

TENDER DOCUMENTATION

Walker Labs AB in bankruptcy



Walker Labs AB, 559392-5489, was declared bankrupt by the Stockholm District Court on the 11th of April 2025, whereby Niklas Emthén was appointed as trustee.

On behalf of the bankruptcy estate, the business conducted by Walker Labs AB (**“the Company”**) is now up for sale.

1. Regarding the Company

Walker Labs AB has been engaged in developing videogames and next-gen web technologies since 2022. The Company has, by combining experienced AAA developers from DICE, Epic Games, Microsoft, Mojang, Ubisoft, Remedy, Sony and EA with accomplished Web Tech developers, created new experiences in gaming and social spaces, see [appendix 1](#). The business is based in Stockholm, Sweden, where the Company has its office.

The Company’s net turnover for 2022-08-16 – 2023-12-31 amounted to approximately 29 MSEK. For more information regarding the Company’s financial position, see attached annual report, [appendix 2](#).

2. Business and assets

The bankruptcy estate is now offering the business conducted by the Company, including the company's assets.

The assets include the Walker World IP and Walker World Game Development. Walker World IP is a well-known brand within Web3 and considered one of the original early collections of digital avatars. The Walker World Game was developed during 2022 as well as 2023 and is not yet completed. More information can be found on <https://walkerworld.io/>.

The Company owns the IP related to the browser based social “play-to-earn” game Alien Beef. The game development is not yet completed.

Assets also include an equity share in another company within the Web3 gaming industry.

The Company owns several domains related to the Walker World and Alien Beef games.

Hardware-equipment consisting of computers, displays and various computer components is owned by the Company, appendix 3.

Parties wishing to obtain complete tender documentation regarding the Company’s assets are asked to contact the bankruptcy estate administrator, Alexander Karlsson (alexander.karlsson@lmlaw.se). Complete tender documentation will be received after signing a confidentiality agreement.

3. Reservations and terms

The seller is a bankruptcy estate.

The property is transferred in its present condition. It is the buyers responsible to carry out the necessary inspection of the property in order to clarify, for example, the extent of the property and detect any faults and deficiencies. The bankruptcy estate also disclaims any liability regarding the condition of the assets. The bankruptcy estate does not provide any guarantees regarding the accuracy and completeness of the information provided in these tender documents or otherwise.

The buyer must be able to pay the full purchase price to the bankruptcy estate’s bank account immediately upon signing the agreement.

4. Tender procedure

Any tender shall contain complete contact details for the tenderer, including company registration number, contact person, email address and telephone number. The tender shall also contain information regarding the purchase price the tenderer wishes to pay.

Tenders shall be in writing and sent by email to the bankruptcy estate administrator, Alexander Karlsson (alexander.karlsson@lmlaw.se). An initial tender must be received by Alexander Karlsson no later than the 20th of May 2025.

The highest bid may be communicated to other bidders who will be given the opportunity to increase their bid within a shorter period determined by the bankruptcy estate. However, the bankruptcy estate will not disclose who has submitted bids.

The bankruptcy estate reserves the right to freely review the bids received and the right to extend the bidding period, as well as to cancel the bidding process. The bankruptcy estate also reserves the right to continuously update and adjust the tender documents.

5. Appendix

Appendix 1 – Company Presentation

Appendix 2 – Annual report for 2023

Appendix 3 – List of hardware

Niklas Emthén
Trustee

Lindskog Malmström Law Firm, the 30th of april 2025



WALKER LABS



Walker Labs

Walker Labs is the first **Web3 gaming studio** in Northern Europe that consists of veteran AAA directors and developers that have built some of the most successful games in Web2.

Walker Labs aims to develop a roster of different Web3 games to suit gamer demand and preference.

We aim to be the leading studio in Web3 game development and have positioned ourselves well ahead of Web2 studios looking to break into Web3.





**We are building the most experienced
AAA game studio in Web3**



WALKER LABS

Studio title 1

Walker World

A free to play open world land builder experience

Walker World is an upcoming interoperable open world experience, where players and creators come together to own and build on their land, cooperate in heated game modes, and explore a vast universe filled with shared rewards.

Walker World incentivizes content creators to monetize their creations while also giving brands and digital collections the opportunity to integrate and find utility for their assets.





Problem

- In traditional gaming all hours, effort and money invested by the player is locked in one experience and can't be utilized after the player leaves the game.
- Players are not able to bring their digital identity across games and are stuck in silos where they don't own or control anything.
- Blockchain gaming has been met with skepticism by players and game developers alike mostly due to complicated onboarding and poor user experiences (UX).
- Content creators and brands have limited possibilities to integrate, monetize and find utility for their creations today.





Solution

- Giving power back to the players by offering them complete control and ownership of their assets.
 - Building cross-game interoperability between different games and experiences.
 - Creating a AAA quality, fun and engaging game where the user experience (UX) is easy to understand and familiar to that of a Web2 game.
 - Supporting content creators to host and monetize their creations in the Walker World Marketplace.
-





Background

- First 3D animated, full body and fully rigged collection on Ethereum.
- Outlier Ventures alumni.
- Started early building out a AAA experienced team.





