SAFETY, SECURITY, AND PEACE-OF-MIND OF EMPLOYEES AND CO-WORKERS REMAINS THE GROUP’S PRIMARY CONCERN

• Health of our employees #1 priority
• Overall, the impact on Embracer Group’s business is limited
• Most employees work from home. Development productivity remains
• **Business segment Games:** Digital sales and engagement up
• **Business segment Partner Publishing:** Retail down, e-tailers up. Demand still there
GROUP PERFORMANCE DURING THE QUARTER ENDING 31 MARCH 2020

GAMES

- Revenues expected to be SEK 810-850 million
- Stronger development than expected
- Increased digital sales during March

PARTNER PUBLISHING

- Revenues expected to be SEK 450-500 million
- Weaker sales than expected, retail down, e-tail up
- Stable demand

Q4 REVENUE ESTIMATES

<table>
<thead>
<tr>
<th></th>
<th>Games</th>
<th>Partner Publishing</th>
</tr>
</thead>
<tbody>
<tr>
<td>SEKm</td>
<td>810-850</td>
<td>1,260-1,350</td>
</tr>
<tr>
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<td>450-500</td>
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</tbody>
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STRATEGY, M&A AND PIPELINE

• Committed to current strategy for organic and inorganic growth
• Current games pipeline will drive future organic growth in revenues, profitability and cash flows
• Continue to allocate more capital to new development to drive organic growth
• High activity within M&A
• Several ongoing M&A discussions, high interest post Saber announcement