EMBRACER* GROUP

Embracer Group announces its intention to transform into three standalone publicly listed entities at Nasdaq Stockholm

22 April, 2024



The start of a new chapter



Embracer Group announces its intention to transform into three standalone publicly listed entities

- Asmodee Group -
- "Coffee Stain & Friends" -

- "Middle-earth Enterprises & Friends" -

- Asmodee Group
- "Coffee Stain & Friends" -

- "Middle-earth Enterprises & Friends" -



- Asmodee Group
- "Coffee Stain & Friends" -

- "Middle-earth Enterprises & Friends" -



Unlocking value in the high-quality assets of Embracer Group following the successful completion of the restructuring program



Offer more differentiated and distinct equity stories for existing and new shareholders



Enabling each entity to better focus on their core strategies



Expected to drive long-termvalue creation



Let's start by taking a step back



We are going to build something significant

- Lars Wingefors



Establishing a platform for future strong growth

THQ Prospectus First North Listing

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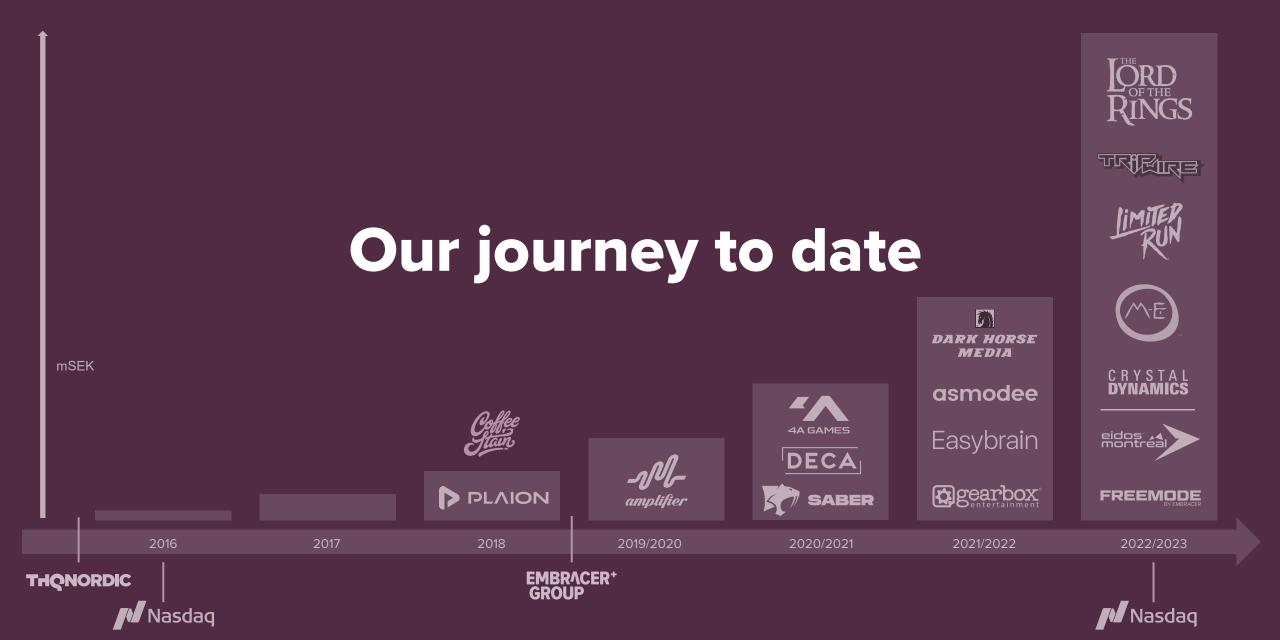
Establishing a platform for future strong growth

THQ Prospectus First North Listing

2016

In addition, THQ Nordic may in the future make other types of investments and acquisitions within the games industry where company management believes that the Company can add value...







Empowering great people, great companies and great ideas

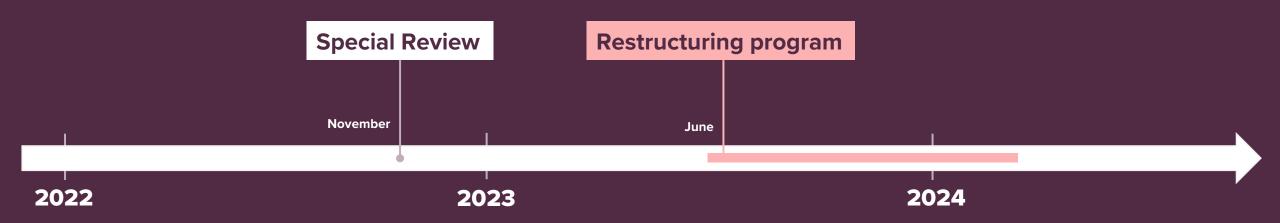


A thorough process



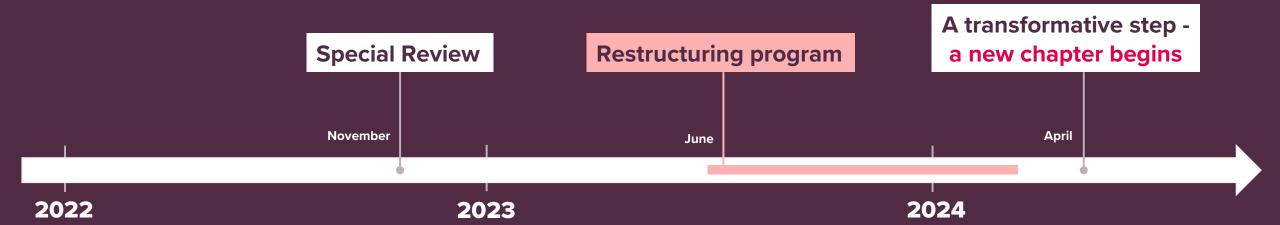


Turbulent times create new opportunities





Exploring options to maximize value







We welcome the company's announcement today regarding a proposed transformation into three separate entities, and believe that the proposal offers significant operational and shareholder benefits.