Pillar 1

Ownership

Walker World is built around digital assets (NFTs) that players own on the Blockchain. These assets can be traded inside the Walker World Marketplace or freely on decentralized exchanges such as OpenSea.



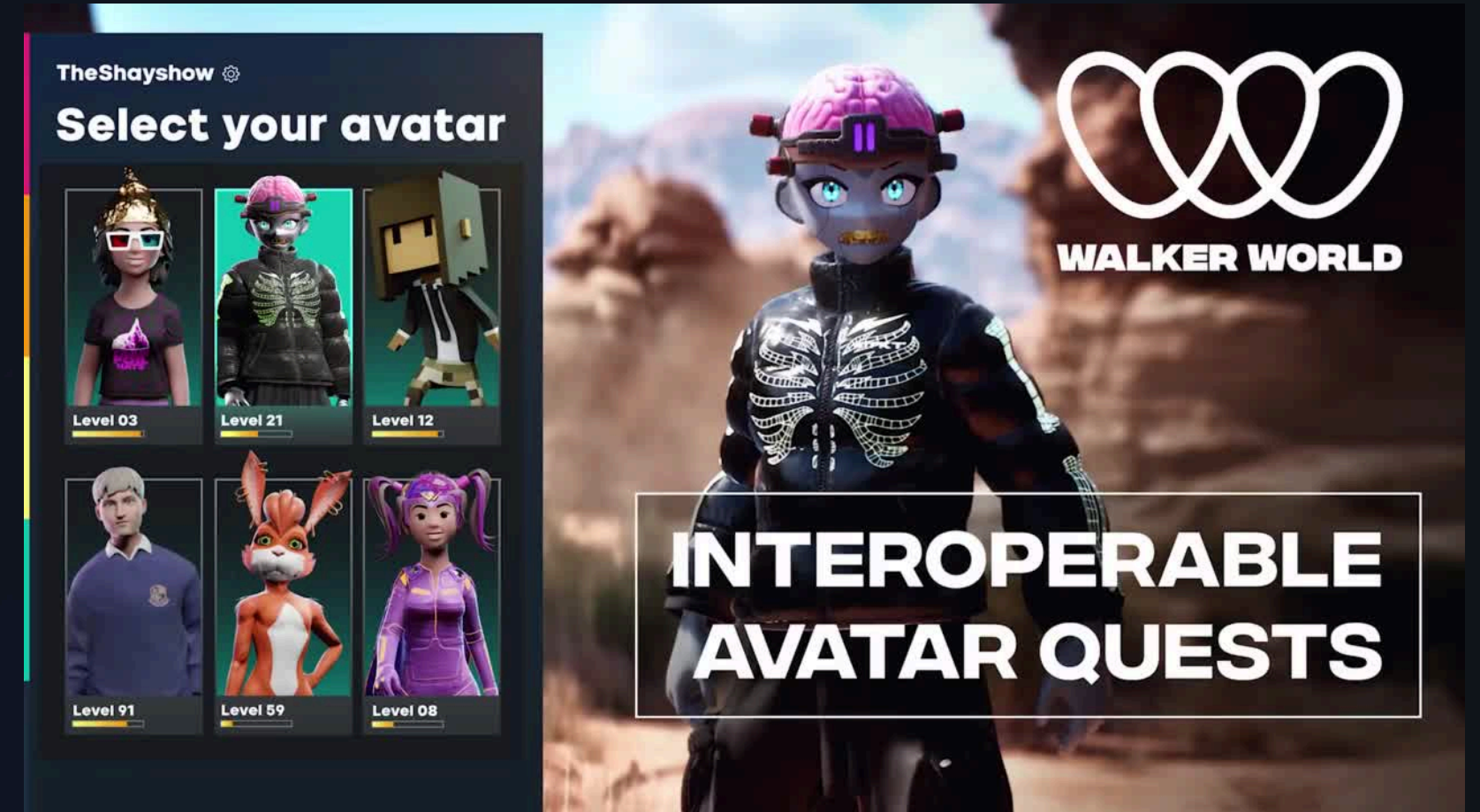


Pillar 2

Interoperability

We have integrated and rigged several external NFT collections into Walker World as playable avatars and have high demand from additional collections wanting to integrate.

We have also partnered with some of the most promising interoperable tech solutions and brands in the space. We will populate Walker World with standardized interoperable assets from many of the best Web2 and Web3 brands, games and experiences.



