

Q1

FY 2026/27

EMBRACER GROUP INTERIM REPORT

APRIL 2026 – JUNE 2026

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What we cover today

Highlights from the quarter

Operating segments

- Fellowship Entertainment
- Embracer

Financial development

Q&A



Highlights from Q1 2026/27

Financial Highlights | SEK

NET SALES

3,943 m

24% YoY (33% organic)

CASH EBIT

47 m

(-99 m)

FREE CASH FLOW

3 m

(-383 m)

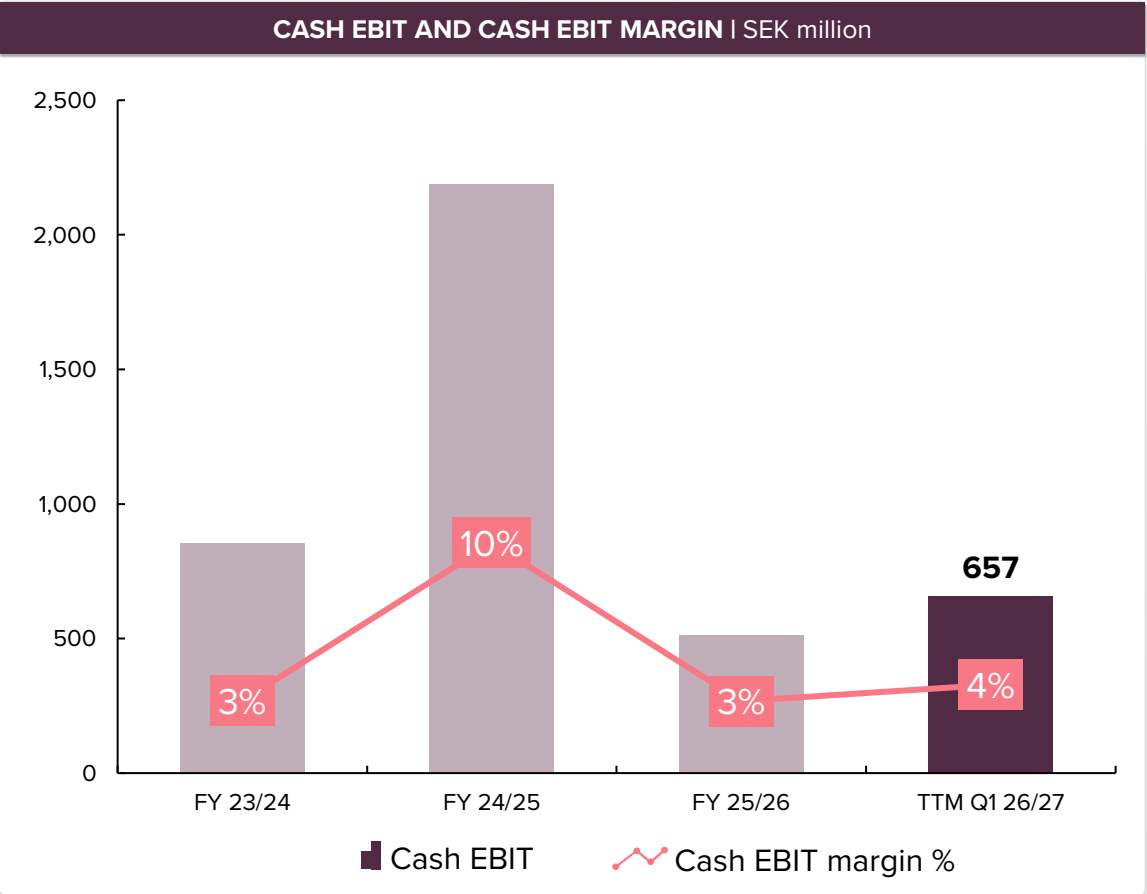
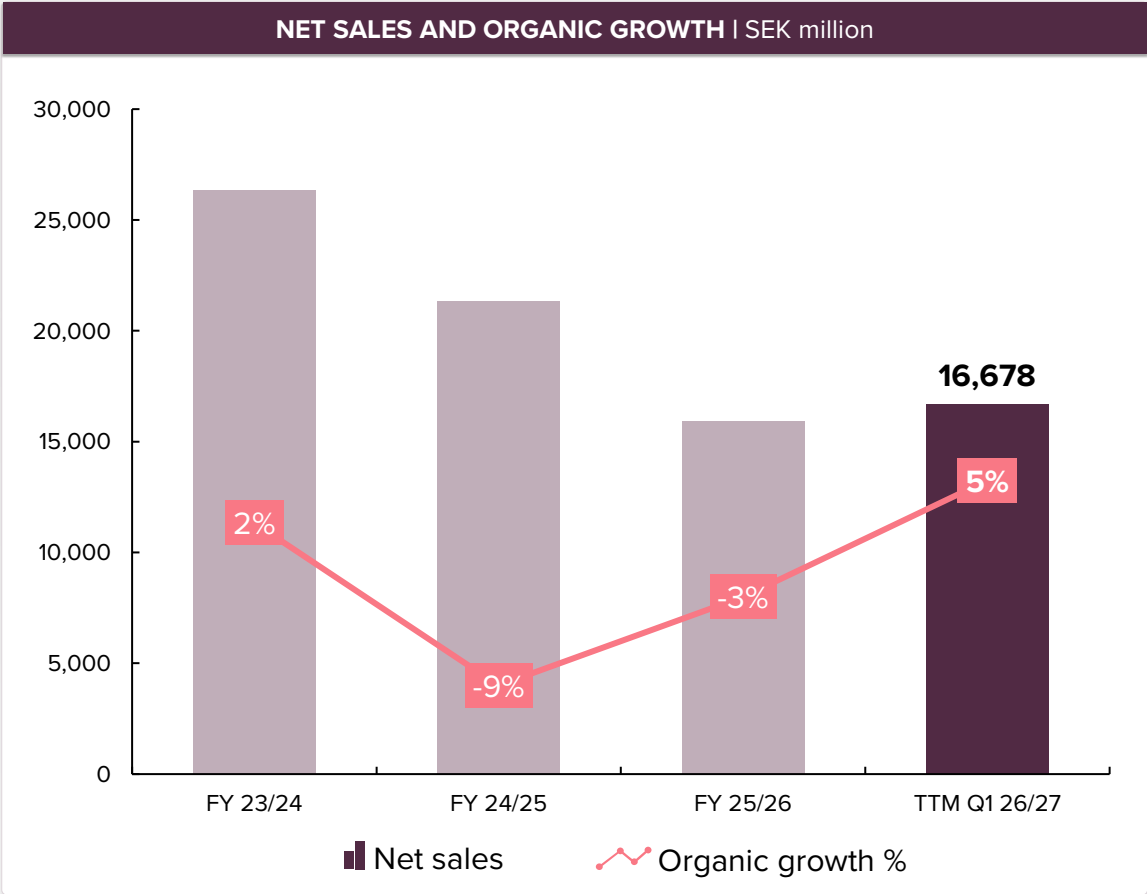
Comments

