

Welcome to

Annual General Meeting

FY 20/21

16 SEPTEMBER 2021

Today's agenda

- 15.00** Welcome by Martin Arnell, equity analyst from DNB Markets
- 15.01** AGM Agenda by Kicki Wallje-Lund
- 15.10** Presentation Embracer Group, including deep dives, a presentation of Gearbox Entertainment, market insights by market research firm Newzoo, and Q&A
- 16.35** AGM continues
- 17.00** AGM ends

AGM agenda

(Part 1)

1. Opening of the meeting
2. Election of Chairman of the meeting
3. Preparation and approval of voting list
4. Election of one or two persons to certify the minutes
5. Question whether the general meeting has been duly convened
6. Approval of the agenda
7. Presentation of the business activities in the Embracer group

Board of directors



Kicki Wallje-Lund

Chairman of the board, elected 2016



Lars Wingefors

Founder and CEO of Embracer Group



Erik Stenberg

Deputy CEO



Jacob Jonmyren

Board member, elected 2018



Ulf Hjalmarsson

Board member, elected 2018



David Gardner

Board member, elected 2020



Matthew Karch

*CEO and Co-founder of Saber Interactive
Board member, elected 2020*

EMBRACER⁺ GROUP

Annual General meeting 2021

16 September 2021

Operational overview FY 20/21



Operational and financial highlights FY 20/21

Financial and operational metrics FY 20/21

Net sales
SEK 9,024m YoY growth
+72%

Net sales – Games
SEK 6,448m YoY growth
+102%

Operational EBIT
SEK 2,871m YoY growth
+178%

Games – business area
Digital sales Organic growth
80% **SEK 5,162m** **+70%**
Net sales, CCY

Selected releases FY 20/21



PROJECT PIPELINE

160* projects
under development

ONGOING

SEK 3.2 (1.5) billion
game development investments

COMPLETED

SEK 837 (589) m
game development investments

INVESTED

SEK 1,987 (1,488.5) m
game development investments

TOTAL NUMBER OF HEADCOUNTS

6325* (3109)

INTERNAL STUDIOS

60 (26)

ESG

First Sustainability Report
published

NEW LAUNCH

Games Archive

TWO NEW SEGMENT ADDED:

VR + Mobile

Growing our ecosystem/new family members during the year

Two new Operative Groups



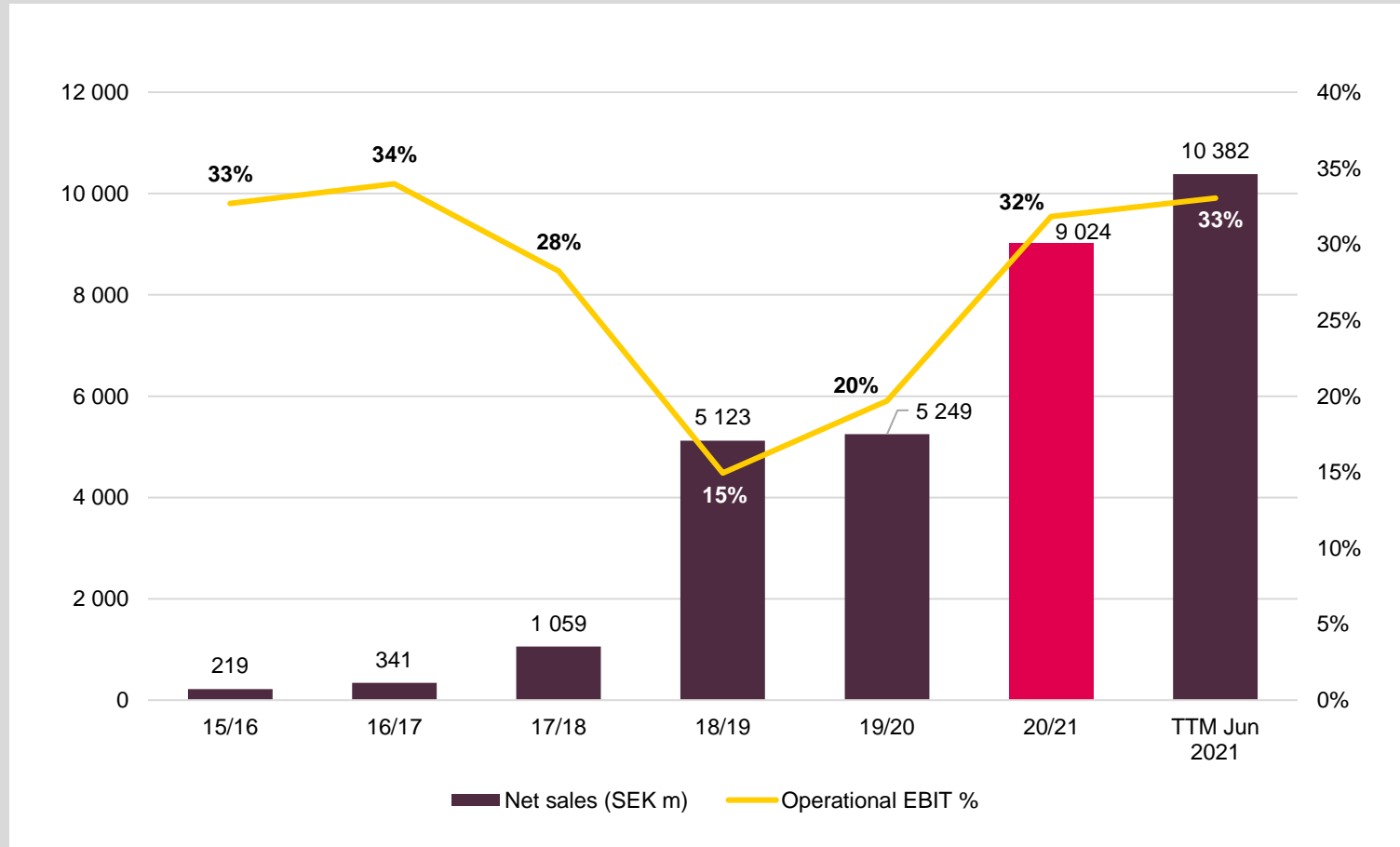
Through our existing operative groups, we added more great talents and companies during the year:



Operative Groups Acquired after Year End

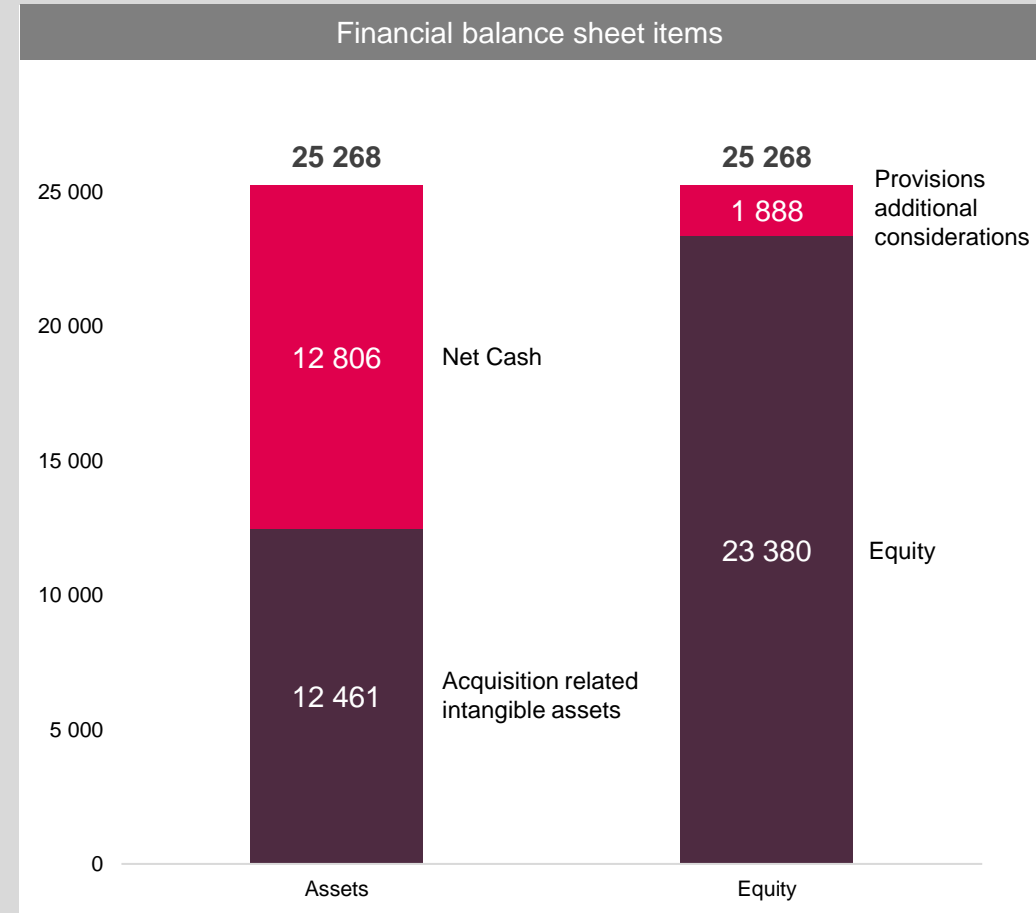
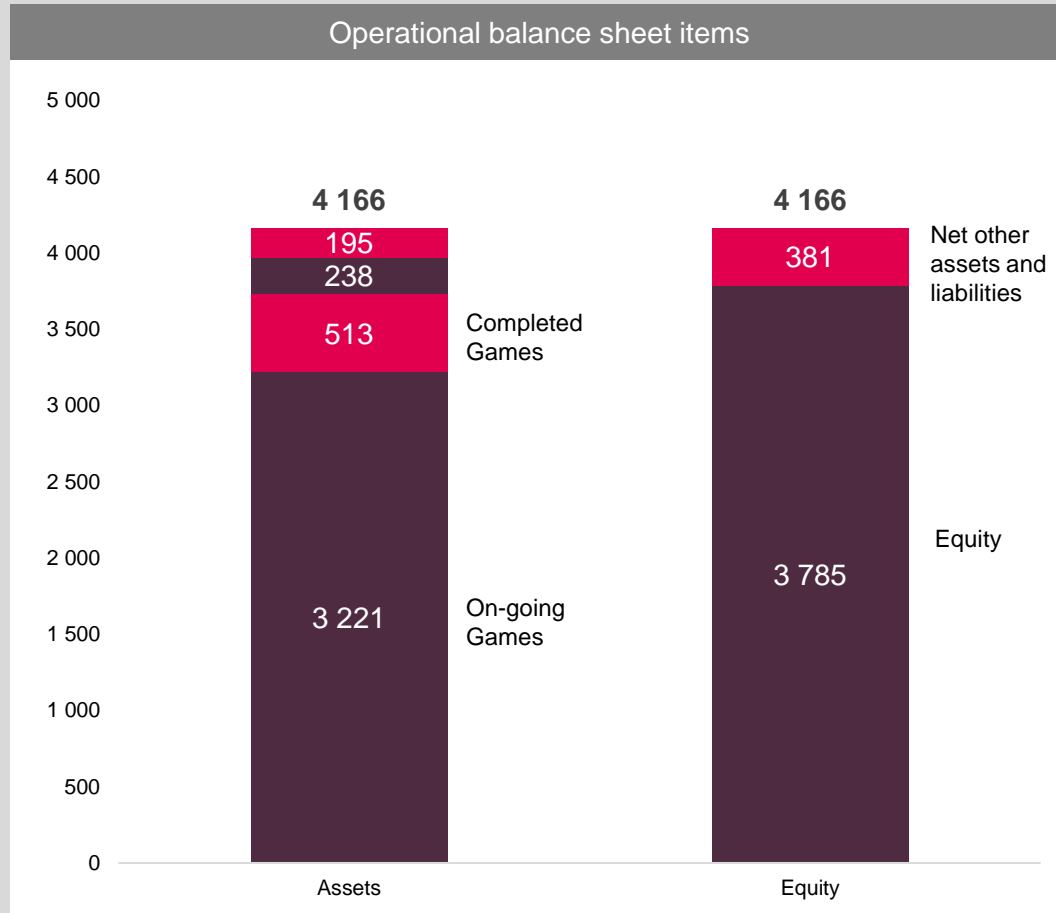


