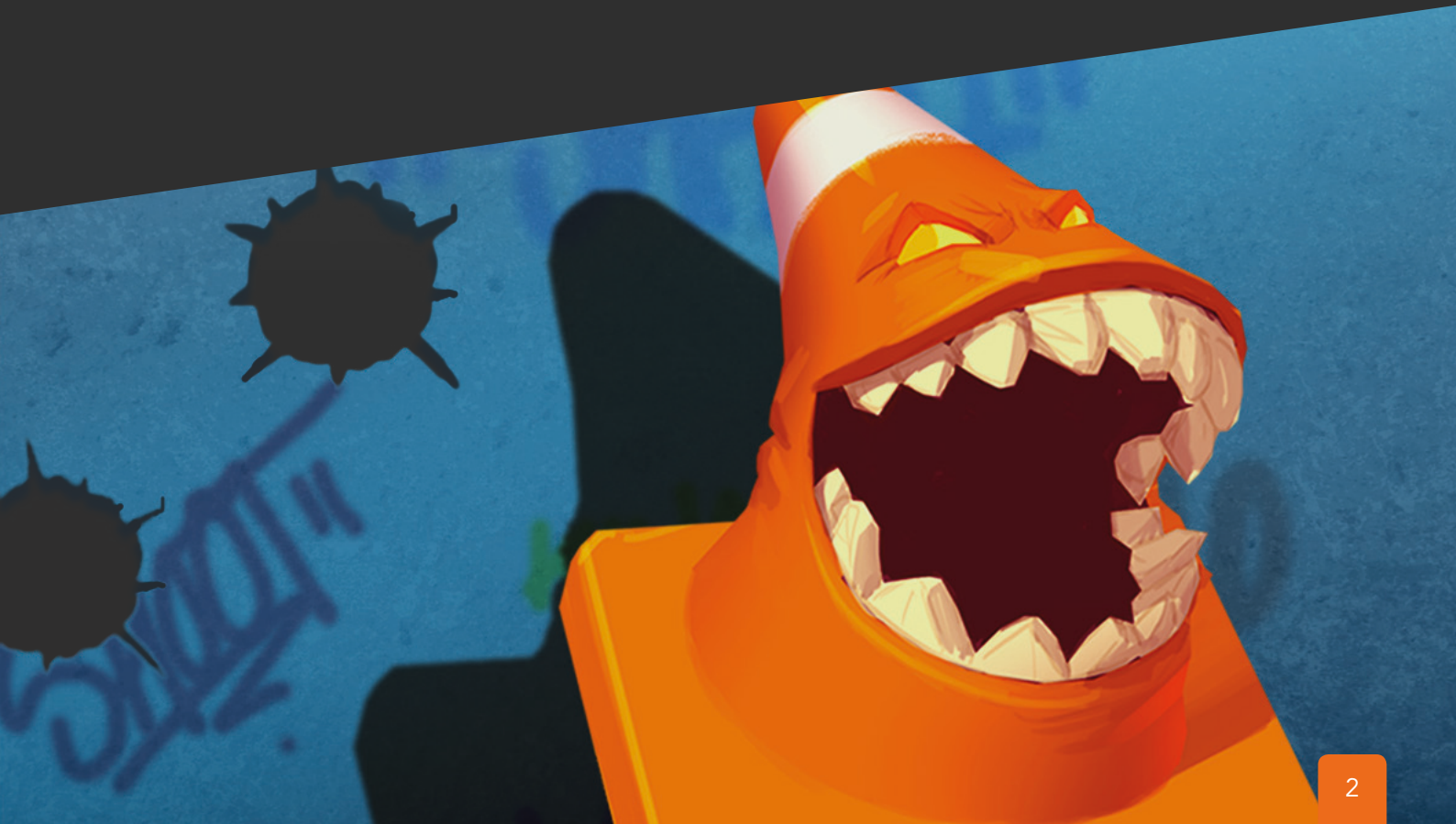
- Revenues (Jan - Jun): 984,7 KEUR (71,9 KEUR on corresponding period 2019).
- EBITDA: -629,8 KEUR (-1 843,5 KEUR).
- EBIT: -858,1 KEUR (-2 156,7 KEUR).
- Net profit: -870,1 KEUR (-2 162,2 KEUR).
- Cash and cash equivalents: 5 028,0 KEUR (30 June 2020).