Growth and earnings development above plan in Q1

Intact FY 2026/27 outlook, with strong traction for METRO 2039

Fellowship Entertainment spin-off progressing well planned for CY 2027

Improving growth and earnings trajectory



Source: as of June 30, 2026 | All periods excludes discontinued operations (Asmodee & Coffee Stain Group)

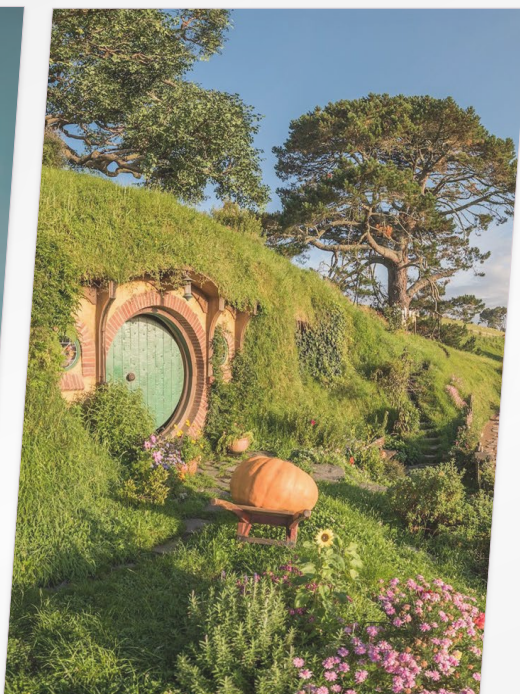
A cinematic landscape featuring a character with a bow standing on a stone wall overlooking a vast, mountainous region. The sky is filled with swirling blue energy and a small flying creature. A red and white diagonal graphic is in the top-left corner.

