Interim report for the 2nd quarter 2026

1st April to 30th June 2026

Angler Gaming plc, reg. no. C55255, Malta

ANGLER GAMING PLC

Financial report for the period ended 30th of June 2026

Key Facts for the 2nd Quarter 2026 (1st April – 30th June 2026)

Revenues increased 27.24% and EBIT increased 217.90%

All figures are compared to the same quarter last year if not explicitly stated otherwise.

- Revenues increased by 27.24% to €8,445,599 (€6,637,315).
- EBIT increased by 217.90% to €2,864,324 (€901,000).
- EBIT margin of 33.91% (13.57%).
- Net Profit increased by 412.67% to €2,384,864 (€465,183).
- Earnings per share of €0.0318 (€0.0062).

- PremierGaming Ltd, the Group's subsidiary licensed in Malta and Sweden focusing on Northern Europe, represented 3.48% of the Group's revenues in Q2 2026.

Trading update Q3 2026

The trading update is an indication of how the third quarter 2026 has started, however it is not a revenue forecast for the quarter.

The average daily net gaming revenue in the third quarter 2026 up until and including 18th of August was 21.08% higher than the average daily net gaming revenue of the full third quarter 2025.

Events during Q2 2026

- The available cashflow from operations at the end of Q2 2026 was €2,588,723 (Q1 2026; €1,097,000).

- The historically successful B2B business continued to grow in the quarter. The importance of a propriety state-of-the-art iGaming platform, fully configurable by the Group's B2B partners, cannot be overestimated. It puts Angler Gaming in a rather rare position, as it allows full control over the offering, greatly improves agility and speed of change implementation, and ensures differentiation where it comes to B2B offering.

- Angler Gaming plc's B2C Sweden-licensed subsidiary PremierGaming Ltd continued to be appreciated by its leisure player customers. PremierGaming has in the quarter continued to have a prudent view on marketing and mainly takes a low-risk approach when starting new marketing campaigns and repeats campaigns predominately when the customer lifetime value by margin exceeds the marketing cost for a specific campaign.

- Marlin Media Ltd, the Group's technology-first affiliate marketing and content generation company, secured its first paying customers for marvnBoost during Q2 2026, marking the platform's transition from launch to commercial validation. Built on the proprietary marvn data layer, marvnBoost delivers AI-powered content infrastructure and SEO capabilities to iGaming operators, affiliates, and game providers.

Events after Q2 2026

- The prioritisation of further development of the proprietary iGaming platform the last couple of years has paved the way for the formalisation of the software development as a separate self-contained technology unit within the Group, which is expected to be completed in 2026. Once completed, all resources supporting the development of this software product will be centralised in one entity within the Group for a more streamlined and efficient operations and a clearer strategic focus. The Group’s iGaming software platform, fully focusing on the B2B business segment, serves and will continue to serve both external B2B partners and the Group’s B2C entity PremierGaming Ltd, developing innovative features supporting efficiency and regulatory compliance, ensuring B2B state-of-the-art end user iGaming experience for players, while giving the power to B2B partners to be in full control of customisation they require depending on the B2B partners’ regulatory licences and their business needs.

- PremierGaming Ltd, the Group’s B2C subsidiary licensed in Malta and Sweden and focused on Northern Europe, has refined its niche strategy resulting in a more innovative technological and product approach which will be implemented in H2 2026.

- Marlin Media Ltd continue to focus on expanding the platform's content engines, including new Sweepstakes, Guides, and News modules, alongside feature releases and performance improvements driven by early customer feedback. The Group will present marvnBoost at SBC Summit Lisbon (29 September to 1 October), its first major industry showcase since the commercial launch. The quality of marvnBoost's output is further evidenced by Marvn.ai's Discover section, which continues to rank and attract organic search traffic, providing live proof of the engine's performance in a competitive vertical. With initial revenue secured and the product materially strengthened, management is focused on converting the pipeline into recurring contracts and scaling marvnBoost as a second monetization channel alongside Marvn.ai through the remainder of 2026.

- As mentioned in the Q4 2025 report, the Group have updated the Marlin Media Ltd investment case due to the potential in Marvn.ai and has extended the break-even objective for Marlin Media Ltd to the end of 2026.

Key Facts for the half-yearly 2026 (1st January 2026 – 30th June 2026)

Revenues increased 13.07% and EBIT increased 119.31%

All figures are compared to the half-yearly 2025 if not explicitly stated otherwise.

