

ESG FACT SHEET

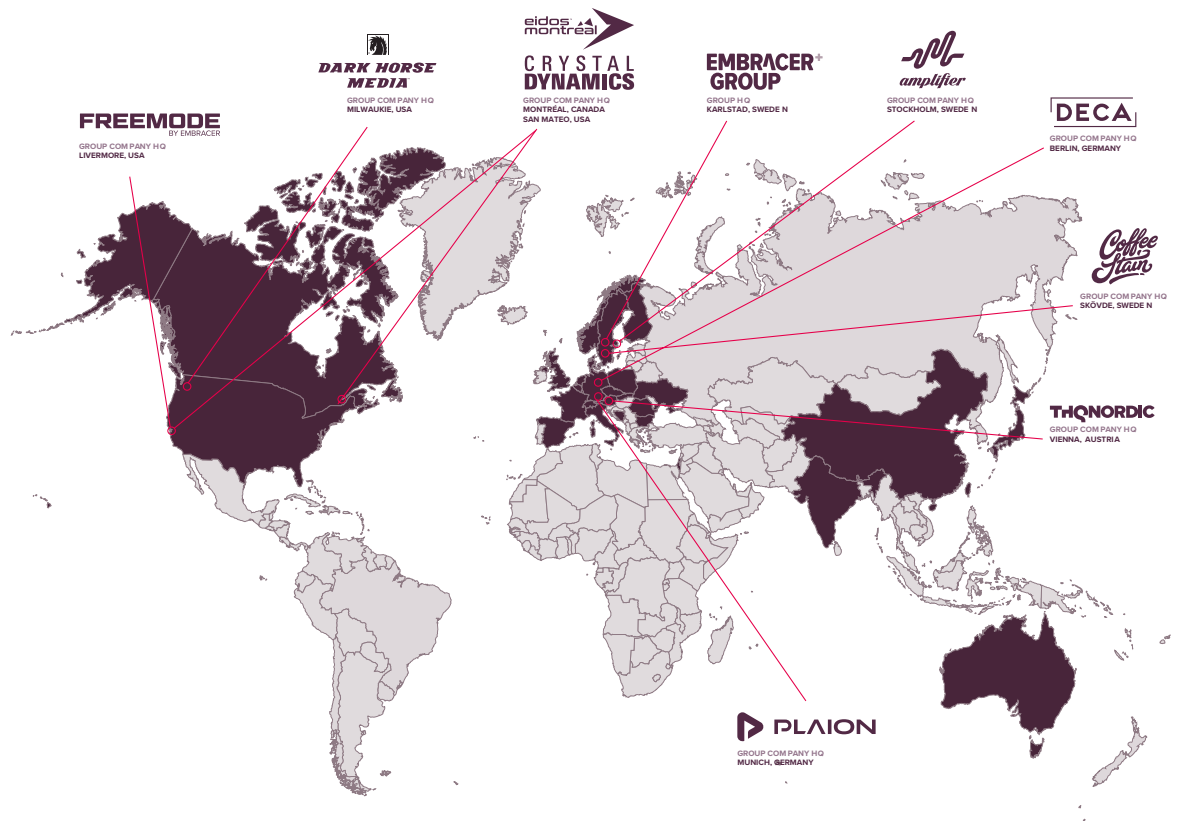
Sustainability at Embracer Group

ABOUT US

Embracer Group is a global group of creative and entrepreneurial businesses in PC/console, mobile and other related media. The Group has an extensive catalog of over 450 owned or controlled franchises. The Group includes 75 internal game development studios and engages over 7,500 employees across nearly 30 countries.

At Embracer Group, sustainability is about acting in line with our values and creating long-term value for shareholders and other stakeholders.