2020–2021 Continued momentum & growth



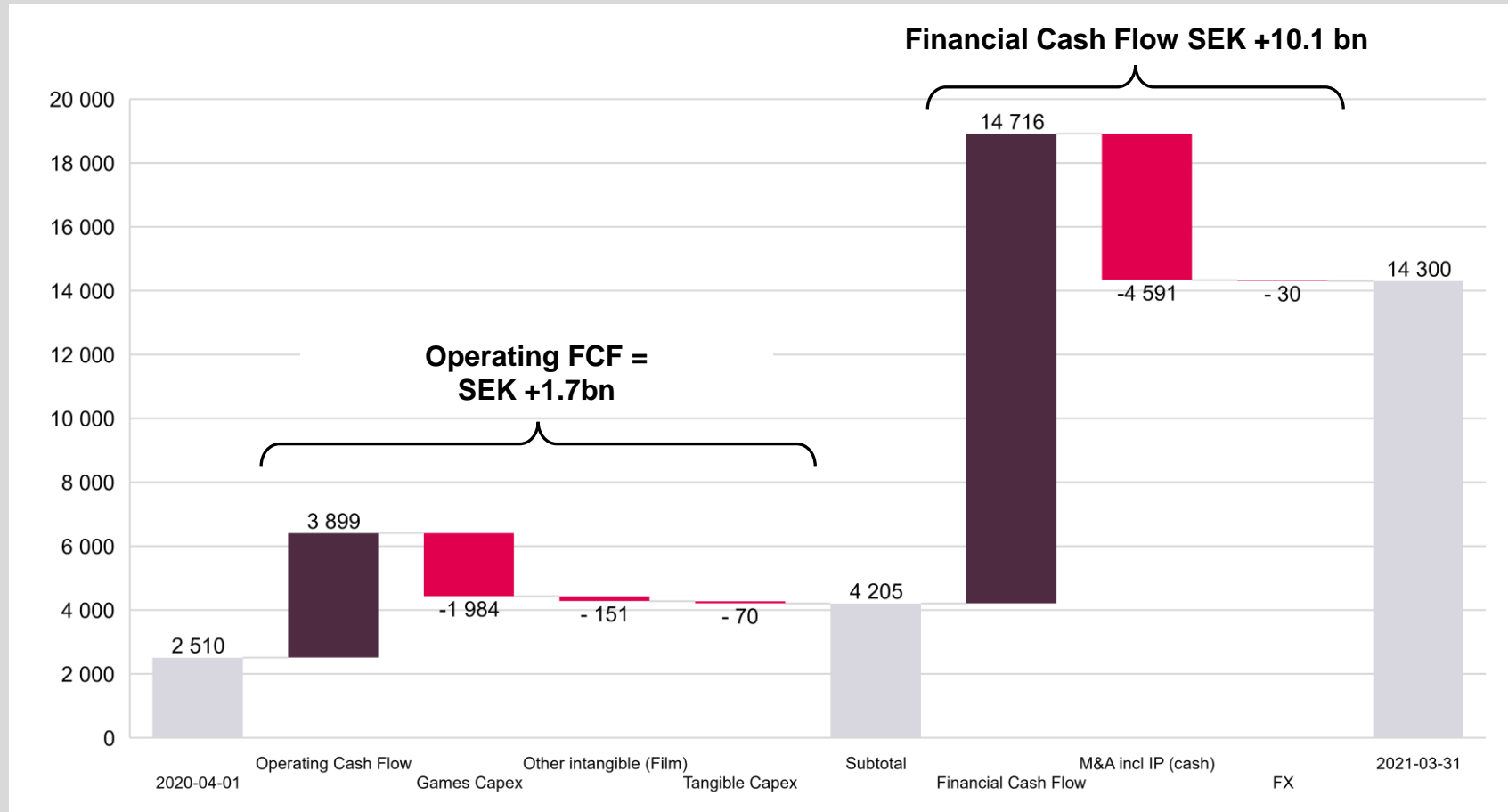
- Continued growth, driven by a solid performance by all operative groups coupled with the addition of Saber, Deca and the successful release of Valheim.
- A higher share of revenue towards business area games and increased profitability in business area games through the inclusion of Saber drives profitability (20% to 32%).
- A solid performance in Q1 and the addition of two new operative groups in Easybrain and Gearbox increase TTM June to more than SEK 10 bn.

