

PRESS RELEASE
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ADVENTURE BOX: PATENT APPLICATION APPROVED IN JAPAN

Adventure Box's patent application for the "Method for three-dimensional voxel-based modeling" patent has now been approved in Japan.

The Japanese Patent Office has granted approval for Adventure Box application no. 2017-566222 "Method for three-dimensional voxel-based modeling". The patent refers, in simplified terms, to how games or programs can be created through 3D environments with voxels in a browser.

"A patent is only a cost until it is used in negotiations or later in court. However, we see that there can be real potential in our patent as the use of 3D environments with voxels lately has become much used in the gaming industry. To have a reputable reviewing institution conclude that our patent holds strengthens us," said Rickard Riblom, CEO of Adventure Box.

The patent has also been approved in the USA since 2018 and is being processed in the EU.

The patent refers to, among other things, 3D modeling of voxel data and refers to computer gaming but is not limited to that area of application and can be considered quite comprehensive.

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ABOUT ADVENTURE BOX TECHNOLOGY AB

Adventure Box, the leading social cloud gaming platform for user-created games, makes it easy and fun to make, share and play 3D games online. The company's world-leading streaming technology is patent protected. Founded in Stockholm 2014, the company also has staff in Seville, Copenhagen, and



Madrid. Adventure Box is traded at Nasdaq First North Growth Market under the short name ADVBOX and ISIN code SE0012955276. Aktieinvest FK AB with email ca@aktieinvest.se and phone number +46 739 49 62 50 is the company's Certified Adviser.