April–June 2020

- Revenues (Apr - Jun): 523,0 KEUR (46,8 KEUR on corresponding period 2019).
- EBITDA: -420,5 KEUR (-528,0 KEUR).
- EBIT: -534,7 KEUR (-684,6 KEUR).
- Net profit: -545,1 KEUR (-687,3 KEUR).

Significant Events During April–June 2020

- Nordisk Film Games invested SEK 45 million into Nitro Games and became the largest shareholder
- AGM & Election of new Board of Directors; Mikkel Weider and Pim Holfve joined as new members
- Nitro Games and Expansive Worlds AB ("Avalanche Studios Group") announced the title theHunter: Mobile and the starting of the soft-launch period.





Right Direction With A Stronger Foundation

"We started this year with good momentum and continued our sequential improvements throughout the first half of the year. Our revenues continued to grow and the EBITDA continued to improve. At the same time, we were working on more projects than the previous year. This all together puts us in a position where we are well underway towards our vision of becoming a household name within the shooter category." says Jussi Tähtinen, CEO of Nitro Games.

About Nitro Games

Nitro Games is a free-to-play mobile game developer and publisher. Nitro Games team is a multinational group of mobile gaming professionals that has the expertise from development to publishing to live-operations. The Company focuses on producing mobile games with high production value for mid-core audience. Nitro Games is specialized in the category of shooter games. With Nitro Games' powerful NG Platform and the NG MVP process, the Company is able to carry out market validation with its games during development. Nitro Games has developed games based on its own IP such as Lootland, Heroes of Warland, Medals of War, Raids of Glory. The company offers its services also to selected customers and has developed several successful projects to leading mobile gaming companies.

Nitro Games' shares are listed on Nasdaq First North Growth Stockholm with the ticker NITRO. The Certified Adviser is Augment Partners AB, info@augment.se, +46 8-505 65 172.

**www.nitrogames.com
Finnish Business ID: FI21348196**





Key Financials

	Apr-Jun	Apr-Jun	Jan-Jun	Jan-Jun	Full Year
	2020	2019	2020	2019	2019
Revenue (EUR thousand)	523,0	46,8	984,7	71,9	816,2
Operating profit/loss (EUR thousand)	-534,7	-684,6	-858,1	-2 156,7	-3 284,5
Operating profit/loss % (EBIT %)	-102,3	-1 463,2 %	-87,1 %	-2 997,8 %	-402,4 %
EBITDA (EUR thousand)	-420,6	-528,0	-629,8	-1 843,5	-2 658,3
EBITDA %	-80,4 %	-1 128,5 %	-64,0 %	-2 562,4 %	-325,7 %
Net profit /loss (EUR thousand)	-545,1	-687,3	-870,1	-2 162,2	-3 293,4
Cashflow generated from operations (EUR thousand)	-155,7	-1 222,7	-565,4	-2 430,7	-2 661,2
Equity ratio (%)	47,7 %	63,1 %	47,7 %	63,1 %	56,4 %
Number of shares, average	6 678 290	3 618 328	5 826 230	3 618 328	3 749 055
Number of shares at the end of the period	8 326 230	3 618 328	8 326 230	3 618 328	4 992 897
Number of Share options	1 286 236	447 868	1 286 236	447 868	459 368
Equity per share (EUR)	0,4	0,6	0,4	0,6	0,4
Earnings per share (EUR) undiluted	-0,1	-0,3	-0,1	-0,8	-0,7
Earnings per share (EUR) diluted	-0,1	-0,2	-0,1	-0,7	-0,6
Net debt (EUR thousand)	-1267,3	-281,1	-1 267,3	-281,1	-159,0
Number of employees, average	36	32	36	47	39



A Word from Jussi Tähtinen, CEO

Right Direction with a Stronger Foundation

We started this year with good momentum and continued our sequential improvements throughout the first half of the year. Our revenues continued to grow and the EBITDA continued to improve. At the same time, we were working on more projects than the previous year. This all together puts us in a position where we are well underway towards our vision of becoming a household name within the shooter category.

