



iCandy – Proudly Ranked 25th of Australia's Fastest Growing

iCandy Interactive Limited (ACN 604 871712) Level 4, 91 William Street Melbourne, VIC 3000 Australia

28 February 2022

ASX and Media Announcement

iCandy Reports Revenue of A\$1.9m Traditional Games Business Revenue Down as the Company Positions for Metaverse Gaming and Web3.0

Highlights:

- iCandy report a lower revenue of A\$1.9 million in FY2021, a year in which the Company focused significant resources towards positioning for new growth areas
- iCandy has significantly strengthened its balance sheet during the year, Total Assets and Net Assets grew 104% and 121% to A\$36.3 million and A\$34.1 million respectively
- During the year, iCandy acquired Lemon Sky Studios and raised A\$40 million in an oversubscribed funding round cornered by Animoca Brands
- iCandy also acquired Nextgamer and expects to leverage its hyper-casual gaming capabilities
- Post-date, iCandy has also acquired Storms, a game publishing and distribution company with partnerships with large Asian telecommunication companies
- Post-date, iCandy has also acquired Gameconomy, a game company that provides backend tech capabilities
- iCandy's recent acquisitions are expected to significantly enhance its FY2022 financial results

iCandy Interactive Ltd (ASX:ICI) ("**iCandy**" or the "**Company**") is pleased to provide its Appendix 4E Preliminary Results for the financial year ended 31 December 2021.

For the financial year ended 31 December 2021, iCandy reported revenue of A\$1.9 million, a 46% decrease compared to A\$3.6 million FY2020. Meanwhile, iCandy has significantly strengthened its balance sheet during the year, with **total assets and net assets** increasing by **104%** and **121%** to **A\$36.3 million** and **A\$34.1 million respectively.**





iCandy – Proudly Ranked 25th of Australia's Fastest Growing

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This is a period in which iCandy has focussed a significant part of its resources into developing skills and positioning to take on the new growth areas of metaverse gaming and Web3.0. This broad, sector wide shift towards new and evolving models of gaming has seen revenue from the traditional mobile phone video games business weaken.

During the year, iCandy acquired Lemon Sky Animation Sdn. Bhd. ("**Lemon Sky Studios**"), a game and animation studio with an extensive portfolio and track-records of developing AAA global game titles, for a consideration of A\$44.5 million.

Alongside the transformative acquisition of Lemon Sky Studios, the Company raised A\$40 million in an oversubscribed funding round cornered by Animoca Brands, as well as several other high-quality institutional investors.

Another significant acquisition in the year was Nextgamer, which is a platform for hypercasual games. The Company expects to integrate hyper-casual gaming with its newly enhanced in-house design and development capabilities.

Internally, iCandy completed its restructuring exercise by divesting iCandy Digital Pte Ltd ("IDPL") to Rightbridge Ventures Ltd ("RightBridge"), in exchange for 17,296,000 shares in RightBridge worth A\$4.8 million, and the option to purchase an additional 2,178,682 shares in RightBridge at nominal value. iCandy's shareholding and options in RightBridge give it a stake of approximately 25% in RightBridge prior to its proposed IPO on a Swedish Stock Exchange.

In addition, during the year, the Company had also acquired a significant shareholding of 7.78% in ASX-listed game development company, Mighty Kingdom Ltd ("**MKL**").

In FY 2021 iCandy started a share buy-back program of up to 36 million ordinary fully paid shares of iCandy, on the basis that the Company believes that current share prices do not accurately reflect the underlying value of the Company.

Positioning For Growth In Next Financial Year

For the financial year ending 31 December 2022, the Company expects a major revenue contribution from its recently completed acquisition of Lemon Sky Studios and Storms, which reported unaudited revenue of approximately A\$15.5 million and A\$4.3 million revenue respectively for the financial year ended 31 December 2021.

Moving forward, iCandy plans to deploy its resources of over 500 highly skilled game artists, designers and developers to undertake more ambitious endeavours, creating AAA-quality games and content for the metaverse and Web 3.0 - which the Company sees as the future of gaming.

This announcement has been authorised 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 360 million mobile gamers worldwide and has won multiple awards in various coveted international events.