Operating segments

Two segments with respective business areas

FELLOWSHIP ENTERTAINMENT

/ PUBLISHING & DEVELOPMENT / LICENSING



EMBRACER

/ PC/CONSOLE



/ MOBILE



ENTERTAINMENT
/ & SERVICES

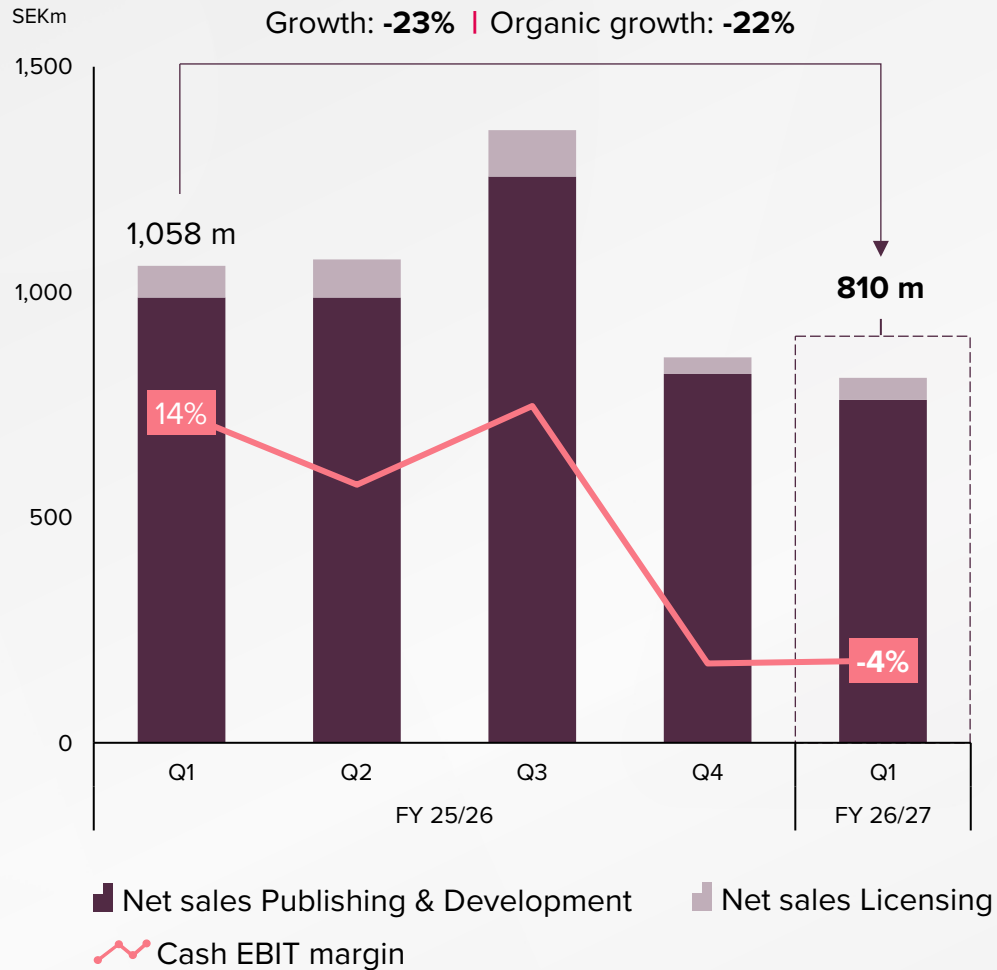


/ OTHER ¹

¹ Mainly divested assets

Fellowship Entertainment: Highlights

PERFORMANCE



COMMENTS

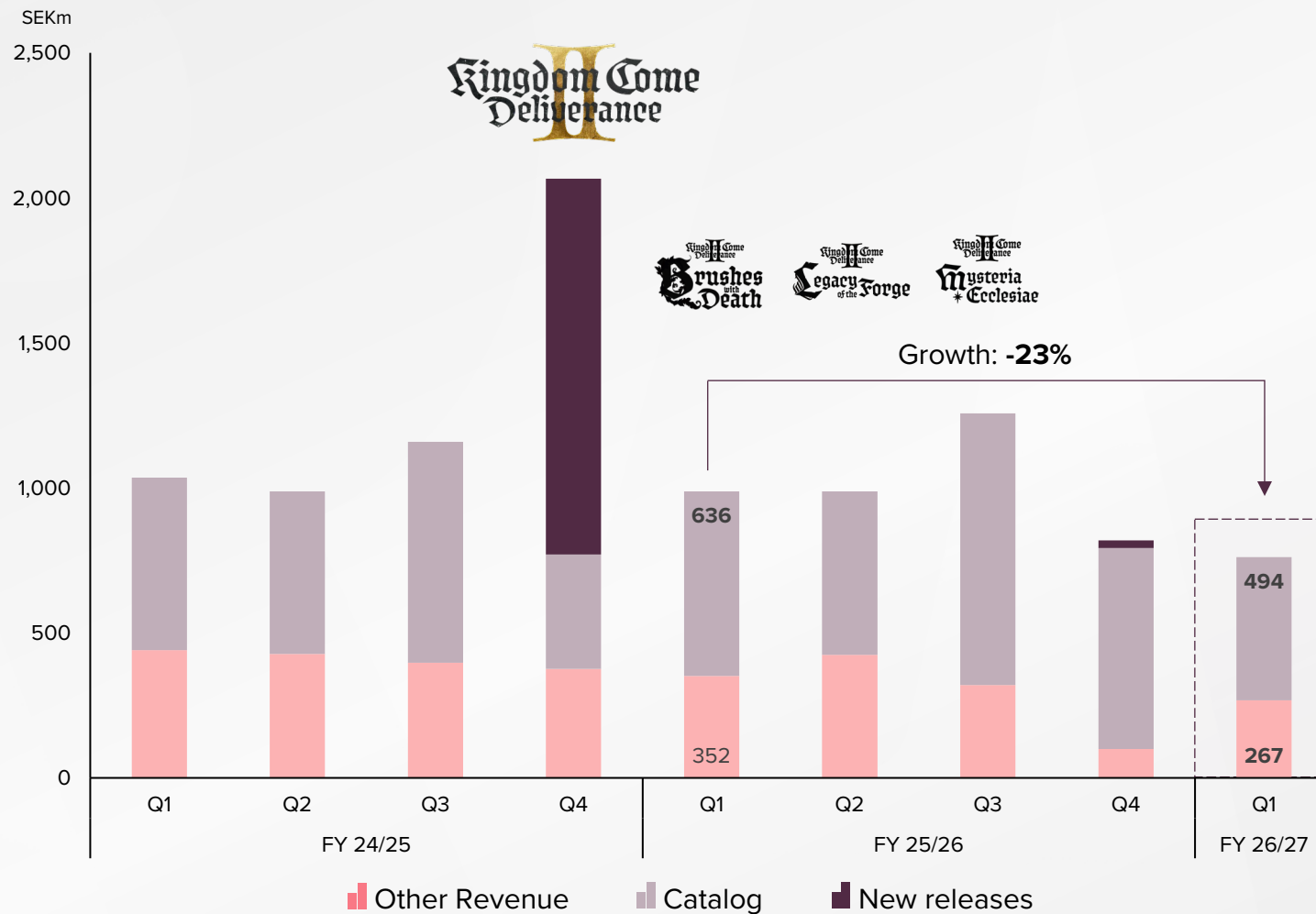
- Fellowship Entertainment delivered a resilient quarter, with limited new content across Publishing & Development and Licensing.
- Cash EBIT above internal expectations due to catalog performance from Kingdom Come Deliverance, Metro, Remnant and Dead Island.
- Adjusted EBIT amounted to SEK 159 million, for a margin of 20%.