We managed to secure a stronger foundation through Nordisk Film Games joining Nitro Games as a leading shareholder with new funding of SEK 45 million during the second quarter. This means that we are now in a good position to deliver shareholder value while we work towards our long-term goals.

Our vision and focus in the category of shooter games is driving us in the right direction. The recent achievements with our latest projects have further strengthened our position. This has a positive impact on us on two very important development areas; recruitment and business development. We have continued to attract industry-leading senior talent, which helps us to continuously improve our most important asset: our team. On the business development, we have continued being active, despite the COVID-19. Our good remote working capabilities have allowed us to be active in seeking exciting future opportunities supporting our vision.

We are determined to make the right thing and target our efforts on seeking the big success. For us, this means having a scalable F2P shooter game on mobile. As we're operating in a hit-driven industry, most of the games are bound to fail on the market, even the good ones. We are now able to take advantage of the stronger financial position we have by being bolder in isolating the winners in our portfolio. This means we are looking to be more aggressive in letting go of game projects moving forward as part of our strategy towards scalability.

Our strategy is to build a portfolio of shooter games, utilizing our re-usable technology NG Platform that we've further developed during the first half of the year. The portfolio strategy together with the NG Platform helps us to both mitigate the risk and maximize the opportunity. This supports our current direction of being more selective with the games we work on and abandoning the ones that do not meet our high expectations with performance on the market.


Looking at our game portfolio, we're sharpening our focus and selecting the games with the most potential. Lootland is now the cornerstone in our production pipeline. It is easy to approach shooter game with a heavy emphasis on co-op gameplay. The game is currently in development towards soft-launch. We've decided not to continue with Heroes of Warland, since that game did not meet our high expectations. However, thanks to the NG Platform, the best features, learnings, and investments in the re-usable technology in Heroes of Warland continue to serve us with our new projects. These parts are already in use in the new games we have in pre-production, and we are determined to be very selective while looking for the next winner amongst those.

During the second quarter, we announced theHunter: Mobile together with Expansive Worlds and started the soft-launch. The purpose of the soft launch is to measure the game performance and marketability in selected territories while we finalize the development of the game. The team has worked well and met all development milestones on time. Moving forward, we're looking to conclude the soft-launch phase and evaluate the performance, together with Expansive Worlds, to decide on a path forward.

Overall, I am very happy with the first half of the year. We're progressing in the right direction, well resourced, and determined to focus on doing the right thing. I am excited to continue our journey forward, with our team working hard and smart on making great games and delivering shareholder value.



Jussi Tähtinen
CEO, Co-Founder



"Our vision and focus in the category of shooter games is driving us in the right direction. Our recent achievements with our latest projects have further strengthened our position. This has a positive impact on us on two very important development areas; recruitment and business development.

We have continued to attract industry leading senior talent, which helps us to continuously improve our most important asset: our team. On the business development, we have continued being active, despite the COVID-19. Our good remote working capabilities have allowed us to be active in seeking exciting future opportunities supporting our vision.

Overall, I am very happy with the first half of the year. We're progressing in the right direction, well resourced, and determined to focus on doing the right thing. I am excited to continue our journey forward, with our team working hard and smart on making great games and delivering shareholder value. "

Jussi Tähtinen
CEO, Co-Founder

 A COMMENT FROM CEO



Significant Events During April–June 2020

Nordisk Film Games invested SEK 45 million into Nitro Games and became the largest shareholder. Based on the authorization by the Annual General Meeting, the Board of Directors resolved on a funding package consisting of a directed new issue of 3,333,333 shares at a subscription price of SEK 7.5 per share, which raised proceeds of SEK 25.0 million to the Company before issue costs, and a convertible loan agreement, which raised proceeds of SEK 20.0 million to the Company before issue costs. The proceeds will primarily be used for the further development of the Company's game portfolio of shooter games. The subscriber in the directed share issue is Egmont Holding Oy ("Nordisk Film Games"). Nordisk Film Games has agreed to a lock-up period of 24 months according to customary terms and will receive two board seats in connection with this transaction.