THIS IS EMBRACER GROUP



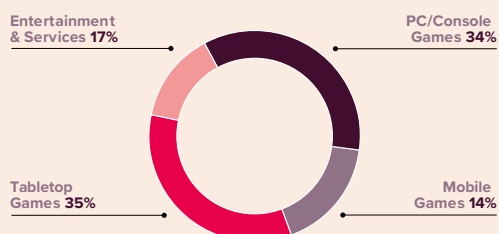
NET SALES
FULL YEAR 2023/24

SEK **42,206 M**

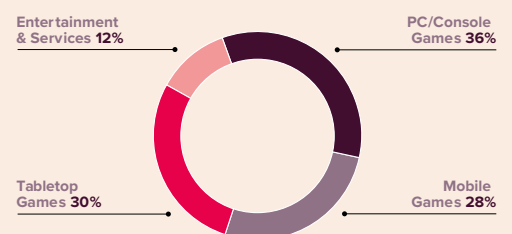
ADJUSTED EBIT GROWTH
FULL YEAR 2023/24

11 %

SALES BY OPERATING SEGMENT
FULL YEAR 2023/24



ADJUSTED EBIT
FULL YEAR 2023/24



OUR SUSTAINABILITY WORK

UPDATES FROM THE THIRD QUARTER

Under the CSRD, the company will report on environmental, social and governance (ESG) factors and describe its impacts, risks and opportunities related to climate, human rights and corporate governance. The reports will follow the European Sustainability Reporting Standard (ESRS) for stringency and comparability.

As sustainability plays a central role in the company, preparations for these regulations began already in 2023, well ahead of the deadlines. For FY 2024/25, we will prepare an ESRS-inspired sustainability report to:

- Prepare reporting entities for enhanced requirements
- Identify gaps and close them before full compliance FY 2025/26

Progress is being made in developing our internal expertise and addressing gaps. Ensuring that the new requirements are effectively met, with a focus on relevance, accuracy, and transparency.

Sustainability remains a core principle in all of the company's workflows and internal values, and extends beyond external requirements. The collaboration with the industry associations Video Games Europe and Swedish Games Industry continues through participation in information meetings and various workflows around the challenges and opportunities of the industry, especially in the areas of diversity, environment and integrity. These valuable discussions and opportunities for influence contribute to the development of the industry, nationally and internationally.

In addition, the company is committed to maintaining a continuous dialogue and making data-driven decisions regarding the sustainability work. Regular evaluation and adaptation to key business priorities will be crucial for success.

SUSTAINABILITY STRATEGY

We believe in simplicity and focusing on the areas where we can accomplish most positive impact. Across the Group, our sustainability strategy is acting in line with our values to manage risks and to act on opportunities.

In our sustainability framework Smarter Business, we have identified three focus areas: Great People, Solid Work and Our Planet. The focus areas cover the most material topics for our operations and is supported by business ethics and governance.



GREAT PEOPLE

The employees are vital to our ongoing success. Our ambition is to create even more diverse and inclusive workplaces and better work-life balance.

Main topics:

- Diversity and inclusion in skillsets and perspectives
- Employee well-being
- Career and creative development
- Community engagement



SOLID WORK

We want to create great games and entertainment. Our ambition is to provide quality content and support a digital well-being and accessibility for all users of our games and entertainment.

Main topics:

- Diversity and inclusion in games and entertainment
- Digital well-being
- Accessibility
- Player community engagement
- Responsible marketing



OUR PLANET

By limiting our own emissions and investing in projects supporting the green transition, we can minimize the environmental impact from the entire Group.

Main topics:

- Carbon emission reduction
- Raising awareness within the industry about environmental impact
- Part of the movement for a climate neutral industry

GROUP SUSTAINABILITY GOALS

In FY 2022/23, our Board of Directors established three key sustainability goals for the group. These goals articulate our strategic commitment and provide a clear direction for our sustainability initiatives.

- Double the number of female Managing Directors/Studio Heads by 2025 compared with the base year FY 2021/22.
- Reduce the carbon emissions by 45% by 2030 from a 2021 base year, in line with the Paris Agreement through our commitment to the Science Based Targets Initiative (SBTi).
- Every operative group to set sustainability goals during FY 2023/24.

Embracer supports Agenda 2030 and the holistic approach to sustainable development established through the UN Sustainable Development Goals (SDGs). Regarding our business operations, we have identified five SDGs that are particularly relevant to them.