For more details, please contact:

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APPENDIX 4D PRELIMINARY FINAL REPORT FOR THE YEAR ENDED 31 DECEMBER 2021

Lodged with the ASX under Listing Rule 4.3A

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Company Details

Name of reporting entity: iCandy Interactive Limited

ABN: 87 604 871 712

Reporting period: 1 January 2021 - 31 December 2021 Prior corresponding reporting period: 1 January 2020 - 31 December 2020



Results for announcement to the market

Revenue from ordinary activities	Down	46%	from	3,592,855	to	1,943,631
Loss from ordinary activities	Up	2026%	from	(179,737)	to	(3,821,431)
Net loss for the period attributable to	Up	764%	from	(435,779)	to	(3,764,055)
members						

No dividend was paid during the financial year. No dividend has been proposed or declared since the end of the financial year.

Revenue from ordinary activities decreased by 46% to \$1,943,631 from last year's revenue of \$3,592,855

Net loss attributable to members \$2,899,921 compared to last year's loss of \$435,779.

Loss per share of (0.49 cent) compared with last year's loss of (0.08 cents).

Diluted loss per share of (0.49 cent) compared with last year's loss of (0.08 cents).

Review of Operations

During the financial year ended 31 December 2021, the Company reported lower revenue of A\$1.9 million, a 46% decrease compared to A\$3.6 million a year ago, as the Company focussed a significant part of its resources into developing skills and positioning to take on the new growth areas of metaverse gaming and Web3.0.

Nevertheless, iCandy has significantly strengthened its balance sheet during the year, with total assets and net assets increasing by 104% and 121% to A\$36.3 million and A\$34.1 million respectively.

For the financial year ending 31 December 2022, the Company expects a major revenue contribution from its recently completed acquisition of Lemon Sky Studios and Storms, which reported unaudited revenue of approximately A\$15.5 million and A\$4.3 million revenue respectively for the financial year ended 31 December 2021.

Net tangible assets

Net tangible asset backing per ordinary share at 31 December 2021 4.11 cents, and at previous corresponding period, 2.49 cents.

Control over other entities

Name of entity: iCandy Media Limited

Date of control gained: 1 May 2021 Contribution to reporting entity's profit: Loss of \$7,047



PRELIMINARY STATEMENT OF CONSOLIDATED STATEMENT OF PROFIT OR LOSS AND OTHER COMPREHENSIVE INCOME

For the year ended 31 December 2021

		Gro	ир
		2021	2020
		(unaudited)	
	Note	\$	\$
Continuing operations			
Revenue	2	1,943,631	3,592,855
Cost of Sales		(1,199,011)	(1,476,277)
		744,620	2,116,578
Other income	2	101,434	510,681
Gain on disposal of subsidiary		(466,865)	_
Marketing expenses		(79,729)	(32,019)
Audit fees		(42,620)	(50,084)
Legal and professional fees		(462,636)	(270,140)
Share based payments		(388,271)	-
Occupancy expenses		-	(17,685)
Employee benefits expense		(752,314)	(609,741)
Depreciation and amortisation expense		(1,302,252)	(1,067,993)
Impairment expense		(381,296)	(353,026)
Interest expense		(6,736)	-
Computer expenses		(68,263)	(25,395)
Other expenses		(492,641)	(279,268)
Travel expenses		(5,022)	(4,228)
Unrealised foreign currency gain/(losses)		(173,774)	(72,577)
Share of profits of associates and joint ventures		(45,066)	(22,616)
Loss before income tax		(3,821,431)	(177,513)
Tax expense			(2,224)
Net loss for the year		(3,821,431)	(179,737)
Other comprehensive income:			
•			
Items that may be reclassified subsequently to profit or loss when specific of	conditions are me		(0.10.70.1)
Exchange differences on translating foreign operations, net of tax		462,576	(340,764)
Fair value increase/(decrease) in investment holdings		472,323	-
Fair value increase/(decrease) in digital asset holdings		527,483	133,467
Total other comprehensive income/(loss) for the year		1,462,382	(207,297)
Total comprehensive income for the year		(2,359,049)	(387,034)
Net Profit attributable to:			
Owners of the Parent Entity		(3,764,055)	(435,779)
Non-controlling interest		(57,376)	256,042
		(3,821,431)	(179,737)
Total comprehensive income attributable to:			
Owners of the Parent Entity		(2,303,857)	(649,613)
Non-controlling interest		(55,192)	262,579
		(2,359,049)	(387,034)
Earnings per share			
From continuing and discontinued operations			
Basic earnings per share (cents)		(0.63)	(0.08)
Diluted earnings per share (cents)		(0.63)	(0.08)