NET SALES DRIVERS | Q1 FY 2026/27



Publishing & Development: Net sales drivers

PUBLISHING & DEVELOPMENT – TYPE OF INCOME | NET SALES



FY 2026/27

- Q3: Warhammer 40 000: Dawn of War IV
- Q3: Stage Tour
- Q4: Tomb Raider: Legacy of Atlantis
- Q4: METRO 2039

FY 2027/28

- Kingdom Come
- Darksiders 4

Game release rhythm

- At least two major game releases with full economics per year

Fellowship Entertainment: Key financials

	FY 2024/25	FY 2025/26					FY 2026/27
SEK million	Full year	Q1	Q2	Q3	Q4	Full year	Q1
Net Sales	5,524	1,058	1,072	1,359	855	4,345	810
Gross Profit	4,581	899	878	1,085	694	3,556	687
Operating Expenses, Net	-1,926	-455	-489	-474	-406	-1,823	-414
<i>Marketing</i>	-296	-45	-46	-51	-33	-175	-41
<i>UAC</i>	0	0	0	0	0	0	0
<i>Other Operating Expenses</i>	-1,630	-410	-443	-423	-373	-1,649	-373
Adjusted EBITDA	2,655	444	389	611	289	1,732	273
Depreciation, amortization and impairment	-811	-207	-140	-132	-118	-596	-114
Adjusted EBIT	1,843	237	249	479	171	1,137	159
Capex	-1,350	-271	-271	-390	-307	-1,238	-288
Leasing	-92	-21	-21	-19	-17	-78	-17
Cash EBIT	1,213	152	97	202	-36	416	-32
Gross Margin (%)	83%	85%	82%	80%	81%	82%	85%
Adjusted EBIT margin (%)	33%	23%	23%	35%	20%	26%	20%
Cash EBIT margin (%)	22%	14%	9%	15%	-4%	10%	-4%

KEY DRIVERS Q1 FY 2026/27

- Net sales impacted by strong Kingdom Come: Deliverance II comparator resulting in organic growth of -22%
- Solid catalogue performance on Core IP's
- Gross margin impact partly offset by opex savings
- Cash EBIT of -32m SEK impacted by strong comparator and limited new content in Publishing & Development and Licensing

Publishing & Development: Titles announced-to-date

FY 26/27 anchored by Metro, Tomb Raider, Warhammer 40k: Dawn of War IV



Publishing & Development

Core upcoming releases

- | | |
|--|------------------|
| ▪ Warhammer 40 000: Dawn of War IV PC | 3 December 2026 |
| ▪ Stage Tour PC, XB XIS, PS5, Switch 2 | Holiday 2026 |
| ▪ Tomb Raider: Legacy of Atlantis PC, XB XIS, PS5, Switch 2 | 12 February 2027 |
| ▪ METRO 2039 PC, XB XIS, PS5 | February 2027 |
| ▪ Darksiders 4 PC, XB XIS, PS5 | FY 2027/28 |
| ▪ Kingdom Come TBC | FY 2027/28 |
| ▪ Tomb Raider: Catalyst PC, XB XIS, PS5 | CY 2028 |

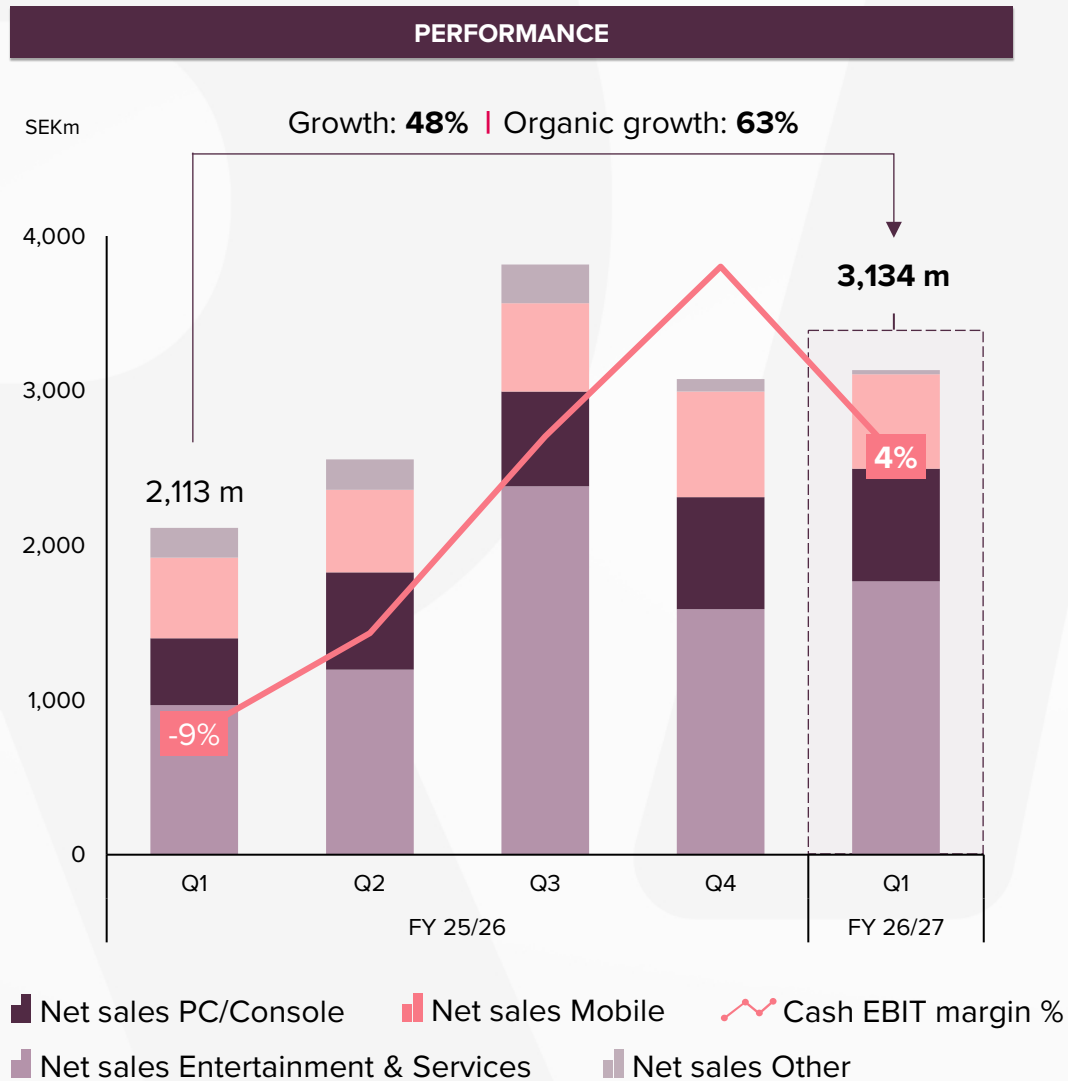
New iterations of previous releases

- | | |
|--|-----|
| ▪ Deus Ex Remastered PC, XB XIS, PS5, Switch | TBD |
| ▪ Thief: The Dark Project Remastered PC, XB XIS, PS5, PS4, Switch, Switch 2 | TBD |