Given the planned division into three separate publicly listed companies, the goals will need to be adjusted and decided by the respective boards of each company.

**SUSTAINABLE
DEVELOPMENT GOALS**

KEY DATA FOR FINANCIAL YEAR 2023/24

GREAT PEOPLE

- Present in more than 40 countries.
- Total female representation is 30% (26%), and female managers represent 26% (23%).
- Annual mandatory trainings for all employees on Privacy and Anti-Corruption were launched.
- We measure employee satisfaction through the Employee Net Promoter Score, eNPS. This year we received a +17 (+29) score, which qualifies as good by the measurement standard. We assess that the observed decrease can be attributed to the restructuring carried out during the year, as well as the layoffs of employees.
- 83% response rate on our annual Global Employee Survey.

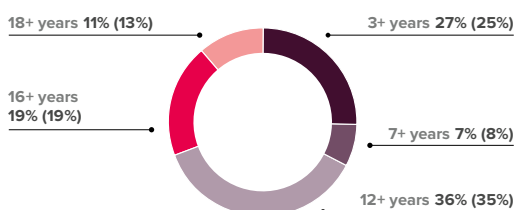
EMPLOYEE SURVEY	2023/24	2022/23	2021/22	2020/21
Average satisfaction rate	76/100	80/100	81/100	79/100
Work environment	78/100	81/100	82/100	79/100
Collaboration	81/100	83/100	82/100	80/100
Engagement	79/100	82/100	83/100	82/100
Management culture	67/100	73/100	--	--



SOLID WORK

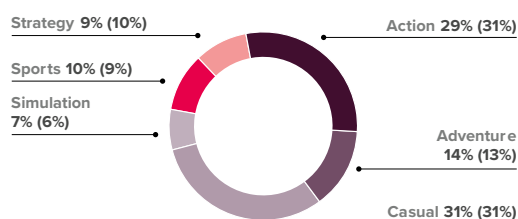
- 46% of the studios have implemented routines for responsible gaming content to lessen negative behavior in our chats and forums, and it is ongoing work in many of the other studios.
- 91% (86%) of our studios do not use communications or in-game chat forums for most of their games, decreasing the risk of toxic behavior and violations.
- Accessibility is a main topic for us, games can help combat social isolation, build inclusive communities, and improve the quality of life for people with disabilities.
- Incorporated an AI policy package which rests on the notion of empowerment of people.

GAMES PORTFOLIO BY AGE CATEGORY
(PEGI AGE RATING)



PEGI (The Pan European Game Information) is a European video game content rating system that provides age recommendations and content descriptors.

GAMES PORTFOLIO BY GENRE



The chart visualizes a simplified overview of our total games portfolio.