L A M I N A ¹

1ADU

 Polyhedra

Crucible

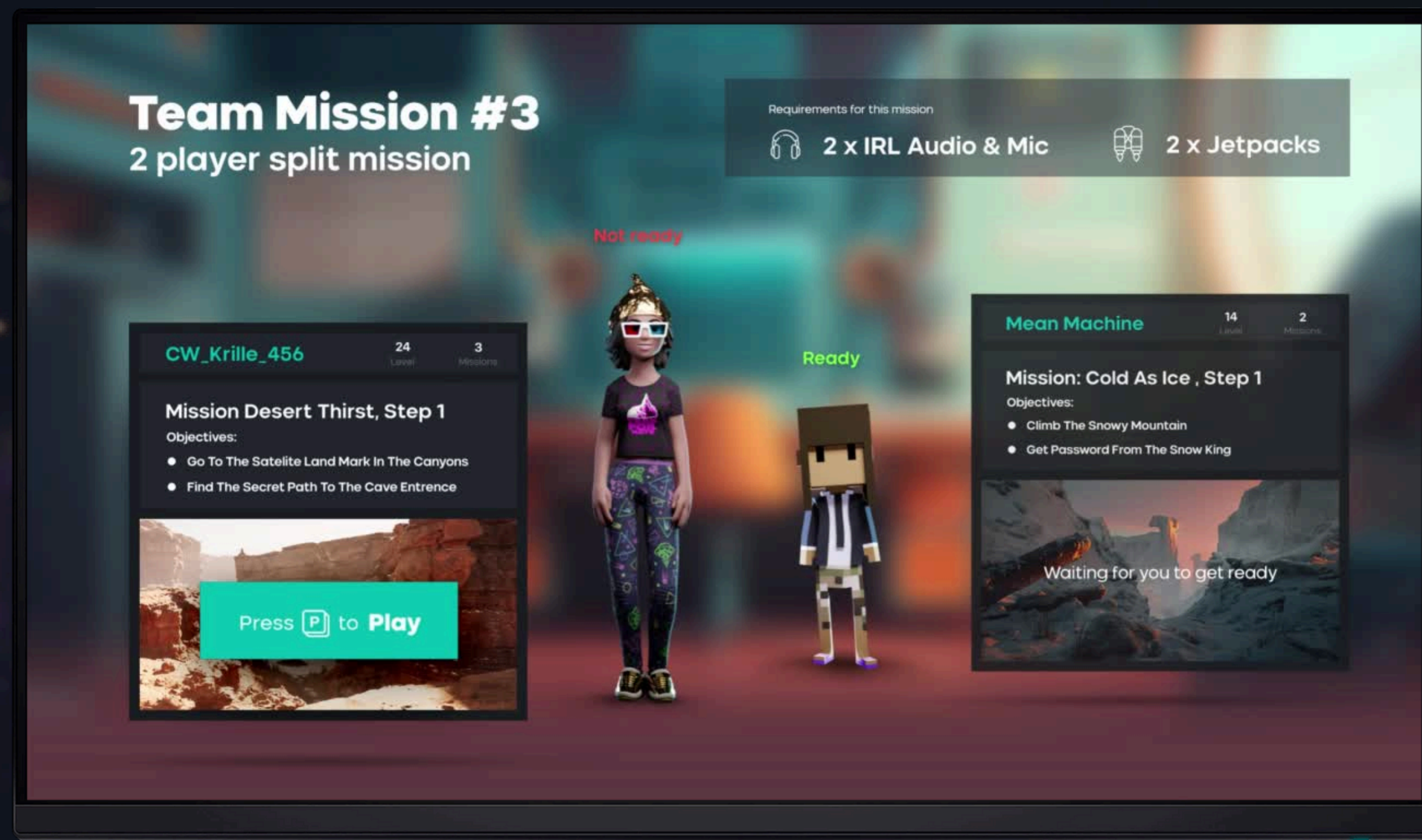


Pillar 3

Social

We are building Walker World to be a social experience where you can bring your digital assets to take part in collaborative game modes, trade resources, voice chat, gifting functionality and much more.

Players will also be able to create personalized AI NPCs to greet, chat and communicate with visitors on their land.





Pillar 4

AAA quality

Walker World is built on Unreal Engine 5 which is the most modern and state of the art game engine in order to build realistic game environments and experiences.

We have one of the most experienced teams in Web3 that have shipped successful AAA game titles in the past.





Pillar 5

Creator economy

A big driver in the Walker World experience will be the creator economy where content creators can create and monetize their assets while earning ongoing royalties on all future resales in the Walker World Marketplace.

This incentivizes creators to continuously supply new content to the ecosystem which in turn leads to further awareness and growth of the Walker World ecosystem.