Licensing: Expanding our IPs with world class partners



Embracer: Highlights



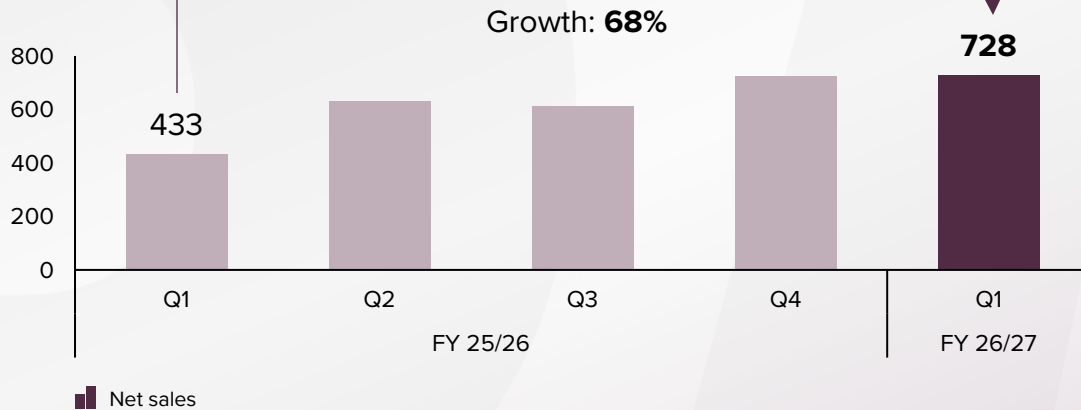
Source: as of June 30, 2026

COMMENTS
- The Embracer operating segment delivered 63% organic growth, with growth across all segments - Core revenue drivers included the successful new release of Gothic 1 Remake and the catalog performance of REANIMAL, along with Sled Surfers in Mobile, and very strong growth for Entertainment & Services, driven by PLAION Partners - Cash EBIT improved significantly YoY, driven by PC/Console - Adjusted EBIT amounted to SEK 49 million, for a margin of 2%.