PRELIMINARY CONSOLIDATED STATEMENT OF FINANCIAL POSITION

As at 31 December 2021

		Gro	up
		2021 (unaudited)	2020
	Note	\$	\$
Assets			
Current Assets			
Cash and cash equivalents		18,504,142	11,826,228
Trade and other receivables	3	1,364,023	1,454,978
Other financial assets	4	2,339,298	1,248,758
Other assets Total Current Assets		2,926,481 25,133,944	228,424 14,758,388
Total Current Assets		25,155,944	14,730,300
Non-Current Assets			
Financial Assets - Fair value OCI	5	6,804,467	-
Property, plant and equipment		106,822	112,518
Investments accounted for using the equity method	•	35,934	-
Intangible assets	6	4,076,119	2,677,469
Right-of-use assets Total Non-Current Assets		111,781 11,135,123	200,979 2,990,966
Total Assets		36,269,067	17,749,354
Liabilities			
Current Liabilities			
Trade and other payables	7	1,502,679	1,609,160
Lease liabilities		75,228	88,173
Other financial liabilities		495,700	480,790
Total Current Liabilities		2,073,607	2,178,123
Non-Current Liabilities			
Lease liabilities		58,426	3,342
Deferred tax liabilities			113,792
Total Non-Current Liabilities		58,426	117,134
Total Liabilities		2,132,033	2,295,257
Net Assets		34,137,034	15,454,097
Equity			
Issued capital	8	58,168,466	42,700,446
Reserves		(11,579,692)	(18,531,180)
Retained earnings		(12,533,790) 34,054,984	(8,852,411) 15,316,855
Equity attributable to owners of the parent entity Non-controlling interest		34,054,984 82,050	137,242
Total Equity		34,137,034	15,454,097
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PRELIMINARY CONSOLIDATED STATEMENT OF CHANGES IN EQUITY



For the year ended 31 December 2021

					Reserves					
	Issued Capital	Accumulated Losses	Foreign Currency Translation	Option Reserve	Financial Assets Revaluation	Digital Assets Revaluation Reserve	Other Components of Equity	Subtotal	Non- controlling interests	Total
	\$	\$	Reserve \$	\$	Reserve \$	\$	\$	\$	\$	\$
Consolidated Group	•	•	•	•	,	•	•	·	•	•
Balance at 1 January 2020	30,306,207	(8,572,973)	64,383	999,590	-	-	(20,289,999)	2,507,208	(125,337)	2,381,871
Comprehensive income										
Loss for the year Other comprehensive income for the year		(435,779)	(347,301)	-	-	133,467	-	(435,779) (213,834)	256,042 6,537	(179,737) (207,297)
Total comprehensive income for the year		(435,779)	(347,301)			133,467	-	(649,613)	262,579	(387,034)
Transactions with owners, in their capacity as owners, and other transfers										
Shares issued during the year	14,932,254	-	-	(694,489)	-	-	-	14,237,765	-	14,237,765
Transaction costs	(2,538,015)		-		-	-	-	(2,538,015)	-	(2,538,015)
Options expired during the year	-	22,874	-	(22,874)	-	-	-	-	-	-
Options issued during the year Total transactions with owners and other transfers	12,394,239	22,874		1,759,510 1,042,147		-		1,759,510 13,459,260		1,759,510 13,459,260
		,								
Balance at 31 December 2020	42,700,446	(8,985,878)	(282,918)	2,041,737	-	133,467	(20,289,999)	15,316,855	137,242	15,454,097
Balance at 1 January 2021	42,700,446	(8,985,878)	(282,918)	2,041,737	-	133,467	(20,289,999)	15,316,855	137,242	15,454,097
Comprehensive income		(0.704.055)						(0.704.055)	(57.070)	(0.004.404)
Profit for the year Other comprehensive income for the year	-	(3,764,055)	460,392	-	472.323		-	(3,764,055) 1,460,198	(57,376) 2.184	(3,821,431) 1.462.382
Total comprehensive income for the year		(3,764,055)	460,392		472,323	- ,		(2,303,857)	(55,192)	(2,359,049)
Transactions with owners, in their capacity as owners, and other transfers										
Shares issued during the year	18,412,779	_	-	(56,876)	-	-	-	18,355,903	_	18,355,903
Transaction costs net of tax	(1,835,182)	-	-	-	-	-	-	(1,835,182)	-	(1,835,182)
Shares bought back during the year	(1,109,577)		-	-	-	-	-	(1,109,577)	-	(1,109,577)
Options expired during the year	-	216,143	-	(216,143)	-	-	-	-	-	-
Options and rights issued during the year	-	-	-	388,271	-	-	- - 040 F74	388,271	-	388,271
Deconsolidation of subsidiary Total transactions with owners and other transfers	15,468,020	216,143		115,252			5,242,571 5,242,571	5,242,571 21,041,986	-	5,242,571 21,041,986
		,		,						
Balance at 31 December 2021	58,168,466	(12,533,790)	177,474	2,156,989	472,323	660,950	(15,047,428)	34,054,984	82,050	34,137,034