Balance sheet per 31 March 2021



SEK 3.7bn invested in our game's portfolio per year-end, where SEK 0.5bn relates to completed games and SEK 3.2bn relates to On-going development. SEK 12.5bn of assets are related to acquisitions (Goodwill and IP-rights). Net cash amounts to SEK 12.8bn. Vast majority is financed thru Equity (net of other assets and liabilities SEK 0.4bn and provisions for conditional purchase price amounts to SEK 1.9bn)

Cash flow from 1 April 2020 to 31 March 2021

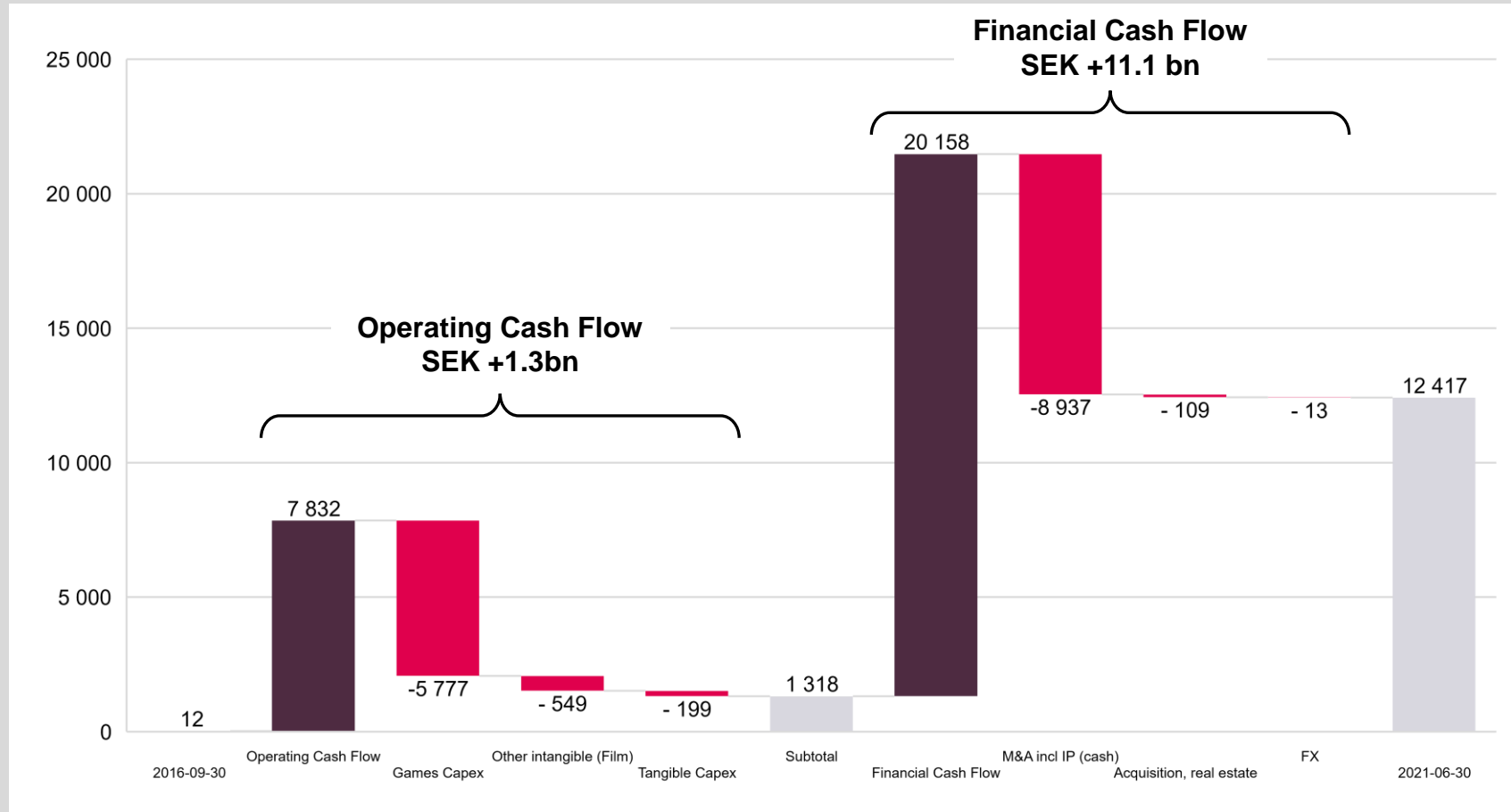


During last year we generated SEK 3.9bn in operating cash flow and invested SEK 2.0bn in our games portfolio, SEK 0.2bn in Other intangibles (mainly Film) and SEK 70m in tangible assets, resulting in an operational FCF of SEK +1.7bn.

Positive cash flow from financing activities at SEK 14.7 bn mainly thru share issues and net cash flow effect from acquisitions amount to SEK -4.6bn.

Cash balance SEK 14.3bn at year end.

Cash Flow from 30 Sep 2016 to 30 Jun 2021



Since September 2016 we have generated SEK 7.8bn in operating cash flow and invested SEK 5.8bn in our games portfolio, SEK 0.5bn in Other intangibles (mainly Film) and SEK 0.2bn in tangible assets, resulting in a operational FCF of SEK +1.3bn.

Positive cash flow from financing activities at SEK 20.2bn, net cash flow effect from acquisitions amount to SEK -8.9bn with a related investment in real estate of SEK -0.1bn.