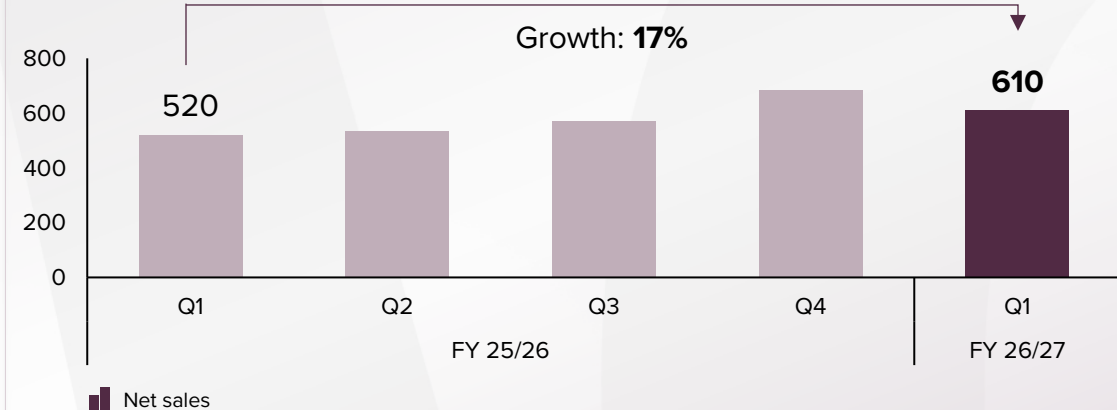


Embracer: Business area performance

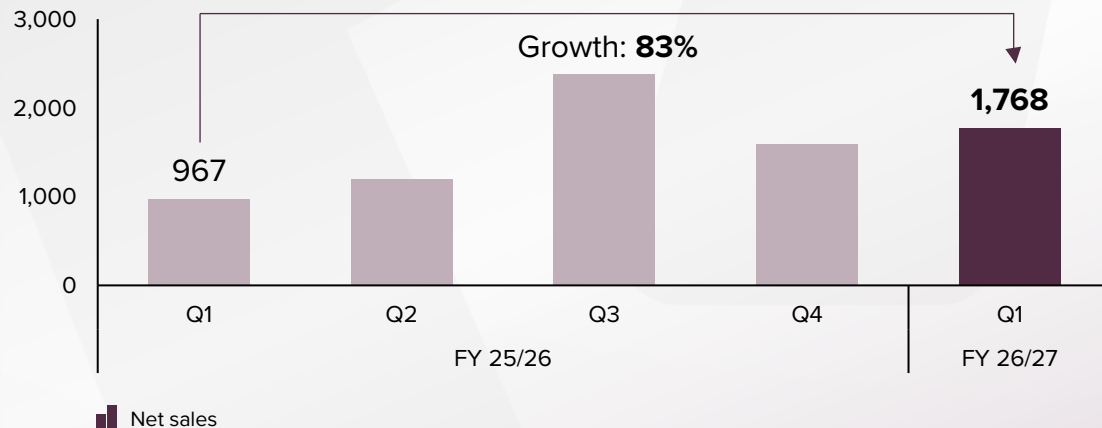
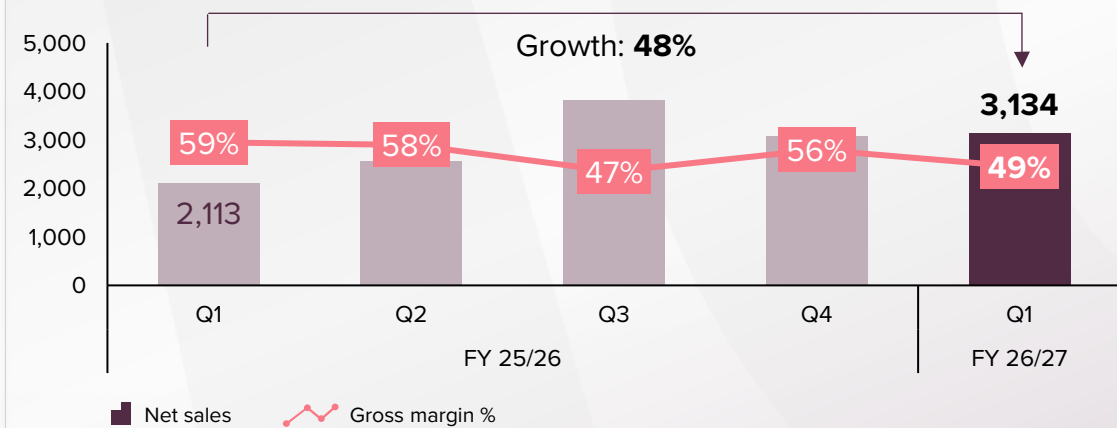
PC/CONSOLE NET SALES | SEK million



MOBILE NET SALES AND | SEK million



ENTERTAINMENT & SERVICES NET SALES | SEK million

TOTAL¹⁾ NET SALES AND GROSS MARGIN | SEK million

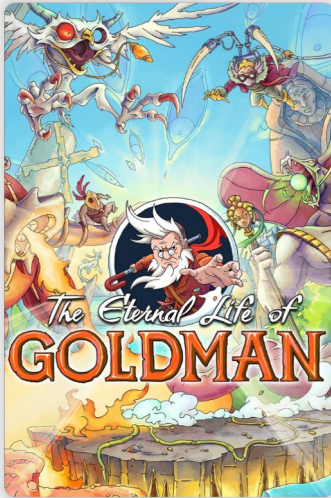
Embracer: Key financials

	FY 2024/25	FY 2025/26					FY 2026/27
SEK million	Full year	Q1	Q2	Q3	Q4	Full year	Q1
Net Sales	15,790	2,113	2,555	3,817	3,075	11,561	3,134
Gross Profit	10,281	1,257	1,492	1,776	1,709	6,234	1,522
Operating Expenses, Net	-6,678	-940	-1,022	-1,137	-893	-3,993	-965
<i>Marketing</i>	-477	-59	-115	-114	-91	-378	-122
<i>UAC</i>	-2,510	-222	-241	-254	-353	-1 071	-300
<i>Other Operating Expenses</i>	-3,690	-659	-665	-769	-450	-2,544	-543
Adjusted EBITDA	3,604	316	470	639	816	2,241	557
Depreciation, amortization and impairment	-2,399	-477	-666	-535	-572	-2,249	-508
Adjusted EBIT	1,205	-160	-195	103	244	-8	49
Capex	-2,158	-465	-534	-397	-367	-1,763	-389
Leasing	-219	-44	-45	-40	-33	-161	-32
Cash EBIT	1,227	-193	-109	202	416	317	136
Gross Margin (%)	65%	59%	58%	47%	56%	54%	49%
Adjusted EBIT margin (%)	8%	-8%	-8%	3%	8%	0%	2%
Cash EBIT margin (%)	8%	-9%	-4%	5%	14%	3%	4%

KEY DRIVERS Q1 FY 2026/27

- Net sales grew 66% organically with Entertainment & Services being biggest driver
- Revenue mix drives lower GM%
- Opex and capex reductions driven by divestments, closures and restructurings
- Increased UAC supports Mobile sales performance
- Marketing cost reflects higher release activity
- Results in significant YoY cash EBIT improvement

Embracer: Pipeline



PC/Console

Core upcoming releases

- | | |
|--|-------------------|
| ▪ Hot Wheels: Infinite Rush PC, XB XIS, PS5, Switch 2 | 10 September 2026 |
| ▪ Way of the Hunter 2 PC ¹ , XB XIS, PS5 | 29 September 2026 |
| ▪ The Guild – Europa 1410 PC (<i>Early Access</i>) | September 2026 |
| ▪ The Eternal Life of Goldman PC, XB XIS, PS5, Switch | TBD |
| ▪ Wreckfest 2 PC ¹ , XB XIS, PS5 (<i>full release</i>) | TBD |
| ▪ Titan Quest 2 PC ¹ , XB XIS, PS5 (<i>full release</i>) | TBD |