Store

Locker

Missions

Close

My Creations

Uploads: All Buildings Tools Vehicles Weapons



Hover car

 25,000

49
No. sales

50
Listed for sale

Edit



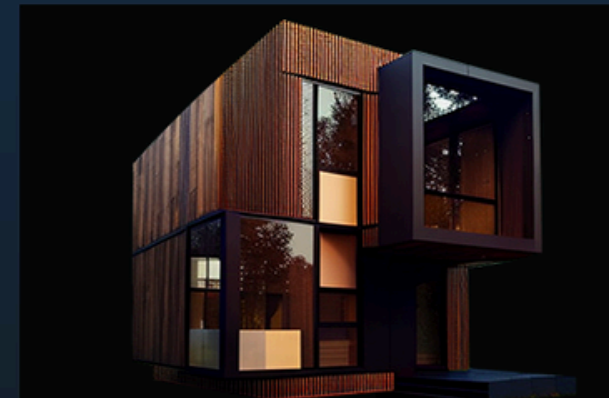
Health gun

 6,000

5
No. sales

75
Listed for sale

Edit



Modern house #1

 95,000

2
No. sales

10
Listed for sale

Edit



Futuristic home #5

 45,000

7
No. sales

10
Listed for sale

Edit



Progress

- Walker World has gameplay functionality developed in-engine such as rigged avatars, steerable vehicles, weapon functionality, destruction and AI NPCs.
- Walker World Marketplace & Creator Economy development initiated and all avatar collections fully AR compatible.
- 3 biomes under way and 400 km2 of built land in-game.





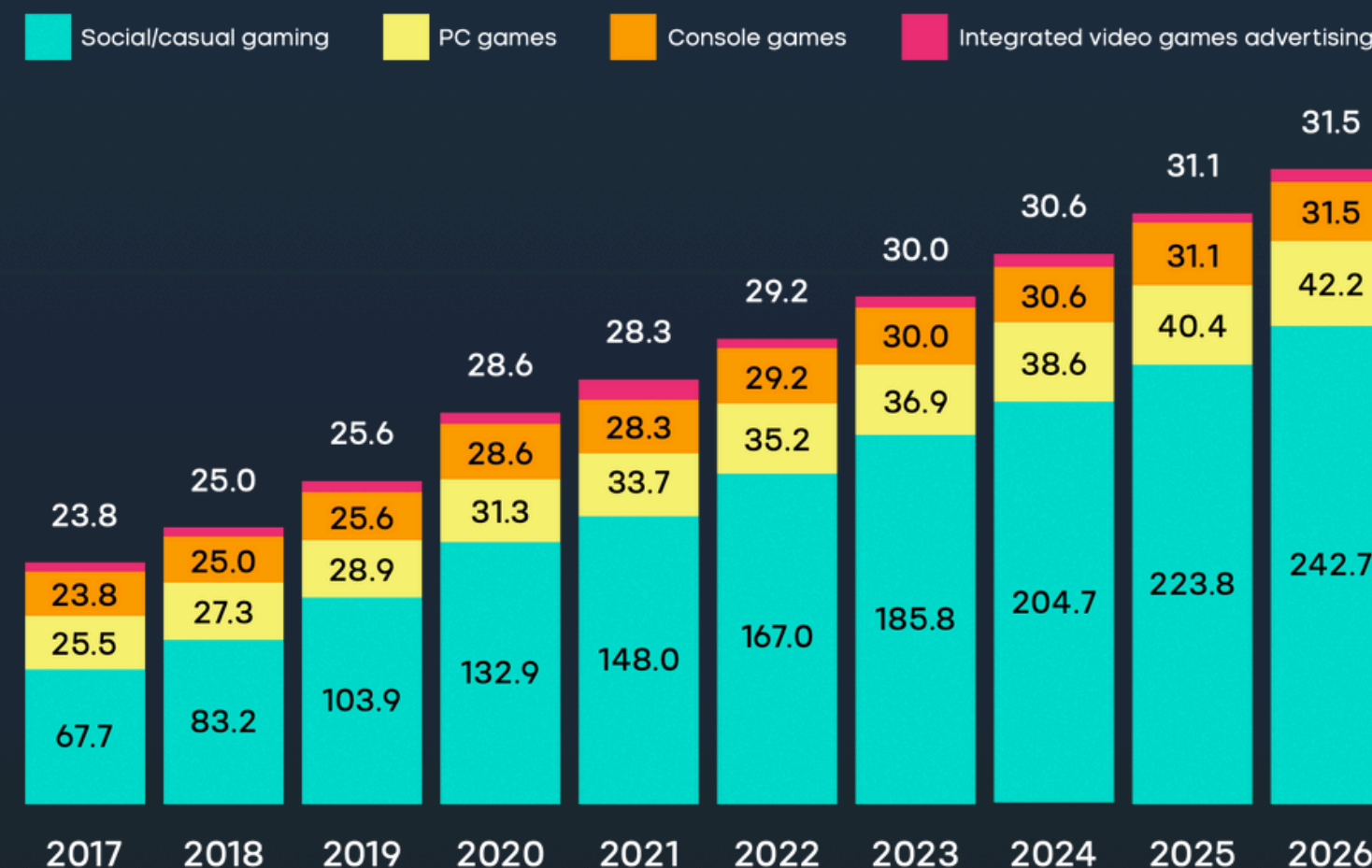
Market

- The gaming market is evolving to become more immersive and engaging and is on the verge of a big virtual economic revolution.
- With 3.2 billion gamers, the revenue from video games is expected to become a \$321 billion industry by 2026. (source: EY)
- In the first five months of 2022, more than \$120 billion had been invested in the Metaverse, more than double the \$57 billion invested in all of 2021. (source: McKinsey)

Game time

Social and casual gaming is fueling a boom in the sector.