The above statement should be read in conjunction with the accompanying notes.



PRELIMINARY CONSOLIDATED STATEMENT OF CASH FLOWS

For the year ended 31 December 2021

	Group		
	2021 (unaudited)	2020	
Note	\$	\$	
Cash flows from Operating Activities			
Receipts from customers	1,852,654	2,797,374	
Payments to suppliers and employees	(6,189,779)	(2,751,666)	
Grants received	-	428,978	
Net cash (used in) operating activities	(4,337,125)	474,686	
Cash flows from Investing Activities			
Interest received	948	56,054	
Purchase of property, plant and equipment	(35,620)	(39,790)	
Purchase of intangible assets	(695,712)	(1,641,887)	
Payments made for Joint Ventures	(81,000)	-	
Purchase of investments	(1,814,088)	-	
Purchase of subsidiary	(1,249,335)	-	
Deconsolidation of subsidiary	(4,703)	-	
Net loan to related parties	(474,746)	(201,426)	
Net cash (used in) investing activities	(4,354,256)	(1,827,049)	
Cash flows from Financing Activities			
Proceeds from issue of shares	17,839,027	13,586,096	
Payments for capital raising costs	(1,272,308)	(778,506)	
Payments for share buy-backs	(1,109,577)	(75,085)	
Payments of lease liability	(77,085)	-	
Net cash provided by financing activities	15,380,057	12,732,505	
Net increase in cash held	6,688,676	11,380,142	
Cash and cash equivalents at beginning of financial year	11,826,228	414,229	
Effect of exchange rates on cash holdings in foreign currencies	(10,762)	31,857	
Cash and cash equivalents at end of financial year	18,504,142	11,826,228	



For the year ended 31 December 2021

Note 1: Summary of Significant Accounting Policies

Other than the following, there have been no material change in the Company's application of its significant accounting policies as presented in the Company's financial statements for the year ended 31 December 2020. Readers of this report should refer to Note 1: Summary of Significant Accounting Policies in the afore-mentioned financial statements for details of those accounting policies.

Note 2: Revenue and Other Income

	Grou	ıp
	2021 (unaudited)	2020
	\$	\$
Sales revenue		
- sale of in-app applications	1,203,340	1,970,126
- ads and sponsorships	482,565	506,109
- publishing income	239,766	710,231
- services	17,960	406,389
	1,943,631	3,592,855
Other revenue		
- interest received	52,819	56,054
- other income	48,615	454,627
	101,434	510,681

Note 3: Trade and Other Receivables

Grou	ıb
2021	2020
(unaudited)	
\$	\$
1,090,729	1,290,045
(327,481)	(4,193)
763,248	1,285,852
342,386	72,720
258,389	96,406
1,364,023	1,454,978
	2021 (unaudited) \$ 1,090,729 (327,481) 763,248 342,386 258,389

Note 4: Other Financial Assets

	Gro	ир
	2021 (unaudited)	2020
	\$	\$
Current		
Amount receivable from:		
- other related parties	2,070,962	1,182,832
- others	1,012	1,008
	2,071,974	1,183,840
Other short-term investments	267,324	-
Convertible notes		64,918
	2,339,298	1,248,758



