



31 August 2021

**ASX Announcement**

## ***Supplemental Commentary to the 2021 Half Year Financial Results***

iCandy Interactive Limited ("ICI", "iCandy" or the "Company") is pleased to provide the following highlights to its 2021 half year financial results.

	<b>30 June 2020</b>	<b>30 June 2021</b>	<b>Var</b>
Revenue	1,038,216	925,785	(112,431)
EBITDA	(432,249)	(407,356)	24,893
Net loss	(919,211)	(1,017,649)	(98,438)

### **Commentary**

During the six-month period ended 30 June 2021, iCandy recorded a slightly lower revenue of \$925,785, a fall of approximately 10.8% compared to \$1,038,216 recorded during the same period a year ago.

Some of the older games in iCandy's library of games have generated much slower revenue, but this is offset by an improvement in the revenue of the iCandy's newer s games, most notably Masketeers.

iCandy notes that Claw Stars was launched on 30 June 2021, and hence the revenue from Claw Stars were yet to be reflected in the six-month period ended 30 June 2021.

This announcement has been authorized by the Board of Directors of iCandy.

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### **About iCandy Interactive**

iCandy Interactive Limited (ASX: ICI) is an Australian publicly traded company that has its core business in the development and publishing of mobile games and digital entertainment for a global audience. iCandy Interactive runs a portfolio of mobile games that have been played by over 350 million mobile gamers worldwide and has won multiple awards in various coveted international events. For more info visit [www.icandy.io](http://www.icandy.io)

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