AGM & Election of new Board of Directors. The Annual General Meeting re-elected Mr. Antti Villanen and Mr. Johan Biehl of the current members of the Board of Directors as members to the Board of Directors and elected Mr. Mikkel Weider and Mr. Pim Holfve as new members to the Board of Directors.

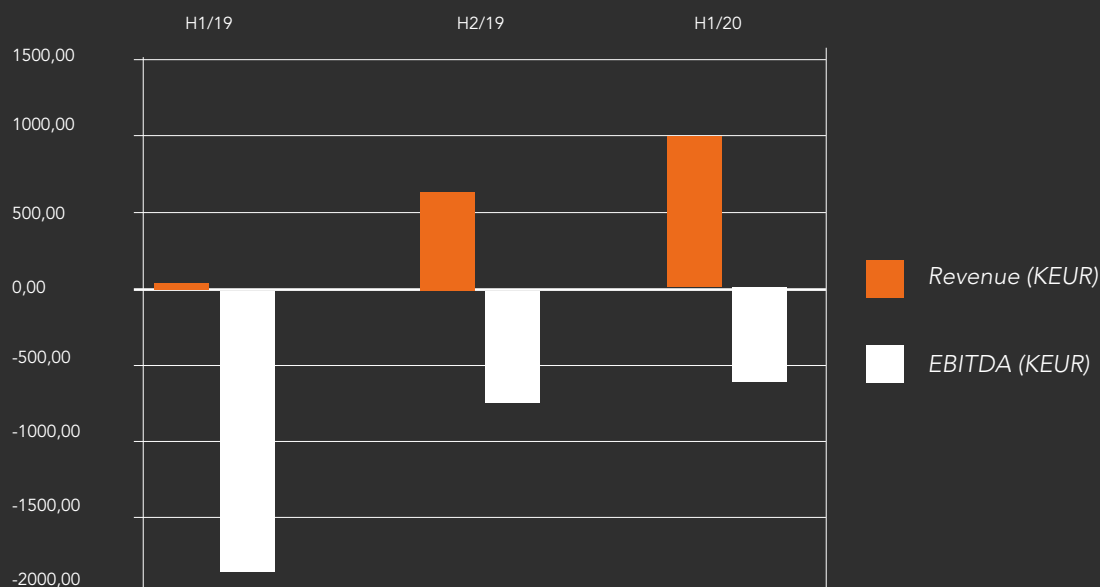
Mikkel Weider is the Managing Director of Nordisk Film Games. He founded the investment unit within Nordisk Film in 2016 and built the team to secure the investments and support the portfolio companies. Mikkel is currently on the board of Avalanche, Star Stable, Reto Moto and Raw Fury. Mikkel originally founded the gaming company Art of Crime and have been Director or board member at several global internet companies, including Match.com, Bookatable.com, TrustPilot.com, and GoGift.com.

Pim Holfve has been the Chief Executive Officer of Avalanche Studios Group since 2015 and brings a wealth of global industry experience. At Avalanche Studios Group, Pim led the establishment of a sustainable and successful self-publishing organization in addition to the company's work with third-party publishers and license holders. Previous to Avalanche Studios Group, he served as Chief Executive Officer of Expansive Worlds 2012-2015 and Producer for Battlefield Heroes at EA Easy 2011-2012. Additionally, Pim was one of the first employees at King and served in several positions such as Game Studio Director and Corporate Identity Director.

Nitro Games and Expansive Worlds AB ("Avalanche Studios Group") announced the title theHunter: Mobile and the starting of the soft-launch period. theHunter: Mobile is a free-to-play game based on the successful theHunter franchise by Expansive Worlds. In theHunter: Mobile, players experience a immersive hunting experience in vast open-world environments, for the first time on mobile devices. Nitro Games is now operating soft-launch for theHunter: Mobile as a service to Expansive Worlds. The purpose of the soft launch is to measure the game performance and marketability in selected territories, while the development of the game is being finalized.