New iterations of previous releases

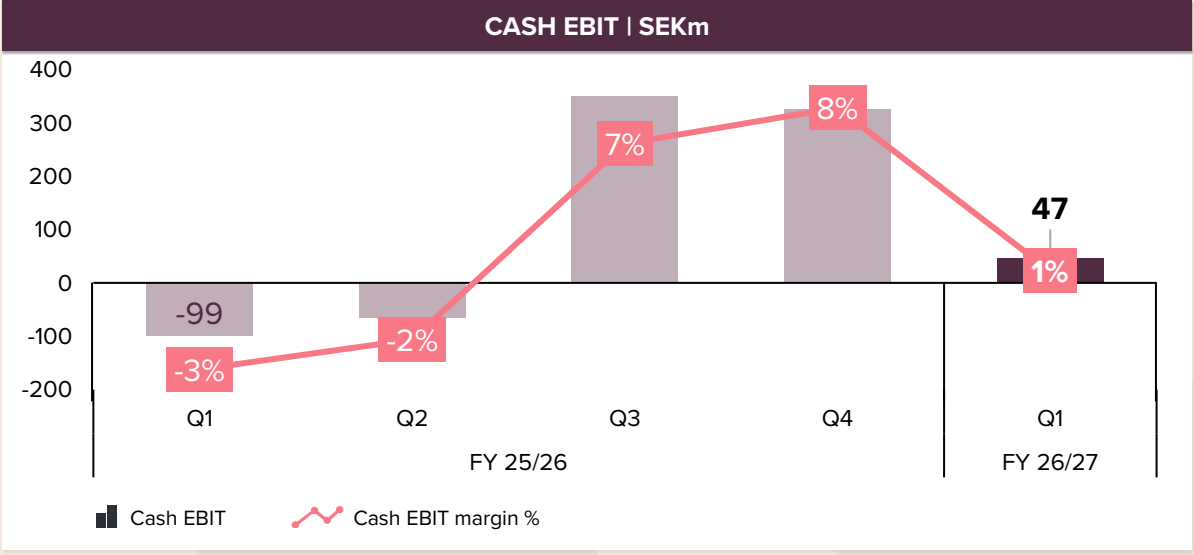
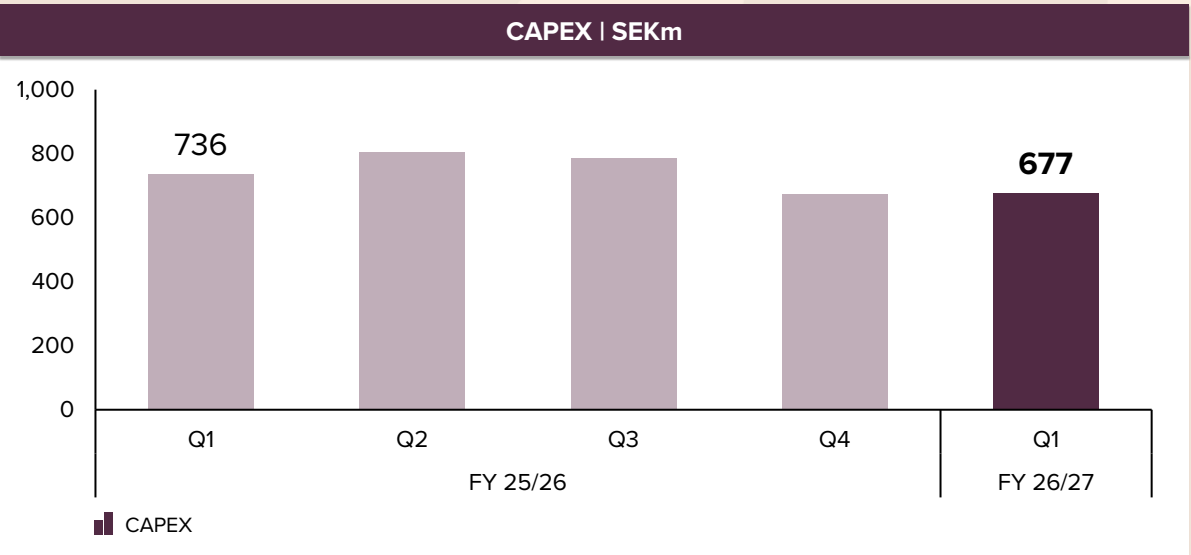
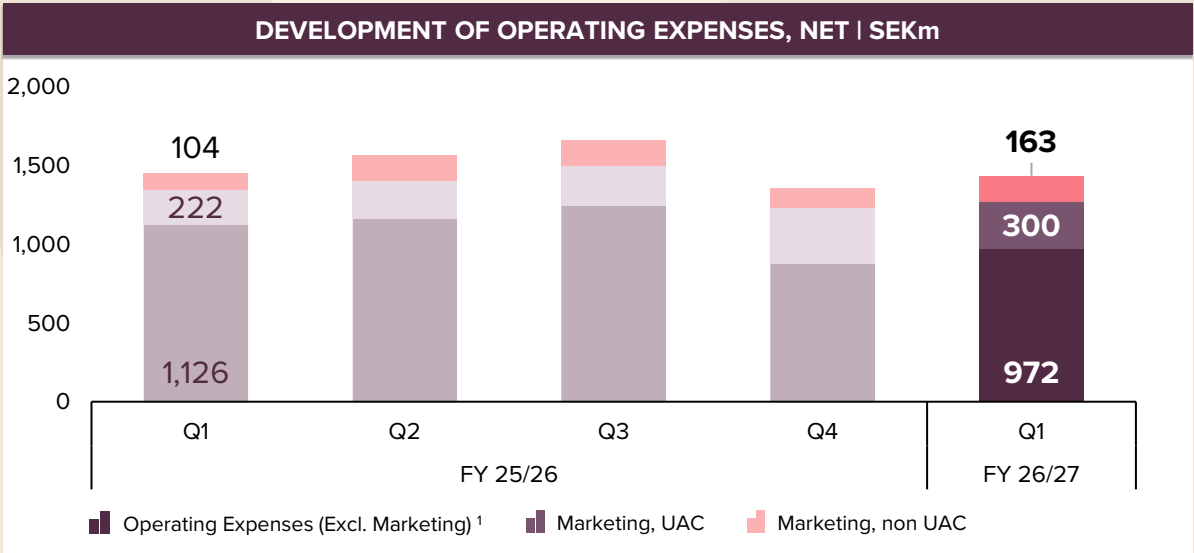
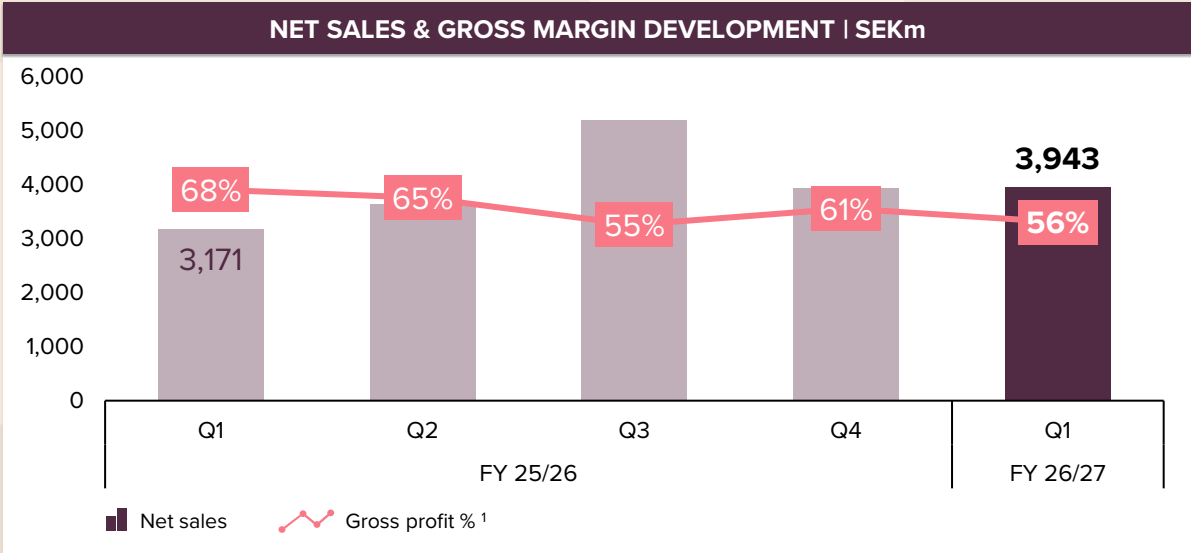
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| ▪ Destroy All Humans! 2 – Reprobed Switch 2 | 15 September 2026 |
| ▪ Gothic II Complete Classic XB One, XB XIS, PS4, PS5 | 29 September 2026 |
| ▪ Disney Epic Mickey: Rebrushed Switch 2 | 6 October 2026 |
| ▪ SpongeBob SquarePants: Titans of the Tide Switch | 13 October 2026 |

