

EMBRACER⁺ GROUP

Investor Presentation

6 April 2020

Presenter: CEO & Co-Founder Lars Wingefors

IMPACT OF COVID-19

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

SEKm

1,260-1,350

450-
500

810-
850

■ Games ■ Partner Publishing

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

**EMBRACER⁺
GROUP**