Total global video games revenue, by segment (US\$bn)



Notes: 2021 is the latest available data. 2022-2026 values are forecasts.
Source: PWC's Global Entertainment & Media Outlook 2022-2026, Omdia.



Growing the player base

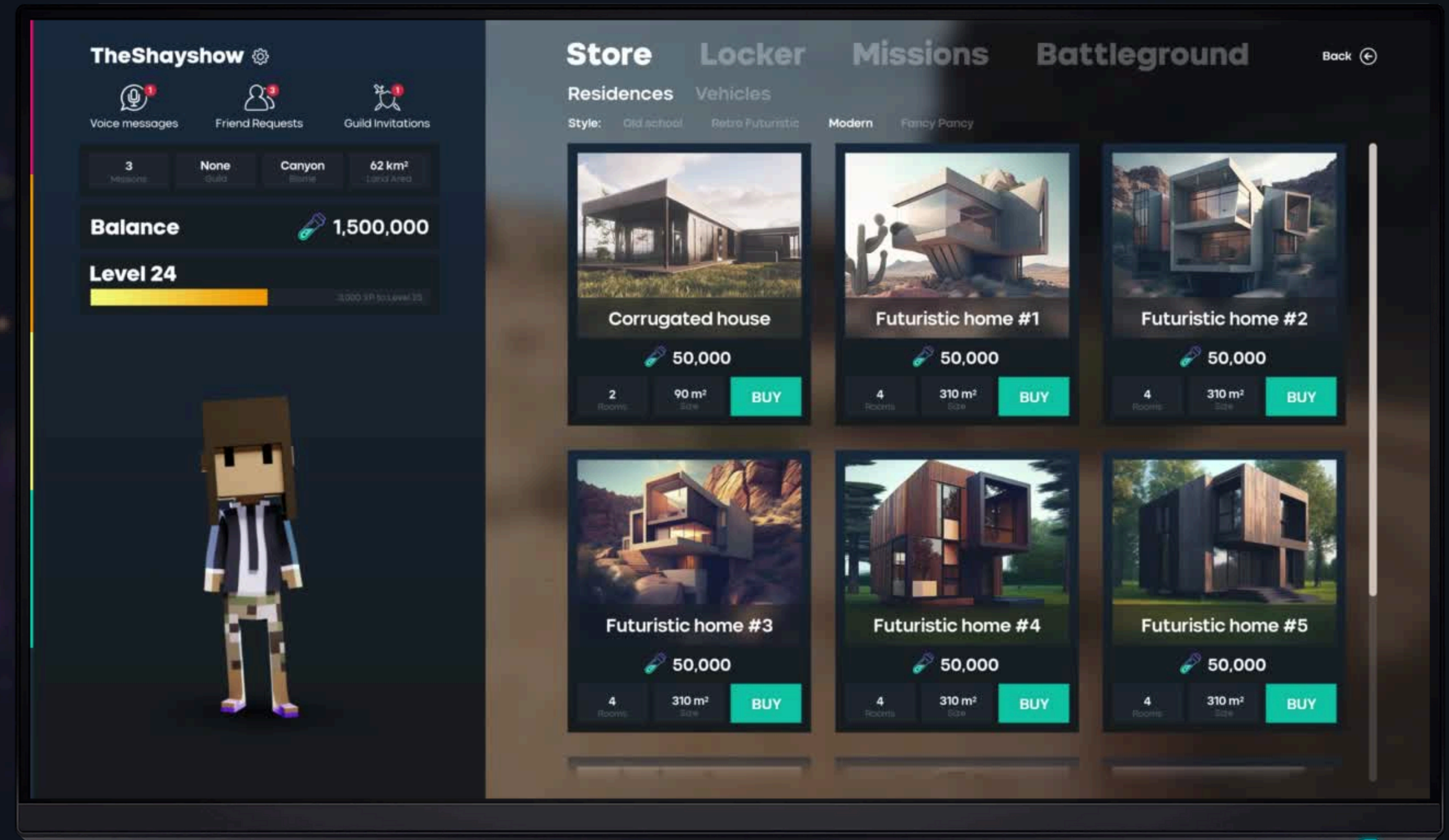
- Onboard new communities into Walker World
- Partnering with gaming influencers
- Ongoing community game testing
- Web2 brand activations in Walker World
- Building out the Walker World guild program
- Getting top quality content creators to upload their creations to the Walker World Marketplace.