Revenues & Profit / Loss



The revenues continued to grow, and were 984,7 KEUR during the period January-June 2020 (71,9 KEUR on the corresponding period 2019), which is an increase of 1 268,7 % compared to the corresponding period 2019. The revenues during the second quarter were 523,0 KEUR (46,8 KEUR), which is an increase of 1 017,7% compared to the second quarter previous year.

EBITDA amounted to – 629,8 KEUR (- 1 843,5KEUR on the corresponding period 2019) during January-June 2020, and to – 420,6 KEUR during the second quarter (-528,0 KEUR). EBIT: Operating result before financial items amounted to -858,1 KEUR (-2 156,7 KEUR) during January-June 2020, and to -534,7 KEUR during the second quarter (-684,6 KEUR).

The net result for the period amounted to -870,1 KEUR (-2 162,2 KEUR) during January-June 2020, and to – 545,1 KEUR during the second quarter (-687,3 KEUR).

Materials and services were -497,5 KEUR (-498,1 KEUR) during January-June 2020, and –257,8 KEUR during the second quarter (-220,5 KEUR). This includes third party costs related to game development and maintenance (outsourced services) and game marketing costs, such as user acquisition costs.

Other operating expenses were -622,2 KEUR (- 790,0 KEUR) during January-June 2020, and –320,7 KEUR during the second quarter (-395,1 KEUR). This includes third party costs related to accounting, legal, stock market expenses, hardware and software, travel expenses, office costs, and other costs.



Cash Flow and Financial Position

Net cash, operating activities was -565,4 KEUR (-2 430,7 KEUR in 2019 for the corresponding period) during January-June 2020, and -155,7 KEUR during the second quarter (-1 222,7 KEUR).

Net cash, investing activities was -565,2 KEUR (0,0 KEUR) during January-June 2020, and -266,5 KEUR during the second quarter (00,0 KEUR).

Net cash, financing activities was 4 481,1 KEUR (442,0 KEUR) during January-June 2020, and 4 506,2 KEUR during the second quarter (464,4KEUR).

Cash and cash equivalents at the end of the period were 5 028,0 KEUR.

Investments and Depreciation

Part of the expenses from games in production were expensed as costs. Part of the costs from the development of the shooter game projects, and related technology was capitalized during the period against expected future profits. This is visible in the Income statement under Manufacturing for the enterprise's own use. The company has a tight focus in the category of shooter games and utilizes re-usable technology and game features. This allows Nitro Games to take advantage of development activities done in previous projects, when working on a new game.

New development costs were capitalized from January to June by a total of 565,2 KEUR, and by a total of 266,5 KEUR during the second quarter. This includes third party costs related to game development and maintenance (outsourced services), personnel costs, and other costs, which are directly related to the game projects. These capitalized development costs are amortized over a five (5) year period on a straight-line basis.

Depreciations were done according to the depreciation plan, consisting mostly of capitalized development costs from previous years. The depreciations amounted to a total of -228,3 KEUR January to June 2020, and -144,2 KEUR during the second quarter.

Employees

The number of employees on June 30, 2020 was 36.

Market

Nitro Games operates in the global games market as a developer and publisher of mobile games. Historically, the Company has operated in a variety of market segments, including PC and console games as well as mobile games. Nitro Games now focuses on operating in the mobile games market.

2019 global games market was estimated \$152,1 billion in revenues, Mobile gaming was the largest segment in 2019, totaling estimated \$68,5 billion and accounting for 45 % of the total global market. The majority of gamers in mobile segment are playing with smartphones. 2,4 billion people played mobile games around the world in 2019.

According to industry research firm Newzoo, the global games market is expected to grow to more than \$196 billion in 2022.

Source: Newzoo 2020



Related Party Transactions

There were no significant related party transactions during the Interim Period.

The Share and Shareholders

Nitro Games' shares are traded on Nasdaq First North Stockholm since June 16, 2017.