For the year ended 31 December 2021

Note 5: Financial Assets - Fair value OCI

		Grou	ıp
		2021	2020
		(unaudited)	
		\$	\$
Non-Cur	rent		
Fair ass	ets - Fair value OCI	6,804,467	-
		6,804,467	_
(a)	Financial assets - Fair value OCI		
	Non-Current		
	Listed and unlisted investments at fair value		
	 shares in listed corporations 	1,885,018	-
	 shares in unlisted corporations 	4,919,449	-
		6,804,467	-

Listed Corporations

 Financial Assets - Fair value OCI's listed corporations have been valued using quoted prices in active markets

Opening Balance	-	-
Additions	1,596,846	-
Movement in fair value of financial assets - fair value OCI	288,172	-
	1 885 018	

Unlisted Corporations

 Financial Assets - Fair value OCI's unlisted corporations have been valued using the market approach. The valuation techniques uses prices and other relevant information generated by market transactions for identical or similar assets or liabilities

Opening Balance	-	-
Additions	4,884,736	_
Movement in fair value of financial assets - fair value OCI	184,151	
Movement in foreign currency	(149,438)	-
• •	4.919.449	-



For the year ended 31 December 2021

Note 6: Intangible Assets

mangible / locote				Gre	oup	
				2021 (unaudited)	2020	
				\$	\$	
Goodwill						
Cost				-	283,862	
Accumulated impairment losse	es			-	(283,862)	
Net carrying amounts			•	-		
Games Portfolio						
Cost				2,600,000	2,600,000	
Accumulated amortisation and	impairment losses		,	(2,600,000)	(2,370,000)	
Net carrying amounts				-	230,000	
Computer software						
Cost				1,021,798	2,817,518	
Accumulated amortisation and	impairment losses		,	(207,769)	(1,585,003)	
Net carrying amounts			,	814,029	1,232,515	
Research and Development				4 055 000	4 000 000	
Cost Accumulated amortisation and	impairment lesses			1,655,638 (305,783)	1,380,989	
Net carrying amounts	impairment iosses		,	1,349,855	(294,078) 1,086,911	
, ,			•	1,040,000	1,000,511	
Gaming Platform Cost				1,257,390		
૦૦કા Accumulated amortisation and	impairment losses			(83,826)	-	
Net carrying amounts	impairment ledece			1,173,564	_	
Digital Assets			,	.,,		
Cost				738,671	128,043	
Accumulated amortisation and	impairment losses			-	-	
Net carrying amounts	'		•	738,671	128,043	
Total intangible assets			:	4,076,119	2,677,469	
Reconciliation			·			
	Games	Computer	Research	Gaming	Digital Assets	Tota
	Portfolio	Software	and	Platform	2.3.14.7.00010	1010
			Development			
Opening net book value	230,000	1,232,515	1,086,911	_	128,043	2,677,
A daliki	200,000	1,202,010	700,311	4 057 000	120,040	2,077,

Note 7: Trade and Other Payables

Amortisation charge

Movement in fair value

Movement in foreign currency

Deconsolidation

Additions

	Grou	Group		
	2021 (unaudited)	2020		
	\$	\$		
Current				
Unsecured liabilities				
Trade payables	52,654	266,979		
Sundry payables and accrued expenses	1,450,025	1,342,181		
	1,502,679	1,609,160		

(378,567)

(77,506)

37,587

814,029

(230,000)

2,053,928 (1,165,200)

(77,506) 443,404

144,024

4,076,119

86,760

443,404

80,464

738,671

1,257,390

(80,942)

(2,884)

1,173,564

709,778

(475,691)

28,857

1,349,855



For the year ended 31 December 2021

Note 8: Issued Capital

(a) Share Capital

The share capital of iCandy Interactive Limited (the Company) consists of 739,562,380 fully paid ordinary shares as at 31 December 2021.