A vibrant, stylized game scene from Hot Wheels Infinite Rush. In the foreground, a yellow and blue open-wheel race car is shown from a low angle, appearing to be in motion on a track. Behind it, a white sports car is also on the track. The background features a lush, mountainous landscape with traditional East Asian architecture, including a large pagoda and a bridge. A large, red, mechanical claw or monster head is visible in the upper right corner. The scene is set during sunset or sunrise, with warm lighting and a pinkish sky. The overall aesthetic is highly detailed and colorful.

Financial performance

Hot Wheels
INFINITE
RUSH

Group financial development



Source: as of June 30, 2026 | ¹ Excluding Items Affecting Comparability

Cash flow and net cash

SEKm	FY 26/27 Q1	FY 25/26 Q1	FY 26/27 Q1 TTM	FY 25/26 Full Year
Adjusted EBITDA	775	703	3,828	3,757
Capex	-677	-736	-2,943	-3,002
Payment of lease liabilities	-51	-66	-229	-246
Cash EBIT	47	-99	657	511
Paid tax and other items	9	-122	-582	-713
Free Cash Flow before working capital	56	-220	75	-201
Change in working capital	-54	-162	116	7
Free Cash Flow after working capital¹	3	-383	192	-193
Cash Flow from financing activities	259	327	-1,329	-1,261
Net cash flow from acquired/divested companies/Investments in other companies	-135	-99	-385	-348
Cash effect IAC costs	-81	-58	-299	-276
Cash Flow for the period, Continuing operations	45	-213	-1,822	-2,080
Discontinued operations	0	-1	496	495
Cash Flow for the period	45	-214	-1,326	-1,585

SEKm	June 30, 2026	June 30, 2025
Cash	4,997	6,879
Current liabilities to credit institutions	-825	-1,479
Non-current liabilities to credit institutions	-700	-474
Net Cash	3,473	4,926

- Positive FCF of 3 SEKm supported by strong top line performance, improved profitability and lower capex.
- Cash Flow for the quarter amounted to 45 SEKm, due to proceeds from borrowings partly offset by share buyback program, earnout payments and cash IACs.
- Net cash as of 30th of June 2026 amounted to 3.5 SEKbn. Earnouts amounted to 0.2 SEKbn. Available funds amounted to 6.4 SEKbn.

Forecast FY 2026/27

Cash EBIT of at least 1.0 SEK billion

- For the current financial year 2026/27, the Cash EBIT forecast of at least SEK 1.0 billion is reiterated.
- In Q2, a year-on-year Cash EBIT improvement in a similar pattern to Q1 is expected.
- Free cash flow is expected to strengthen in line with Cash EBIT year-on-year, with a weighting towards the second half of the year still expected.

| Q&A





Appendix

Revised KPI definitions from Q1 FY 2026/27

From Q1 FY 2026/27, certain KPI definitions have been revised for greater relevance, consistency and clarity.

Headcount	Employees engaged by the Group; external headcount excluded
External Titles	Renamed from Published Titles
New Releases	All releases in the financial year, not just the quarter
Catalog	Renamed from Back Catalog; revenue from titles released in prior financial years
Studios	Counted by studio brand instead of location

EMBRACER⁺
GROUP