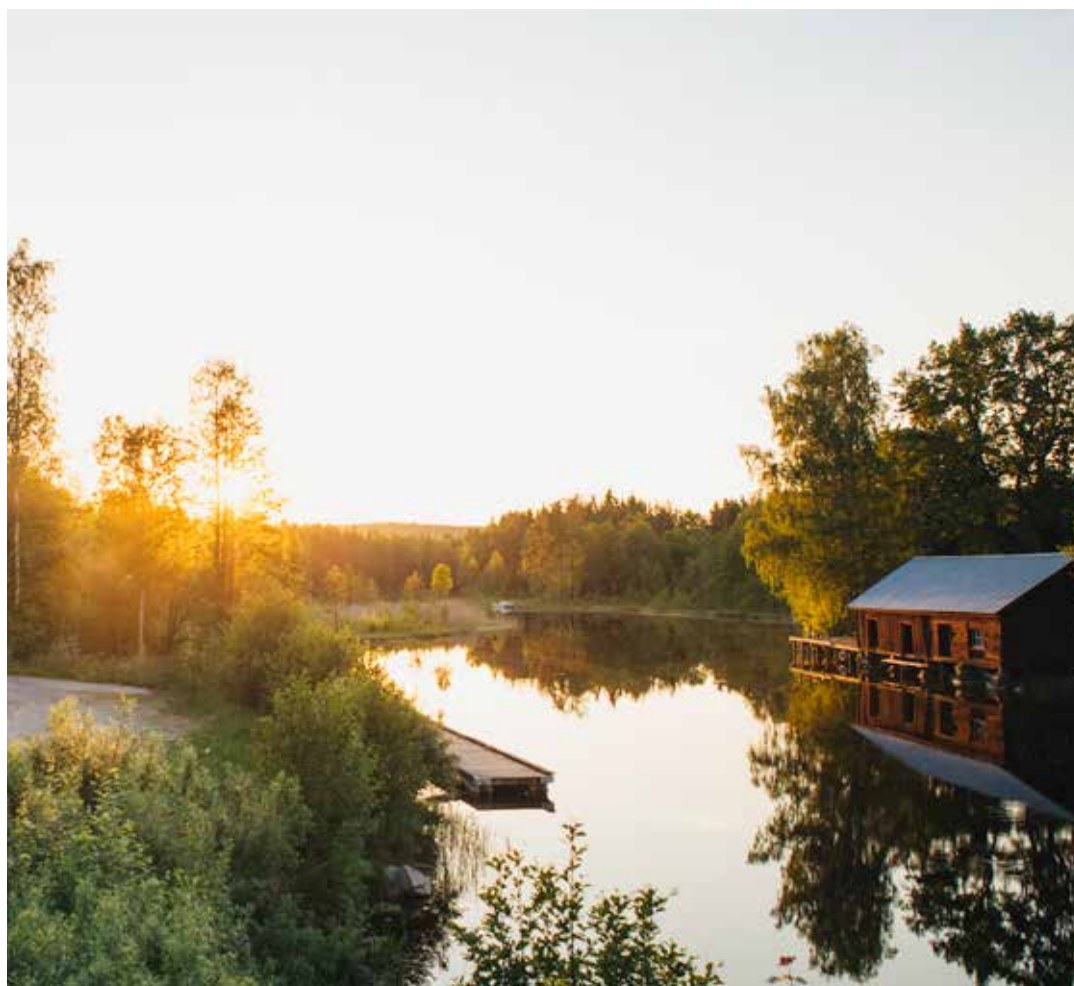
 **OUR PLANET**

- Establishing absolute emission targets provides a clear roadmap for managing carbon dioxide emissions. Using 2021 as the baseline year, we have set ambitious goals to reduce absolute Scope 1 and 2 emissions by 45% and to achieve a 51.6% reduction in Scope 3 emissions by 2030. This commitment reflects our dedication to contributing significantly to a sustainable, low-carbon future.
- An extensive greenhouse gas inventory of scope 1, 2 and 3 emissions has been carried out.
- The vast majority of Embracer’s carbon emissions, approximately 98% (99%), are indirect and fall under Scope 3, encompassing both upstream and downstream activities. These emissions primarily stem from purchased goods and services, as well as the usage of sold products.
- To illustrate the progress needed, climate scenarios have been developed, allowing us to visualize progress given certain assumptions and choices made ahead.

EMBRACER GROUP EMISSIONS (tCO ₂ e)	2023/24	2022/23	2021/22
Scope 1	1,623	1,443	1,068
Scope 2	5,909	6,952	4,458
Scope 3	484,055	678,707	676,963
Total	491,587	687,102	682,489

Emissions of greenhouse gases have been calculated in line with the GHG Protocol. Sources for emission factors are e.g. DEFRA and IEA. Extrapolations were made for group companies that did not report ESG data.

ENERGY CONSUMPTION	Reported (MWh)		
	2023/24	2022/23	2021/22
District heating	2,937	3,101	1,074
District cooling	56	31	642
Electricity	18,099	18,677	10,362



GOVERNANCE AND BUSINESS ETHICS

During the quarter, we continued our focus on the legal framework for data sharing between group companies and the responsible use of AI within the group. As previously communicated Embracer Group works towards creating a human-centric approach to AI within the group where we use and recognize the value of AI implementation and will do so while empowering our employees.