Business Model

- Walker World Marketplace sales & rev share
 - Walker World assets
 - User generated assets
 - In-game purchases
- In-game asset rentals
- Walker Pass (subscription based)
- Brand activations



Årsredovisning för **Walker Labs AB**

559392-5489

Räkenskapsåret

2022-08-16 - 2023-12-31

Förvaltningsberättelse	1
Resultaträkning	3
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Fastställelseintyg

Jag intygar att resultaträkningen och balansräkningen har fastställts på årsstämma 2024-06-28.
Årsstämman beslöt att godkänna styrelsens förslag till vinstdisposition.

Jag intygar att innehållet i dessa elektroniska handlingar överensstämmer med originalen och att originalen undertecknats av samtliga personer som enligt lag ska underteckna dessa.

Elektroniskt underskriven av

Daniel Branteström
Styrelseledamot

2024-06-28

Förvaltningsberättelse

Styrelsen för Walker Labs AB, 559392-5489, avger följande årsredovisning för räkenskapsåret 2022-08-16 - 2023-12-31.

Verksamheten

Allmänt om verksamheten

Bolaget är en spelstudio som utvecklar egna spel samt spel till kunder inom branchen dataspelsutveckling. Bolaget har säte i Stockholm men arbetar med konsulter över hela världen.

Väsentliga händelser under räkenskapsåret

Bolaget har ett förlängt första räkenskapsår som omfattar 17 månader. Bolaget är i en uppbyggnadsfas där fokus läggs på rekrytering samt uppbyggnad av pågående projekt. Bolaget har under året slutit avtal med ett välkänt varumärke för att bygga och lansera ett spel baserat på det varumärket.

Flerårsöversikt

	Belopp i kr 2022/2023
Nettoomsättning	28 925 349
Resultat efter finansiella poster	1 067 103
Soliditet %	5,3

Nyckeltalsdefinitioner

Nettoomsättning

Rörelsens huvudintäkter, fakturerade kostnader, sidointäkter samt intäktskorrigeringar.

Resultat efter finansiella poster

Resultat efter finansiella intäkter och kostnader, men före skatter.

Soliditet

(Totalt eget kapital + (100 % -aktuell bolagsskattesats av obeskattade reserver)) / Totala tillgångar.

Förändringar i eget kapital

	Aktie- kapital	Årets resultat
Insatt kapital vid bolagets start	25 000	
Årets resultat		461 774
Belopp vid årets utgång	25 000	461 774

Resultatdisposition

	Belopp i kr
<i>Till årsstämmans förfogande står följande medel:</i>	
Årets resultat	461 774
Summa	461 774
<i>Styrelsen föreslår att medlen disponeras enligt följande:</i>	
Balanseras i ny räkning	461 774
Summa	461 774

Resultaträkning

<i>Belopp i kr</i>	<i>Not</i>	<i>2022-08-16 - 2023-12-31</i>
Rörelseintäkter, lagerförändringar m.m.		
Nettoomsättning		28 925 349
Övriga rörelseintäkter		22 077
Summa rörelseintäkter, lagerförändringar m.m.		28 947 426
Rörelsekostnader		
Råvaror och förnödenheter		-120 000
Övriga externa kostnader		-17 442 446
Personalkostnader	2	-9 579 327
Av- och nedskrivningar av materiella och immateriella anläggningstillgångar		-432 000
Övriga rörelsekostnader		-11 343
Summa rörelsekostnader		-27 585 116
Rörelseresultat		1 362 310
Finansiella poster		
Övriga ränteintäkter och liknande resultatposter		-291 733
Räntekostnader och liknande resultatposter	3	-3 474
Summa finansiella poster		-295 207
Resultat efter finansiella poster		1 067 103
Bokslutsdispositioner		
Förändring av periodiseringsfonder		-240 000
Förändring av överavskrivningar		-216 000
Summa bokslutsdispositioner		-456 000
Resultat före skatt		611 103
Skatter		
Skatt på årets resultat		-149 329
Årets resultat		461 774

Balansräkning

<i>Belopp i kr</i>	<i>Not</i>	<i>2023-12-31</i>
TILLGÅNGAR		
Anläggningstillgångar		
Immateriella anläggningstillgångar		
Koncessioner, patent, licenser, varumärken samt liknande rättigheter	4	1 728 002
Summa immateriella anläggningstillgångar		1 728 002
Summa anläggningstillgångar		1 728 002
Omsättningstillgångar		
Kortfristiga fordringar		
Övriga fordringar		2 133 988
Förutbetalda kostnader och upplupna intäkter		7 453 668
Summa kortfristiga fordringar		9 587 656
Kassa och bank		
Kassa och bank		4 592 683
Summa kassa och bank		4 592 683
Summa omsättningstillgångar		14 180 339
SUMMA TILLGÅNGAR		15 908 341

Balansräkning

<i>Belopp i kr</i>	<i>Not</i>	<i>2023-12-31</i>
EGET KAPITAL OCH SKULDER		
Eget kapital		
Bundet eget kapital		
Aktiekapital		25 000
Summa bundet eget kapital		25 000
Fritt eget kapital		
Årets resultat		461 774
Summa fritt eget kapital		461 774
Summa eget kapital		486 774
Obeskattade reserver		
Periodiseringsfonder		240 000
Ackumulerade överavskrivningar		216 000
Summa obeskattade reserver		456 000
Långfristiga skulder		
Skulder till övriga företag som det finns ett ägarintresse i		2 587 235
Summa långfristiga skulder		2 587 235
Kortfristiga skulder		
Övriga skulder		10 253 405
Leverantörsskulder		885 120
Skatteskulder		149 329
Övriga skulder		275 679
Upplupna kostnader och förutbetalda intäkter		814 799
Summa kortfristiga skulder		12 378 332
SUMMA EGET KAPITAL OCH SKULDER		15 908 341

Noter

Belopp i kr om inget annat anges.