ESG/Sustainability update



Our Approach to ESG/Sustainability

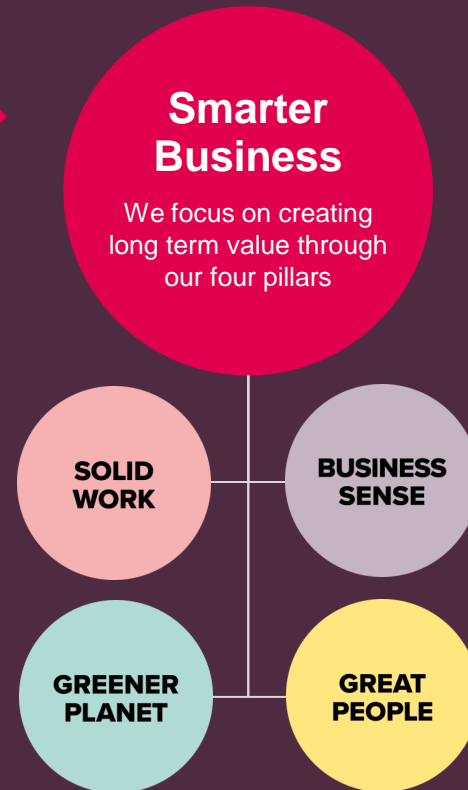
This year, our focus has been on governance through Business Sense.



Our Sustainability Journey Continues

During 20/21 we:

- Established Audit and Remuneration Committee
- Cyber Maturity Assessment
- Launched Annual Global Employee Survey
- Launched Annual Compliance Code Training



The group took the initiative together

We are global and local at the same time. Our decentralized model enables operative models to set their own ambitions and create sustainable impact.

Commitment to Emission Reduction

84/100

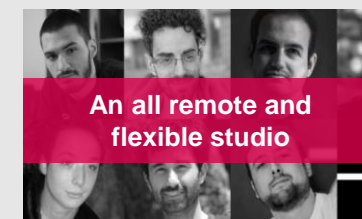
"I enjoy my job"

74% response rate

In first annual Global Employee survey

3472 people, and counting!

First annual Compliance Code training launched



Local initiatives are encouraged – and the group delivered!

More initiatives at embracer.com/year-in-brief-21

Embracer Group is a True Global Connector of People

Our decentralized model is fueled by the power of diverse perspectives.

Diverse backgrounds fuel the creativity and the can-do spirit that is the Embracer DNA, and we welcome diverse perspectives.

2.8

billion gamers

40

markets across the world

26%

of new hires are women

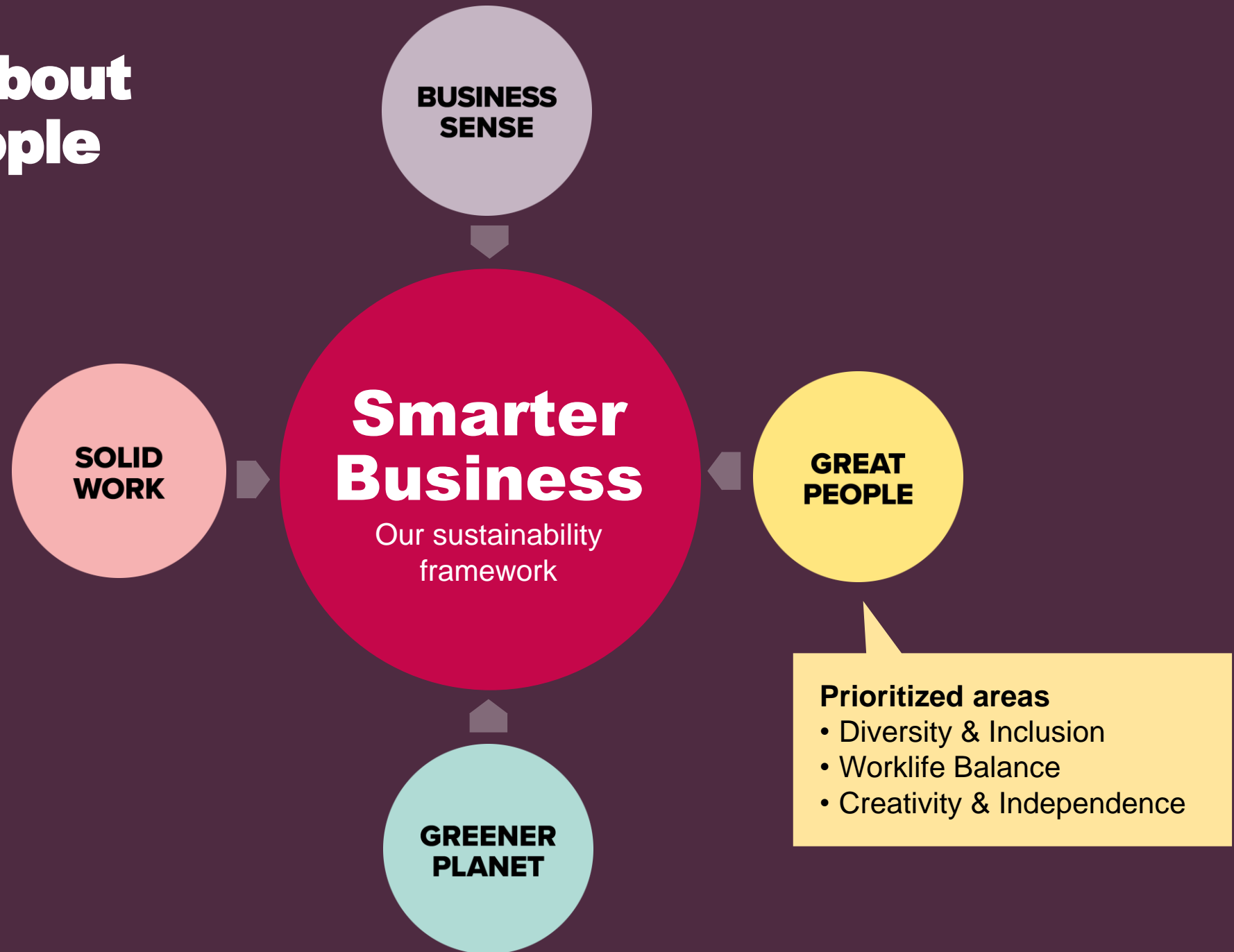
69

nationalities work together

29

new nationalities joined the family

21/22 is about Great People



A character with large, purple, feathered wings and a yellow and black outfit is seen from behind, looking towards a cliffside. The cliffside features a large, multi-story building with a crane-like structure on top, set against a backdrop of a blue sky and a body of water. The scene is lush with green vegetation and rocky terrain.