At the annual general meeting held on 19 September 2024, the shareholders appointed one new director Brian Ward. Yasmina Brihi, Bernt Ingman, Jacob Jonmyren, Cecilia Qvist, Kicki Wallje-Lund and Lars Wingefors were re-elected as directors, whereby the Board now consists of seven directors, of which four are men and three are women.

At the annual general meeting PwC was also re-elected as Embracer Group's auditor and Magnus Svensson Henryson continues as the main responsible auditor.

The parent company is responsible for the overall sustainability strategy and goals, facilitating collaborations within the Group, and ensuring the implementation of Group policies through our internal control processes.

- 17 implemented Group policies and 17 Group guidelines and instructions.
- Yearly Group-wide trainings of our Code of Conduct, Anti-Corruption and Anti-Bribery and Privacy Compliance as well as several other local trainings in different areas throughout the operative groups.
- In addition to the existing Global Group Whistleblower Reporting channel, we have implemented 16 local reporting channels to ensure that we fulfil our obligations according to the Directive [EU] 2019/1937 of the European Parliament and of the Council on the protection of persons who report breaches of Union Law and applicable rules on data protection ("the Whistleblowing Directive") as well as any specific local requirements in the EU Member States where we operate.
- 95 % (88 %) of companies within Embracer Group has confirmed that all employees have knowledge of the whistleblowing system, and how to use it.
- 75 % (75 %) of the companies also have a local mechanism in place that provides means on how to report any unethical behavior in a safe and anonymous manner.
- Sustainability due diligence as a standard protocol during each acquisition to identify key sustainability risks and opportunities.
- The Embracer Group Audit & Sustainability Committee contributes to the continued development of the Group sustainability work.
- The sustainability team works closely with all operative groups, both via contacts with senior management, through the Ambassador Group and other forums.

SEVENTEEN GROUP POLICIES IN USE ¹⁾

- | | | |
|--|-------------------------------------|--|
| • AI Policy (52%) | • HR Policy (86%) | • Related Party Transaction Policy (85%) |
| • Anti-Corruption Policy (96%) | • Information Policy (93%) | • Supplier Code of Conduct (97%) |
| • Code of Conduct (99%) | • Information Security Policy (91%) | • Tax Policy (86%) |
| • Corporate Governance Policy (90%) | • Insider Policy (91%) | • Trade Compliance Policy (97%) |
| • Delegation of Authority (91%) | • IT Policy (87%) | • Treasury Policy (83%) |
| • Enterprise Risk Management and Internal Control Policy (81%) | • Privacy Policy (91%) | |

¹⁾ % represents implementation rate

[CONTINUE >>](#)

SEVENTEEN GROUP GUIDELINES AND INSTRUCTIONS

- Authorization Instruction
- Accounting Principles and Guidelines
- Business Continuity Plan
- Employee Handbook
- Enterprise Risk management and Internal Control Guideline
- Financial Manual
- Insider Q&A
- Onboarding and Offboarding Guidelines
- M&A Guidelines
- Password Guidelines
- Instruction for Cash Management and Liquidity
- Smarter Business Framework
- Whistleblowing Guidelines
- Privacy Guideline
- AI Image Guideline
- IP Guideline
- Guidelines for Non-Audit Services performed by the External Auditor of Embracer Group

SUSTAINABILITY ORGANIZATION AND GOVERNANCE



PARTNERSHIPS AND COLLABORATIONS



Embracer Group has been a signatory member of the **UN Global Compact** since 2021. Supporting the UN Global Compact goes hand-in-hand with our core values and is a great way to create strong networks with other companies to gain and share insight. It is a strategic tool for our sustainability efforts and a way of mitigating risks while pursuing business opportunities.

In May 2020, we partnered with **Safe in Our World**. Our employees are vital to our success and by committing to Safe in Our World, we can offer our employees training and other support to manage and prevent mental health issues. It is our commitment to raise awareness of mental health in our group.



Embracers ambition is to create even more diverse and inclusive workplaces and work-life balance. Part of that is enabling more women to be leaders in our Group, which is reflected in one of our sustainability goals. Different perspectives and skillsets lead to an even better environment for all of us and to better results for our business. In 2022, Embracer Group joined **Women in Games** as Corporate Ambassador.