Not 1 Redovisningsprinciper

Redovisningsprinciper

Årsredovisningen är upprättad i enlighet med årsredovisningslagen och Bokföringsnämndens allmänna råd (BFNAR 2016:10) om årsredovisning i mindre företag.

Immateriella anläggningstillgångar

<i>Avskrivningar</i>	<i>År</i>
Koncessioner, patent, licenser, varumärken samt liknande rättigheter	5

Not 2 Medelantalet anställda

	2022-08-16 - 2023-12-31
Medelantalet anställda	8

Not 3 Räntekostnader och liknande resultatposter

	2022-08-16 - 2023-12-31
Räntekostnader övriga företag	-3 474

Not 4 Koncessioner, patent, licenser, varumärken samt liknande rättigheter

	2023-12-31
Förändringar av anskaffningsvärden	
Inköp	2 160 002
Utgående anskaffningsvärden	2 160 002
Förändringar av avskrivningar	
Årets avskrivningar	-432 000
Utgående avskrivningar	-432 000
Redovisat värde	1 728 002

Underskrifter

Stockholm

<i>Daniel Branteström</i>	2024-06-28
Daniel Branteström	Datum
Styrelseledamot	

<i>Kristian Frykstedt</i>	2024-06-28
Kristian Frykstedt	Datum
Styrelseledamot	

Inkråmsförteckning Walker Labs AB

1. 23 st. Datorskärmar (varav en gamingskärm)



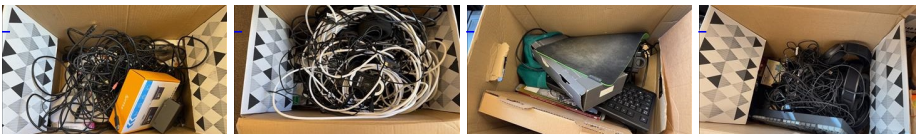
2. Parti med tangentbord, delvis mekaniska



3. Parti med trasiga grafikkort



4. Parti med kablar, möss och hörlurar

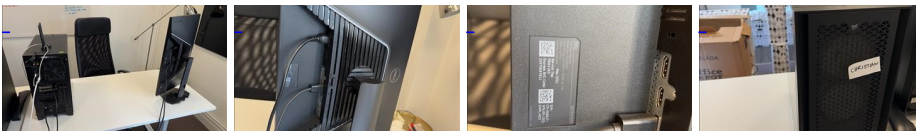


5. 5 st. Inkompleta datorer (saknar delar)



6. 1 st. Top-tier-dator och gamingskärm

Möbler tillhör tredje man



7. 5 st. Mid-tier datorer

Cirka 2-3 år gamla



8. Ska enligt uppgift tillhöra tredje man

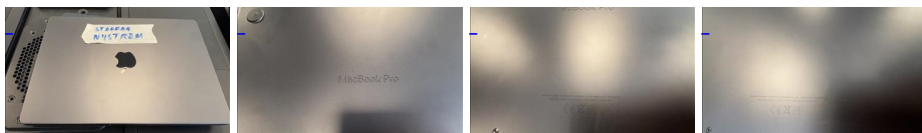


9. 2 st. Gamingskärmar, tangentbord och datormus.

Dator ska enligt uppgift vara privat



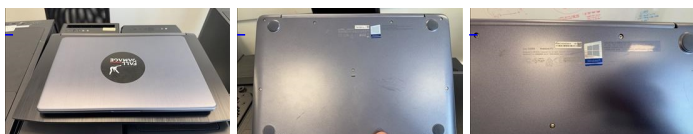
10. Bärbar dator, MacBook Pro (14 tum, M4, 2024)