The largest shareholders as of June 30, 2020 were:

Shareholders	Number of shares	% of shares and votes
Egmont Holding Oy ⁽¹⁾	3 333 333	40,03
SEB AB, Luxemburg Branch	1 491 478	17,91
Avanza Pension försäkring AB	348 705	4,19
Ludvig Strigéus	232 645	2,79
Feat Invest AB ⁽²⁾	229 717	2,76
Antti Villanen	129 254	1,55
Coeli Wealth Management AB	126 700	1,52
Oy AjoRanta Group AB ^(3,4)	117 103	1,41
Swedfact Holding AB	115 000	1,38
OP-Finland Micro Cap Fund	108 400	1,30
Others	2 093 895	25,15
The total number of shares	8 326 230	100,00

¹ Egmont Holding Oy represents the investment by Nordisk Film Games

² Feat Invest Ab is controlled by Johan Biehl (Chairman of Board)

³ AjoRanta Group Ab is controlled to 100 % by CFO Matti Nikkola.

⁴ AjoRanta Group Ab has lent 25 000 shares to Liquidity provider (Lago Kapital).

The total number of shares as of 30 June 2020 is 8 326 230.



Accounting and Valuation Principles

The Company prepares its financial statements in accordance with the Finnish Accounting Act (31.12.1997/1336, as amended), Finnish Accounting Ordinance (31.12.1997/1337, as amended), and instructions and statements of the Accounting Board operating under the Ministry of Employment and the Economy (the "Finnish Accounting Standards", "FAS").

In applicable cases The Company capitalizes the expenses used for development of products and technology, including personnel costs and procurement, subtracted with subsidies and grants received for these, to the extent that they are expected to generate economic benefits in the future. Amortization and depreciation for intangible and tangible assets are calculated by using the estimated useful life of the asset. For tangible assets depreciation according to plan starts during the calendar month when the commodity was taken into use and for intangible assets when revenue starts to accrue from the development work, typically during the year after the development work.

The Company's capitalized development costs are amortized over a five (5) year period on a straight-line basis. For machines and equipment a 25 % expenditure residue depreciation is made yearly.

Review

This report has not been reviewed by the company's auditors.

Certified Adviser

Nitro Games' Certified Adviser is Augment Partners AB, phone +46 8 505 651 72, email: info@augment.se.

Investor Contact

The latest information on the company is published on the company's website www.nitrogames.com/investors. The company can be contacted by email jussi@nitrogames.com, or by phone +358 44 388 1071.

Financial Calendar

Interim Report, Jan – Sep 2020, 26 October 2020
Year-End Report, Jan – Dec 2020, 15 February 2021
Annual Report 2020, 16 April 2021
Inter Report, Jan – Mar 2021, 26 April 2021
Annual General Meeting, 7 May 2021



Note

This company announcement contains information that Nitro Games Oyj is obliged to make public pursuant to the EU Market Abuse Regulation. The information was submitted for publication by contact person mentioned below on 24 August 2020 at 09:00 (EEST).

For Further Information, Please Contact:

Jussi Tähtinen, CEO, Co-founder

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jussi@nitrogames.com

Board Declaration

The Board of Directors and the Chief Executive Officer hereby certify that this Interim Report gives a true and fair view of the company's and the group's operations, financial position and results of operations, and describes significant risks and uncertainties faced by the company.