Business Areas

Governance and group structure




THE BOARD

Kicki



EMBRACER+ GROUP

Lars



THQ NORDIC

Share of the Group net sales **20%** Internal headcount **727** Studios **16**



Coffee Stain

Share of the Group net sales **13%** Internal headcount **76** Studios **4**




SABER INTERACTIVE

Share of the Group net sales **13%** Internal headcount **1,543** Studios **14**




gearbox software

Internal headcount **550**




DEEP SILVER

Share of the Group net sales **23%** Internal headcount **1,976** Studios **10**



amplifier GAME INVEST

Internal headcount **208** Studios **11**



DECA

Share of the Group net sales **2%** Internal headcount **349** Studios **5**



Easybrain

Internal headcount **250**



Today's speakers:



Randy Pitchford
CEO & Founder



Sean Haran
CBO

Award-winning developer and publisher of leading entertainment...

- Founded in 1999
- 22 years of profitability
- Positioned for rapid growth with a strong pipeline
- We value happiness, creativity, and profit

...on a mission to entertain the world





Creation

Maximization



Talent

Process

IP

Technology

A growing force in the industry...

- 420+ team members in US
- 200+ team members in Quebec City
- Rapidly expanding



Frisco, Texas



Quebec City



Led by a team of entertainment
industry veterans

Gearbox Studio Montreal

- 250 positions in new studio
- CAD \$200M* investment in Montreal
- 870 team members company-wide



LA PRESSE

ACTUALITÉS INTERNATIONAL DÉBATS **AFFAIRES** SPORTS AUTO ARTS CINÉMA

Économie Chroniques Marchés Entreprises Techno Médias Finances personnelles PME

Investissement de 200 millions

Gearbox ouvre un studio à Montréal

IMAGE FOURNIE PAR GEARBOX SOFTWARE
Jeu vidéo *Borderlands*, plus grand succès de Gearbox Software

Pour son premier studio à l'extérieur du Texas, Gearbox avait choisi en 2015 la ville de Québec. L'expérience a manifestement plu au développeur du jeu *Borderlands*, puisqu'on annoncera ce jeudi l'ouverture à Montréal d'un deuxième studio québécois, un investissement de 200 millions.

Le studio texan Gearbox s'installe à Montréal

Partagez sur Facebook Partagez sur Twitter

PC GAMES INSIDER

POCKET GAMER CONNECTS DIGITAL#1 The Leading Games Industry Conference Online

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JOB NEWS

Borderlands firm Gearbox is opening a Montreal studio

August 27th, 2021 - 09:48am
By Alex Calvin, PCGamesInsider Contributing Editor

Borderlands maker Gearbox is setting up shop in Montreal, Canada. The firm has said that it is investing CAD\$200 million (\$197 million) into the region to establish Gearbox Montreal, with aims of creating 250 jobs in the area. This venture is going to be headed up by Sébastien Caisse and Pierre-André Déry, who also have headed up Gearbox's Quebec studio since its opening back in 2015. "The Gearbox Entertainment Company is ambitiously looking both internationally and domestically to grow our creative engine and meet the incredible demand our customers have for talent-crafted experiences with our intellectual property," said Gearbox founder Randy Pitchford (pictured).

VIEW MORE

- News
- Job News

COMPANY

- Gearbox Software

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Gearbox Sets Up Montréal Studio to Work on Borderlands and Brand New Games

"We are excited to assemble a new development team to work on the Borderlands franchise and create new IPs in Montréal."

By Jared Moore Updated: 26 Aug 2021 10:35 am Posted: 26 Aug 2021 10:35 am

Gearbox Opens New Montreal Studio To Work On "Groundbreaking Entertainment"

Montreal is a delightful place this time of year and an even better place to make games.

BY SEAN MURRAY
PUBLISHED AUG 26, 2021

1. *\$200M investment, which includes infrastructure costs, and 250 team members will be achieved over several years..

Game development is our lifeblood...