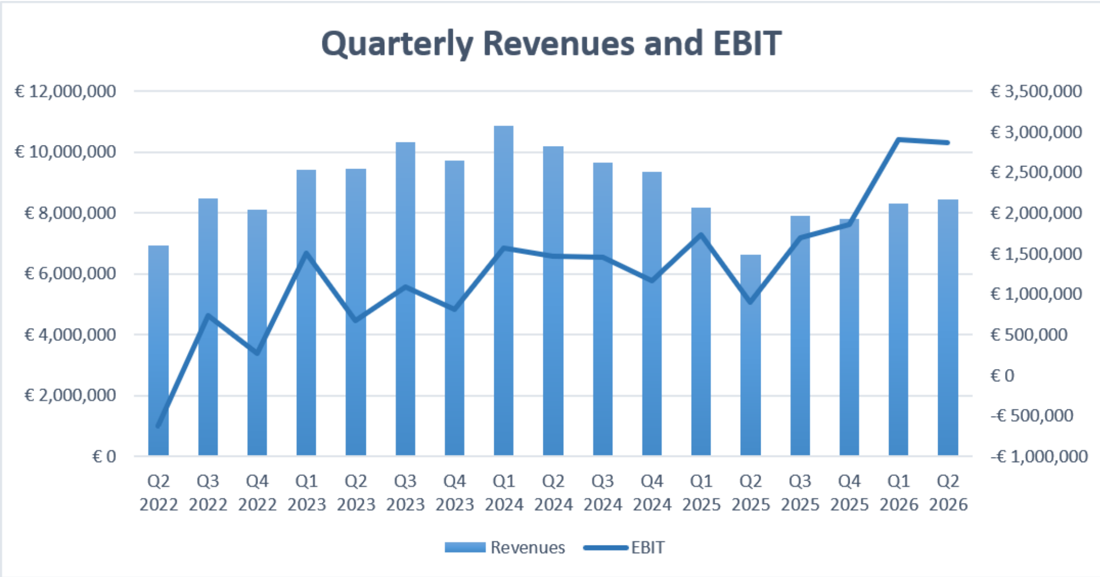
- Revenues increased by 13.07 % to €16,759,322 (€14,821,469).
- EBIT increased by 119.31% to €5,775,388 (€2,633,394).
- EBIT margin of 34.46% (17.77%).
- Net Profit increased by 169.36% to €4,906,675 (€1,821,614).
- Earnings per share of €0.0654 (€0.0243).

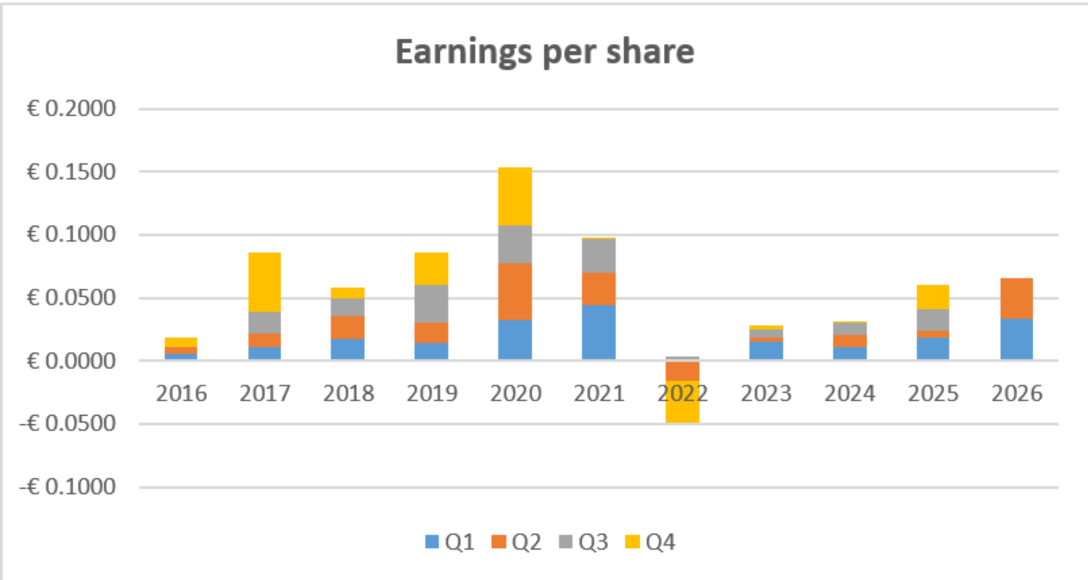
Key Performance Indicators (EUR)

	Q2 2026	Q2 2025	Jan-Jun 2026	Jan-Jun 2025
Customer Deposits	€ 23 507 305	€ 19 966 320	€ 45 981 137	€ 40 131 448
Active Customers	27 120	27 528	40 974	56 114
New Registered Customers	25 950	14 458	41 238	53 309
New Depositing Customers	7 027	7 506	13 220	18 861
Gross Game Win	€ 11 478 925	€ 9 788 851	€ 23 356 771	€ 21 153 840
Net Game Win	€ 10 937 896	€ 9 462 883	€ 22 272 074	€ 20 474 629
Hold	46.5%	47.4 %	48.4%	51.0%