Kotka, Finland, 24 August 2020

Johan Biehl, Chairman

Antti Villanen

Mikkel Weider

Pim Holfve

Jussi Tähtinen, CEO



Key Financials

	Apr-Jun	Apr-Jun	Jan-Jun	Jan-Jun	Full Year
	2020	2019	2020	2019	2019
Revenue (EUR thousand)	523,0	46,8	984,7	71,9	816,2
Operating profit/loss (EUR thousand)	-534,7	-684,6	-858,1	-2 156,7	-3 284,5
Operating profit/loss % (EBIT %)	-102,3	-1 463,2 %	-87,1 %	-2 997,8 %	-402,4 %
EBITDA (EUR thousand)	-420,6	-528,0	-629,8	-1 843,5	-2 658,3
EBITDA %	-80,4 %	-1 128,5 %	-64,0 %	-2 562,4 %	-325,7 %
Net profit /loss (EUR thousand)	-545,1	-687,3	-870,1	-2 162,2	-3 293,4
Cashflow generated from operations (EUR thousand)	-155,7	-1 222,7	-565,4	-2 430,7	-2 661,2
Equity ratio (%)	47,7 %	63,1 %	47,7 %	63,1 %	56,4 %
Number of shares, average	6 678 290	3 618 328	5 826 230	3 618 328	3 749 055
Number of shares at the end of the period	8 326 230	3 618 328	8 326 230	3 618 328	4 992 897
Number of Share options	1 286 236	447 868	1 286 236	447 868	459 368
Equity per share (EUR)	0,4	0,6	0,4	0,6	0,4
Earnings per share (EUR) undiluted	-0,1	-0,3	-0,1	-0,8	-0,7
Earnings per share (EUR) diluted	-0,1	-0,2	-0,1	-0,7	-0,6
Net debt (EUR thousand)	-1267,3	-281,1	-1 267,3	-281,1	-159,0
Number of employees, average	36	32	36	47	39

Income Statement

These unaudited financial statements report for the period 1.1.- 30.6.2020 have been prepared according to Finnish Accounting Standards (FAS) and Nasdaq First North marketplace rules and regulations.

EUR thousand	Apr-Jun 2020	Apr-Jun 2019	Jan-Jun 2020	Jan-Jun 2019	Full Year 2019
Revenue	523,0	46,8	984,7	71,9	816,2
Manufacturing for enterprise's own use	266,5	586,3	565,2	586,3	1 169,4
Other operating income	0,7	2,3	72,6	4,9	9,0
Materials and services	-257,8	-220,5	-497,5	-498,1	-951,4
Personnel expenses	-632,2	-547,8	-1 132,7	-1 218,6	-2 139,9
Depreciation according to plan	-114,2	-156,6	-228,3	-313,2	-626,2
Other operating expenses	-320,7	-395,1	-622,2	-790,0	-1 561,6
Operating profit (loss)	-534,7	-684,6	-858,1	-2 156,7	-3 284,5
Financial income and expenses	-10,4	-2,6	-11,9	-5,5	-8,9
Profit before taxes and appropriations	-545,1	-687,3	-870,1	-2 162,2	-3 293,4
Appropriations and taxes	0,0	0,0	0,0	0,0	0,0
Financial statement transfers	0,0	0,0	0,0	0,0	0,0
Profit (loss) for the fiscal year	-545,1	-687,3	-870,1	-2 162,2	-3 293,4



Balance Sheet

EUR thousand	30 June 2020	30 June 2019	Full Year 2019
ASSETS			
Non-current assets			
Intangible assets	1 803,0	1 195,7	1 465,9
Tangible assets	1,1	1,4	1,3
Non-current assets total	1 804,1	1 197,1	1 467,2
Current assets			
Long - term debtors	27,7	27,7	27,7
Short-term debtors	335,4	192,4	313,5
Cash in hand and at banks	5 028,0	1 271,5	1 677,5
Current assets total	5 391,1	1 491,5	2 018,7
ASSETS TOTAL	7 195,2	2 688,7	3 485,9
EQUITY AND LIABILITIES			
Equity			
Shares capital	80,0	80,0	80,0
Invested unrestricted equity reserve	20 806,5	17 069,0	18 469,4
Retained earnings (loss)	-16 582,0	-13 288,6	-13 288,6
Profit (loss) for the fiscal year	-870,1	-2 162,2	-3 293,4
Equity total	3 434,4	1 698,2	1 967,4
LIABILITIES			
Non-current			
Convertible debentures	1 869,7	0,0	0,0
Loans from credit institutions	1 272,6	577,1	986,1
Other creditors	0,7	0,9	0,9
Non-current total	3 142,9	578,1	987,0
Current			
Loans from credit institutions	94,1	94,1	94,1
Accounts Payables	192,7	118,6	228,8
Other creditors	39,6	29,2	39,1
Accruals and deferred income	291,4	170,4	169,5
CURRENT TOTAL	617,8	412,4	531,5
Liabilities total	3 760,8	990,4	1 518,5
EQUITY AND LIABILITIES TOTAL	7 195,2	2 688,7	3 485,9