Embracer has supported **AbleGamers** in various ways. One example is campaign fundraising. In addition, some Embracer studios have participated in AbleGamers courses in Accessible Player Experience (APX) emphasizing the importance of developing accessible games.



PlayCreateGreen is a community of gaming industry professionals who've joined together to create a greener game industry. PlayCreateGreen invites all gaming companies to become architects of a gaming industry-driven movement claiming ownership of and improvement in our carbon footprint. PlayCreateGreen has developed a green handbook by gaming companies for gaming companies with practical guides, examples, and inspiration for reducing carbon footprints and celebrating climate action. improves the world concretely and directly. Embracer is since 2020 part of the steering group and contribute actively together with industry peers to the future of a climate neutral industry.



Solvatten is a social enterprise based in Sweden with one mission: to provide people living in developing countries with safe and hot water in a portable, environmentally friendly way. Thanks to its durable design, Solvatten is an affordable and convenient way to get clean, hot water. Through investing in Solvatten Embracer contributes to impacting gender equality and reducing greenhouse gas emissions in the developing countries.

Embracer Group is a supporting partner of **Kodcentrum**. This enables increased awareness and curiosity for programming and digitization for children and teachers, together with them we participate and contribute to tomorrow's future.



The Great Journey is part of the EU project "Stories from Värmland and the Nordics", initiated by The Great Journey, Karlstad Innovation Park and Embracer Group with the goal of building a games industry in Värmland. The project is funded by Embracer Group, Karlstad Kommun, Region Värmland and by the European Regional Development Fund.

Embracer Group is a proud member of **Dataspelsbranschen**. Dataspelsbranschen (Swedish Games Industry) is Sweden's trade association for video game companies.



Since 2021, we have been members of **Video Games Europe**, an organization that, since 1998, has ensured that the voice of a responsible gaming ecosystem is heard and understood, that its creative and economic potential is supported and celebrated, and that players around the world continue to enjoy fantastic gaming experiences. For us, it is important that the industry has a unified voice in Europe to build awareness and understanding of gaming.

| 4 | TechSverige

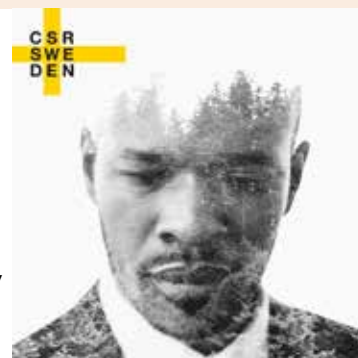
We are members of **TechSverige**, an industry organization for all companies in the tech sector, with the mission to, together with its members, create the best possible conditions for a competitive Swedish tech industry. Through our membership, we are also members of Svenskt Näringsliv (The Confederation of Swedish Enterprise), which is the leading business organization in Sweden.

Embracer Group is a proud partner of **Ung Företagsamhet Värmland** and has through it started the project **Make A Game**, which also includes **Mirage Game Studios** and **The Great Journey**. **Make A Game** gives high school students the opportunity to run their own business, develop their own game and at the same time receive professional coaching from experienced people in the gaming industry during their high school years.



Embracer's assignments at **Future seeds** in 2023 was aimed at different age groups and included, for example, the development of different characters, ideas for games that would encourage movement and games to inspire to reduce the climate footprint. Students get the opportunity, by working entrepreneurially and innovatively, to also take initiative, solve problems and use their creativity to develop their own ideas and solutions to real problems. During the year, we reached 3,000 students via Future seeds.

CSR Sweden is a network that for over 20 years has brought together companies that want to go deep with their sustainability work and create value for both owners and society. The goal is for knowledge to be gathered, created, organized, and shared to promote learning, innovation, and collaboration between organizations, industries, and disciplines. In this way, the network actively contributes to sustainable social development.



CONTACTS

Read more about our sustainability work and progress in our [Annual Report and Sustainability Report 2023/24](#) available on our website embracer.com.



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