* Definition Active Customers: customer that wagered at least one bet in the indicated period on any site supported by the Group
** Definition New Registered Customer: a new customer registered in the indicated period on any site supported by the Group
*** Definition New Depositing Customer: a customer that deposited the first time in the indicated period on any site supported by the Group
**** Definition Net Game Win: real money bets minus real money wins
***** Definition Hold: Net Game Win / Customer Deposits

Group's Historic Financial Performance





Comments from the Group CEO (Thomas Kalita)

We are very pleased to report over 27% year-on-year growth during the quarter. The B2B business again showed strong momentum and the importance of a propriety state-of-the-art iGaming platform, fully configurable by the Group's B2B partners, is a key to the strong growth.

PremierGaming Ltd, the Group's B2C subsidiary licensed in Malta and Sweden and focused on Northern Europe, refined its niche strategy in the quarter resulting in a more innovative technological and product approach which will be implemented in H2 2026. PremierGaming will continue to have a prudent view on marketing the new functionality and only repeat campaigns predominately when the customer lifetime value by margin exceeds the marketing cost for a specific campaign.

Marlin Media Ltd continues to focus on expanding the platform's content engines, including new sweepstakes, guides, and news modules, alongside feature releases and performance improvements driven by early customer feedback. With initial revenue secured and the product materially strengthened, Marlin Media's management is focused on converting the pipeline into recurring contracts and scaling Boost.marvn.ai as a second monetisation channel alongside Marvn.ai through the remainder of 2026.

The Net Profit in the quarter increased by 412.67% to €2,384,864 compared to the same quarter last year. H1 2026 recorded €4,906,675 in Net Profit compared to €1,821,614 in H1 2025. The earnings per share in the first six months this year surpassed the earnings per share for the full year 2025.

Consolidated Income Statement Euro

30 June 2026

	Q2 Group	Q2 Group	Full year Group - Audited	Group	Group	Q2 Angler Gaming PLC	Q2 Angler Gaming PLC
	Apr - Jun	Apr - Jun	Jan - Dec	Jan - Jun	Jan - Jun		
	2026	2025	2025	2026	2025	2026	2025
	€	€	€	€	€	€	€
Revenue	8,445,599	6,637,315	30,562,484	16,759,322	14,821,469		
	-			-	-		
Cost of services sold	(3,794,742)	(3,822,680)	(16,581,847)	(7,285,570)	(8,504,256)		
	-	-	-	-	-		
Gross profit / (loss)	4,650,857	2,814,635	13,980,637	9,473,752	6,317,213	-	-
	-	-	-	-	-		
Marketing expenses	(248,298)	(291,715)	(1,162,353)	(428,409)	(543,275)	(23,474)	(32,917)
Personnel expenses	(797,794)	(855,958)	(3,324,746)	(1,835,518)	(1,704,622)	(71,808)	(71,765)
Other external expenses	(695,123)	(759,878)	(2,988,551)	(1,378,298)	(1,424,375)	(30,499)	(42,903)
Capitalised development costs	-	-	-	-	-	-	-
Depreciation, amortization	(40,563)	(6,084)	(26,148)	(46,624)	(11,547)	-	-
Other operating income/expenses	(4,755)	-	(240)	(9,515)	-	5,145	9,900
Operating expenses	(1,786,533)	(1,913,635)	(7,502,038)	(3,698,364)	(3,683,819)	(120,636)	(137,685)
	-	-	-	-	-	-	-
Operating profit / (loss)	2,864,324	901,000	6,478,599	5,775,388	2,633,394	(120,636)	(137,685)
	-	-	-	-	-	-	-
Financial income / (expenses)	(479,460)	(434,087)	(1,644,801)	(868,713)	(807,518)	(893)	(78,888)
	-	-	-	-	-	-	-
Income / (Loss) before tax	2,384,864	466,913	4,833,798	4,906,675	1,825,876	(121,529)	(216,573)
	-	-	-	-	-	-	-
Extraordinary events	-	-	-	-	-	-	-
	-	-	-	-	-	-	-
Total Income / (Loss) before tax	2,384,864	466,913	4,833,798	4,906,675	1,825,876	(121,529)	(216,573)
	-	-	-	-	-	-	-
Tax	-	(1,730)	(10,252)	-	(4,262)	-	-
	-	-	-	-	-	-	-
Net income / (loss) for the period	2,384,864	465,183	4,823,546	4,906,675	1,821,614	(121,529)	(216,573)
	0		0	-		-	
No of shares	74,984,995	74,984,995	74,984,995	74,984,995	74,984,995		
Basic and dilute earnings per share	0.0318	0.0062	0.0643	0.0654	0.0243		

Notes:

- Definition of Revenue: ‘bets - wins - jackpot contribution - bonus cost - loyalty points - manual adjustments user balances’ (B2C); B2B revenues.
- Definition of Cost of Services Sold: – Cost of sales includes: ‘Payment processing fees to payment suppliers and services, affiliate expenses and services, gaming license fees for products, software licence fees, gaming taxes’.
- Financial income/(expenses) consist mainly of income/expenses related to fluctuations in currency rate.