Cash Flow Statement

EUR thousand	Apr-Jun 2020	Apr-Jun 2019	Jan-Jun 2020	Jan-Jun 2019	Full Year 2019
Cash flows, operating activities:					
Net profit (loss) before taxation, and extraordinary items (+/-)	-545,1	-687,3	-870,1	-2 162,2	-3 293,4
Adjustments for:					
Depreciation according to plan	114,2	156,6	228,3	313,2	626,2
Other non-cash items (+/-)	0,0	-586,3	0,0	-586,3	0,0
Financial income and expenses (+/-)	10,4	2,6	11,9	5,5	8,9
Other adjustments (+/-)	0,0	0,0	0,0	0,0	0,0
Operating profit before working capital changes	-420,6	-1 114,3	-629,8	-2 429,8	-2 658,3
Working capital changes:					
Increase (-) or decrease (+) in trade and other receivables	124,9	-51,4	-21,8	186,7	65,5
Increase (+) or decrease (-) in trade payables	140,0	-57,0	86,3	-193,5	-74,3
Cash generated from operations	-155,7	-1 222,7	-565,4	-2 430,7	-2 661,2
Net cash, operating activities (A)	-155,7	-1 222,7	-565,4	-2 430,7	-2 661,2
Cash flows, investing activities:					
Purchase of tangible and intangible assets (-)	-266,5	0,0	-565,2	0,0	-1 169,4
Net cash, investing activities (B)	-266,5	0,0	-565,2	0,0	-1 169,4
Cash flows, financing activities:					
Proceeds from issuance of share capital	2 337,1	0,0	2 337,1	0,0	1 400,4
Proceeds from long-term borrowings	2 179,7	490,6	2 179,7	490,6	950,6
Repayment of long-term borrowings (-)	-0,2	-23,5	-23,7	-43,1	-94,1
Intrest paid and contributions from financial expenses (-)	-10,4	-2,6	-11,9	-5,5	-8,9
Net cash, financing activities (C)	4 506,2	464,4	4 481,1	442,0	2 247,9
Net increase/decrease in cash and cash equivalents (A + B + C)	4 084,1	-758,3	3 350,6	-1 988,6	-1 582,6
Cash and cash equivalents at beginning of period	944,0	2 029,8	1 677,5	3 260,1	3 260,1
Cash and cash equivalents at end of period	5 028,0	1 271,5	5 028,0	1 271,5	1 677,5



Change in Equity

A summary report showing changes in equity during the financial quarterly period, including comparative figures for the same period during the previous financial year.

EUR thousand	Share capital	Invested unrestricted equity reserve	Retained earnings (loss)	Profit (loss) for the financial year	Total equity
Equity 1 Apr 2020	80	18 469	-16 582	-325	1 642
Shares issued		2 337			2 337
Profit (loss) for the financial period				-545	-545
Equity 30 Jun 2020	80	20 807	-16 582	-870	3 434
Equity 1 Apr 2019	80	17 069	-13 289	-1 475	2 385
Shares issued					0
Profit (loss) for the financial period				-687	-687
Equity 30 Jun 2019	80	17 069	-13 289	-2 162	1 698
Equity 1 Jan 2020	80	18 469	-16 582	0	1 967
Shares issued		2 337			2 337
Profit (loss) for the financial period				-870	-870
Equity 30 Jun 2020	80	20 807	-16 582	-870	3 434
Equity 1 Jan 2019	80	17 069	-13 289	0	3 860
Shares issued					0
Profit (loss) for the financial period				-2 162	-2 162
Equity 30 Jun 2019	80	17 069	-13 289	-2 162	1 698
Equity 1 Jan 2019	80	17 069	-13 289	0	3 860
Shares issued		1 400			1 400
Profit (loss) for the financial period				-3 293	-3 293
Equity 31 Dec 2019	80	18 469	-13 289	-3 293	1 967



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