11. Bärbar dator, MacBook Air (M2, 2022)



12. Bärbar dator, Asus Notebook, E406M

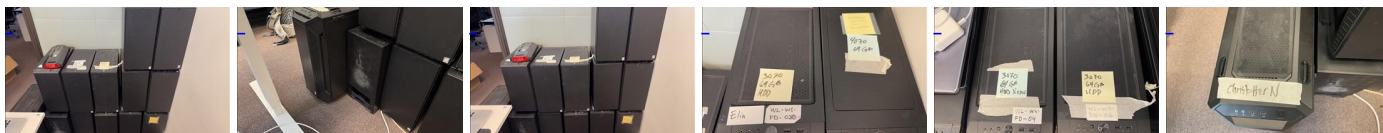


13. Bärbar dator, Acer Predator Helios 300 Series, N17C3



14. 13 st. Top-tier datorer

Med bland annat 3070/4070-grafikkort



15. 2 st. Gamingskärmar, tangentbord och mus

Skärmar från Dell och Msi



16. 1 st. Top-tier dator och 3 st. Gamingskärmar

2 st. Skärmar från LG, UltraGear

1 st. skärm från Dell

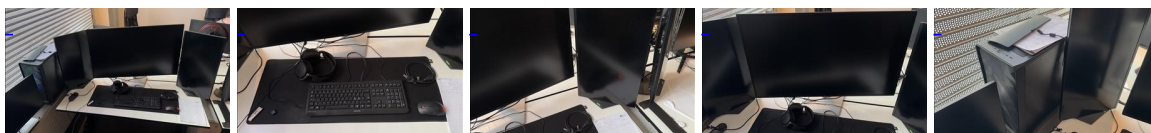


17. 1 st. Top-tier dator, 4 st. skärmar, tangentbord och mus

2 st. gamingskärmar från Dell

1 st. monitor 40 tum från Dell

1 st. 24 tum från Dell



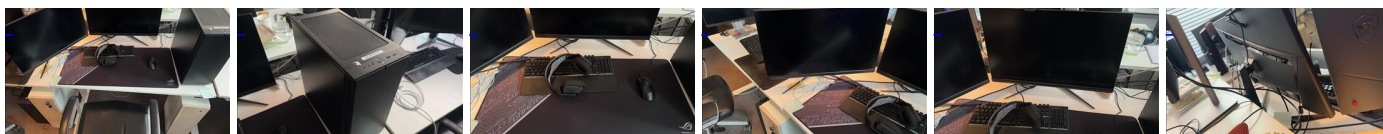
18. 2 st. gamingskärmar, tangentbord och mus

2 st. Skärmar från LG, UltraGear



19. 1 st. Top-tier dator, 2 st. skärmar, tangentbord och mus

2 st. Skärmar från LG, UltraGear



Budi AB

Linta Gårdsväg 5A
169 74 Bromma
Org. nr: 559246-0421

Tel:

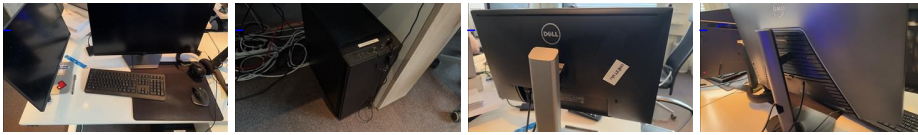
08-206555

E-post:

info@budi.se

20. 1 st. Top-tier dator, 2 st. skärmar, tangentbord och mus

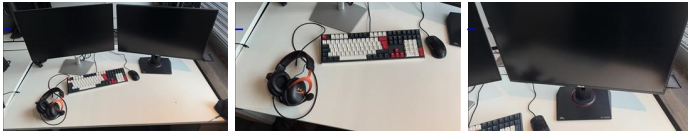
2 st. skärmar från Dell, varav en gamingskärm



21. 2 st. skärmar, tangentbord och mus

1 st. gamingskärm från Asus

1 st. skärm från Dell



22. 1 st. Top-tier dator, 2 st. skärmar, tangentbord och mus

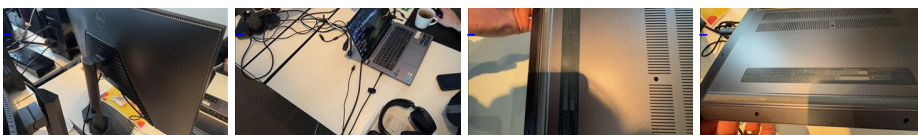
2 st. Skärmar från LG, UltraGear



23. Skärm, Samsung, 55 tum



24. Bärbar dator, Acer Swift X 14 samt gamingskärm



25. 1 st. Top-tier dator och 2 st. skärmar

2 st. gamingskärmar från Dell



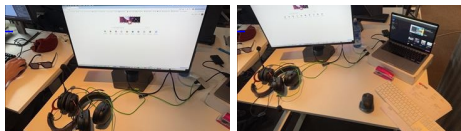
26. 1 st. Top-tier dator, 1 st. skärm, tangentbord och mus

Ska vara kontorets bästa dator, grafikkort 4080.



27. 1 st. gamingskärm och hörlurar

Dator och tangentbord privat egendom



28. 8 st. Inkompleta datorer (saknar delar)



29. Top-tier dator, lapp stämmer ej



30. 1 st. Superdator och 2 st. skärmar



31. 1 st. skärm och hörlurar

Gamingskärm från Asus



32. Bärbar dator, Acer Aspire 3 A314 series



33. Dokumentation av möblemang, tillhör hyresvärden