CREATED



WORK FOR HIRE

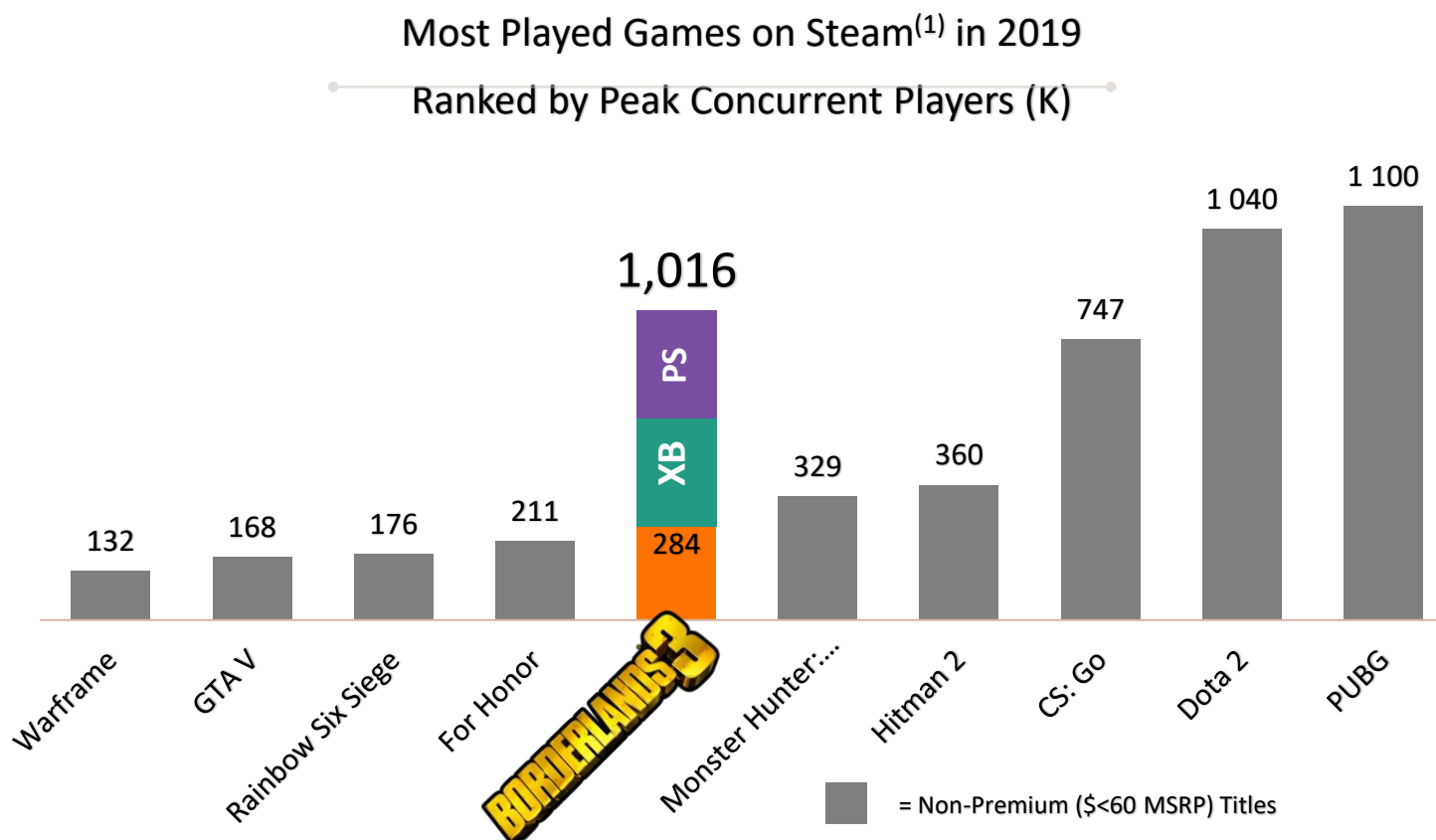


ACQUIRED



Mass Appeal + Continual Engagement

- *Borderlands 3* is 2K's fastest selling title and has sold-in more than 13M units to date*



2.2M
MAU average
two years post
launch

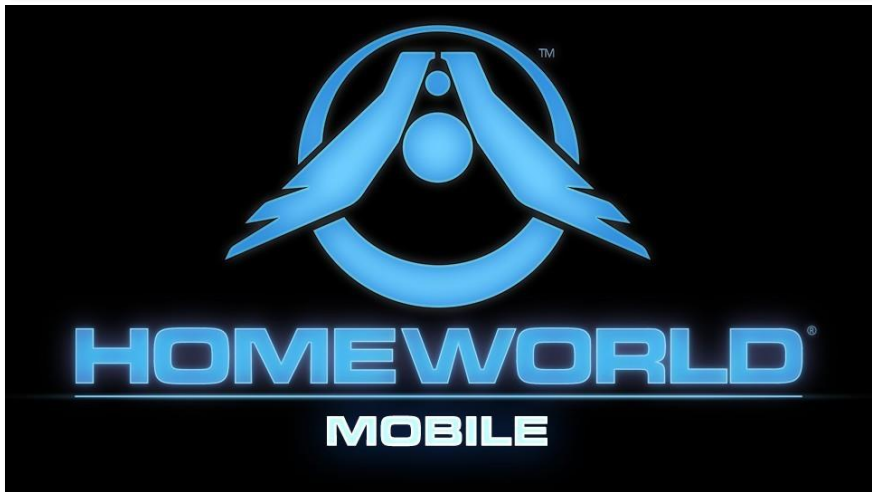
48
Hours playtime
on PC (Avg.)

6
DLC packs from
launch to
present

1. *Source: <https://taketwointeractivesoftwareinc.gcs-web.com/static-files/557a2e9d-18dd-47bf-a1cd-7a82903ff967>
 2. Borderlands 3 data from Epic store as it was not released on Steam in 2019
 3. Borderlands 3 is the only game above that is not F2P and has a sale price of greater than \$29.99