Consolidated Statement of Financial Position
for the period ended 30 June 2026

	Group Period end June 2026	Group Period end June 2025	Angler Gaming plc Period end June 2026	Angler Gaming plc Period end June 2025
	Euro	Euro	Euro	Euro
Assets				
Non-current assets				
Investment in subsidiaries **	-	-	103,197	101,997
Intangible assets	1,468,193	1,198,304	-	-
Property, plant and equipment	51,896	48,512	-	-
Total non-current assets	1,520,089	1,246,816	103,197	101,997
Current assets				
Trade and other receivables **	18,474,725	13,903,961	11,816,258	11,626,795
Cash and cash equivalents	2,588,723	868,001	15,440	3,493
Total current assets	21,063,448	14,771,962	11,831,698	11,630,288
Total assets	22,583,537	16,018,778	11,934,895	11,732,285
Equity and liabilities				
Capital and reserves				
Paid up capital **	749,849	749,849	749,849	749,849
Non-refundable shareholder contribution	177,088	177,088	177,089	177,089
Minority Interest	-	-		
Premium Capital **	1,786,043	1,786,043	1,815,802	1,815,802
Retained Earnings	14,970,430	7,070,053	9,184,379	8,684,498
	17,683,410	9,783,033	11,927,119	11,427,238
Creditors : amounts falling due within one year				
Trade and other payables **	4,897,774	6,227,038	7,776	305,047
Taxation payable	2,353	8,707	-	-
Total liabilities	4,900,127	6,235,745	7,776	305,047
Total equity and liabilities	22,583,537	16,018,778	11,934,895	11,732,285
	-	-	-	-

** group period figures exclude intercompany balances

Consolidated Statements of Cashflow Position for the period ended 30 June 2026

	Group Year end June 2026	Group Year end June 2025	Company Year end June 2026	Company Year end June 2025
	Euro	Euro	Euro	Euro
Cash flow from operating activities				
Profit / (Loss) before taxation	4,906,675	1,825,876	(837,649)	(1,337,530)
Reconciliation to cash generated from operations:				
Depreciation	46,637	11,546	-	-
Minority Interest	-			
Taxation	(9,089)	(8,772)	-	-
Operating profit before working capital changes:	4,944,223	1,828,650	(837,649)	(1,337,530)
Movement in trade receivables	275,055	2,996,250	-	-
Movement in other debtors	(4,567,722)	(5,710,042)	39,551	21,625
Movement in trade payables	4,384	(250,997)	-	-
Movement in other creditors	832,847	1,640,164	(255,243)	42,027
Net cash used in operating activities	1,488,787	504,025	(1,053,341)	(1,273,878)
Cash flow from investing activities				
Cash issued by shareholders	-	-	-	-
Intangible fixed assets	(131,491)	(3,162)	-	-
Tangible fixed assets	(8,048)	(15,517)	-	-
Investment in subsidiaries			(1,200)	-
Net cash generated from/used in investing activities	(139,539)	(18,679)	(1,200)	-
Cash flows from financing activities				
Dividends proposed and paid		(997,300)		
Short term loans	-		-	-
Intra-group finance	-	-	1,044,872	1,252,261
Net cash generated from financing activities	-	(997,300)	1,044,872	1,252,261
Net movement in cash and cash equivalents in the year	1,349,248	(511,954)	(9,669)	(21,616)
Cash and cash equivalents at beginning of the year	1,239,475	1,379,955	25,109	25,109
Cash and cash equivalents at end of year	2,588,723	868,001	15,440	3,493

Other information and reporting dates

This report has not been reviewed by the Company's Auditor. The Annual Report. Sustainability Report and Audited Financial Statements for 2025 were published on the 30th of April 2026.

Upcoming reports:

- The Q3 2026 report will be published on the 12th of November 2026.
- The Q4 and the year-end 2026 report will be published on the 18th of February 2027.

Malta, 20th of August 2026

Board of Directors of Angler Gaming plc

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Angler Gaming plc

ANGLER GAMING PLC (PUBL) IS A MALTESE HOLDING COMPANY LISTED ON SPOTLIGHT STOCK MARKET IN SWEDEN (ANGL), THAT INVESTS IN COMPANIES IN THE REMOTE GAMIMG INDUSTRY.