(b) Movements in ordinary share capital

Movements in the ordinary share capital of the Company during the past two years were as follows:

	No. of	Amount	
	Shares	\$	
Opening balance at 1 January 2020	337,190,644	30,306,207	
Shares issued during the year	210,123,205	14,932,254	
Less: transaction costs		(2,538,015)	
Closing balance at 31 December 2020	547,313,849	42,700,446	
Opening balance at 1 January 2021	547,313,849	42,700,446	
Shares issued during the year	192,248,531	18,412,779	
Less: transaction costs	-	(1,835,182)	
Less: share buy-backs		(1,109,577)	
Closing balance at 31 December 2020	739,562,380	58,168,466	

Note 9: Earnings per share

Larmings per share			
Losses used to calculate basic and dilutive EPS	(3,764,055)	(435,779)	
	Number		
	2021	2020	
Weighted average number of ordinary shares outstanding during the year used in calculating basic EPS	594,601,415	385,754,017	
Weighted average number of ordinary shares outstanding during the year used in calculating dilutive EPS	594,601,415	385,754,017	
Basic loss per share (cents) Diluted loss per share (cents)	(0.63) (0.63)	(0.08) (0.08)	

Note 10: Segment Information

The Group operates in four geographical segments, Australia, Singapore, Malaysia and Indonesia.

Note 11: Events Subsequent to Reporting Date

In the month of January 2022, a total of 7,130,501 fully paid ordinary shares were bought back on the market by the Company. The total share buy-back amount paid was \$939,434.

On 14 January 2022, the Company announced it had signed a binding term sheet to acquire a 60% shareholding in gaming backend technology tools provider, Gameconomy for a cash and share equivalent consideration of MYR 1.5 million (AUD \$497,264).

On 14 January 2022, the Company issued 522,667 fully paid ordinary shares at an issue price of \$0.025 per share. These were as a result of ICIOBs being exercised. A total of \$13,067 was raised.

On 14 January 2022, 6,000,000 unlisted options with an exercise price of \$0.115 and expiry date of 14 June 2023 was issued. These were issued as consideration for services provided by the lead manager in relation for the placement conducted in November 2021.

On 19 January 2022, 202,019,178 fully paid ordinary shares were issued at an issue price of \$0.115 per share. A total of \$23,232,205 was raised.

On 11 February 2022, the Company announced it had completed the 100% acquisition of Lemon Sky Studios, a game and animation studio. 250,344,610 fully paid ordinary shares were issued at \$0.11 per share as part consideration for the completion of the acquisition.

On 11 February 2022, the Company issued 1,020,000 fully paid ordinary shares at an issue price of \$0.025 per share. These were as a result of ICIOBs being exercised. A total of \$25,500 was raised.

On 24 February 2022, the Company issued 63,511,122 fully paid ordinary shares at an issue price of \$0.12596 per share. These shares were issued as settlement for the acquisition of 51% of Digital Games International Pte Ltd.



For the year ended 31 December 2021

Note 12: Interest in Subsidiaries

(a) Information about Principal Subsidiaries

Name of subsidiary	Country of Incorporation	Ownership interest held by the Group		Proportion of non- controlling interest	
		2021	2020	2021	2020
Appxplore (iCandy) Limited	British Virgin Island	100%	100%	-	-
Appxplore (iCandy) Sdn Bhd	Malaysia	100%	100%	-	-
Inzen (iCandy) Pte Ltd	Singapore	100%	100%	-	-
PT Joyseed Berhagi Sukses	Indonesia	67%	67%	33%	33%
Beetleroar Sdn Bhd	Malaysia	100%	100%	-	-
iCandy Games Limited	British Virgin Island	100%	100%	-	-
iCandy Media Limited	British Virgin Island	100%	-	-	-
iCandy Digital Pte Ltd	Singapore	-	100%	-	-
iCandy Play Limited	British Virgin Island	-	100%	-	-

(b) Significant Restrictions

There are no significant restrictions over the Group's ability to access or use assets, and settle liabilities, of the Group.

COMPLIANCE STATEMENT

The financial information provided in Appendix 4E is based on the annual financial report which is being prepared in accordance with Australian Accounting Standards or standards acceptable to ASX.

The report and the account upon which the report is based use the same accounting policies.

In the Directors' Opinion, this report does not give a true and fair view of the matters disclosed.

This report is based on accounts which are in the process of being audited.

The financial report is not likely to be the subject of dispute or qualification.

Kin Wai Lau Director

Dated: 28 February 2022

Canfin Jai