We remain fully supportive of management and confident that the Board and Executive Team are working in the best interests of the company's operative groups, businesses, employees, and shareholders.

- Brian Ward

CEO Savvy Games Group



A transformative step for value creation





Asmodee Group

A global leading tabletop games publisher and distributor with an extensive studio network and IP catalog, with **23 fully owned studios and 300+ IPs.**















Rationale for spinoff

- Enable value-enhancing benefits for Asmodee to greater focus on its core strategy, portfolio, and markets
- Quicker resume its value accretive M&A strategy

The Asmodee separation - process key components

- Lex ASEA dividend
- Subject to approval of the general meeting of Embracer Group and certain other customary conditions, it is anticipated that a listing of Asmodee can be completed within twelve months
- The current dual-share class of A and B-shares will be replicated into the new public entities
- The parent company is intended to be headquartered in Karlstad, Sweden. Asmodee's operational headquarters will remain in Paris
- The new agreement with the management of Asmodee means that a maximum of approximately 41 million B shares in a share earnout will be reduced from Embracer Group as of this current quarter





Financing agreement secured at Asmodee level

- Embracer Group has, through Asmodee, entered into a financing agreement with a group of banks amounting to EUR 900 million (approximately SEK 10.5 billion)
- The loan has a maturity up to 18 months with similar terms as the previous loan
- It is used to refinance Embracer Group's existing loans and credit facilities
- On a pro forma basis as per LTM December 2023:
 - Embracer Group (excl. Asmodee), will have a Net Debt-to-Adjusted EBIT of around 0.6x
 - Asmodee will have a Net Debt to Adjusted EBITDA of approximately 3.9x
- A continued deleveraging is intended at Embracer Group level, through improved free cash flow generation and proceeds from recent asset divestments
- The full capital structure, including both equity and debt, will be reviewed in Asmodee and "Coffee Stain & Friends" to create the best possible long-term foundation for each entity





"Coffee Stain & Friends"

- A diverse gaming entity with a dual focus on indie and A/AA premium and free-to-play games for PC/console and mobile, with a high degree of recurring revenues
- The parent company is intended to be headquartered in Karlstad, Sweden

Rationale

- As a standalone company, "Coffee Stain & Friends" will be able to better showcase its high-margin profile and strong cash flow profile
- Enhanced ability to resume and allocate resources towards opportunities to maximize the long-term value creation

■ Premium¹

























Free-to-play¹





"Middle-earth Enterprises & Friends"

- A creative powerhouse in AAA game development and publishing for PC and console, as well as the stewards of The Lord of the Rings and Tomb Raider intellectual properties, among many others
- The parent company is intended to be headquartered in Karlstad, Sweden

Rationale

- Will operate as a more transparent entity, offering a better structure to maximize the potential of its highly strategic franchises
- Decision-makers will be closer to the organization, leading to enhanced capital expenditure management, accountability, and well-balanced investments to optimize financial performance and profitable growth over the long term

Companies¹

























IPs¹















Illustrative pro forma¹ financials

LTM as per Q3 FY 23/24 (1 January 2023 – 31 December 2023)

SEK, billion	Asmodee Group	"Coffee Stain & Friends"	"Middle-earth Enterprises & Friends"	HQ	Embracer Group
Net sales	14.8	10.9	14.1	0.0	39.7
Adjusted EBITDA	2.3	4.2	4.1	-0.3	10.4
Adjusted EBIT	1.9	2.8	2.0	-0.3	6.5
Capex	-0.3	-2.2	-2.9	0.0	-5.4
EBITDAC ²	2.0	2.1	1.2	-0.3	4.9
# headcount	2,450	3,150	4,550	50	10,200



Leadership and organization

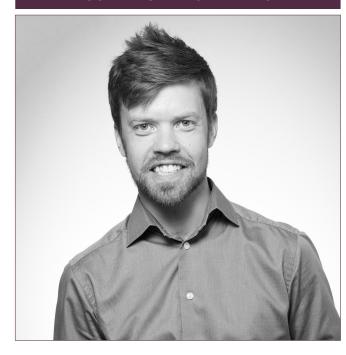
ASMODEE



THOMAS KOEGLER

Currently Deputy COO at Asmodee and has been a key member of the executive team of Asmodee for the past years

"COFFEE STAIN & FRIENDS"



ANTON WESTBERGH

Currently CEO of the operative group Coffee Stain

"MIDDLE-EARTH & FRIENDS"



PHIL ROGERS

Currently interim Group Chief Strategy Officer, with the responsibility for the concluded restructuring program, and CEO of the operative group Crystal Dynamics -Eidos



To conclude

A transformative step for value creation for all stakeholders – three new market-leading games and entertainment companies

Offer more
differentiated
and distinct equity
stories for existing
and new
shareholders

Unleashing the full potential of each team, empowering them to continue to deliver unforgettable experiences for gamers and fans across the globe



This is the start of a new chapter

Q&A

EMBRACER* GROUP