Gearbox Publishing



2015
Founded

60
Team members

20
Games shipped

13M+
Community members

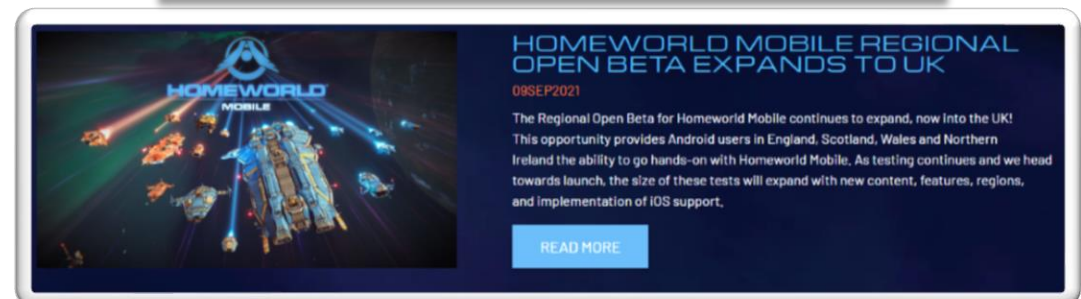
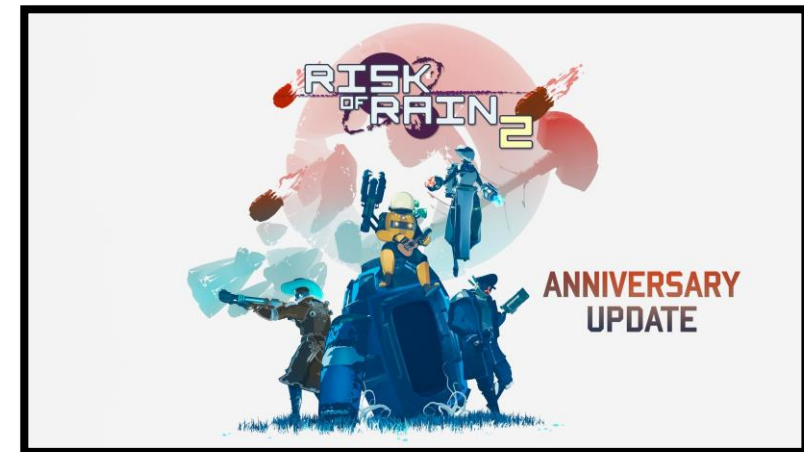
We want to...

Continue as the most developer-friendly publisher in the world

Protect and promote creative visions

Gearbox Publishing

- Since Gearbox's merger was announced:
 - Launched *Tribes of Midgard* worldwide
 - Planted 40,000 trees to celebrate
 - Released *Godfall* on PlayStation 4
 - Competed for and won a dozen awards for Gearbox Publishing's titles
 - Delivered five Gearbox Publishing title updates and expansions to our customers
 - Began regional beta testing in seven countries for Gearbox Publishing's first mobile title



A Look Ahead – Announced Activity



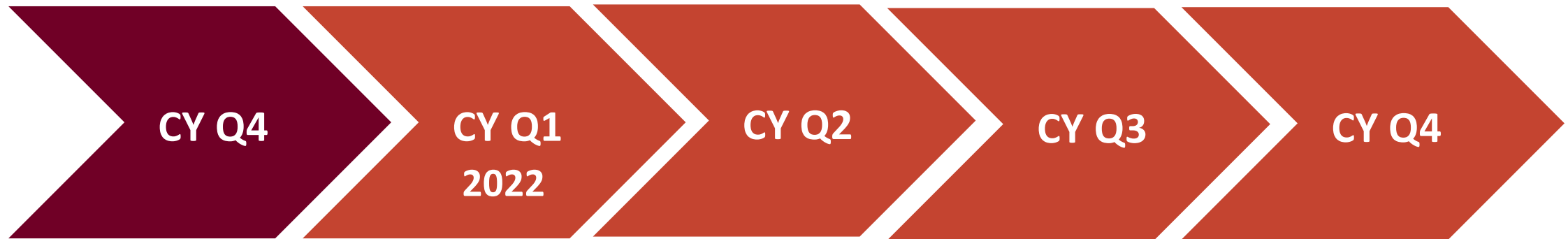
Ongoing Regional Beta Launches
CY Q4 2021



Launch and Post-Launch Content
March 25, 2022



Targeted Release



Season/Sage
Updates and
continued
support



Expansion #1
(CY Q4 2021)
and continued
support



Borderlands Movie

- Completed shooting in Budapest
- Currently in post-production
- Full Lionsgate support
- All-star cast



Borderlands Movie



Duke Nukem

WRITER

EVAN DAUGHERTY



- Snow White & the Huntsman
- Divergent
- Tomb Raider ('18)



VARIETY

Read Next: 'The Starling' Review: A Maudlin Grief Drama That Clips Melissa McCa

'Duke Nukem' Movie Draws 'Assassin's Creed' Producer

By Dave McNary ▾



Brothers in Arms

SHOWRUNNER SCOTT ROSENBAUM



- The Shield
- Chuck
- Queen of the South



☰ Q GOT A TIP? ***THE** Hollywood REPORTER* NEWSLETTERS **SUBSCRIBE**

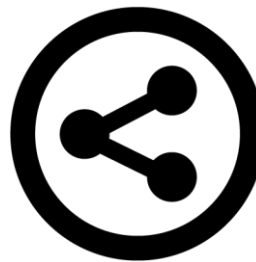
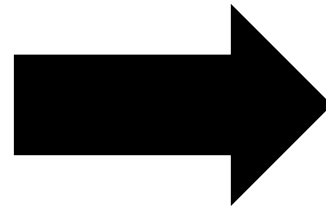
NEWS FILM TV LIFESTYLE BUSINESS INTERNATIONAL AWARDS VIDEO

HOME > TV > TV NEWS

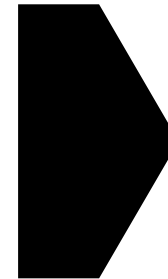
‘Brothers in Arms’ TV Adaptation in the Works (Exclusive)

Video game developer Gearbox Entertainment has teamed with showrunner Scott Rosenbaum (‘Queen of the South,’ ‘V,’ ‘Gang Related’) to adapt its shooter franchise ‘Brothers in Arms’ for the small screen.

From Single to Multi-Platform...



...requires new capabilities and skills...

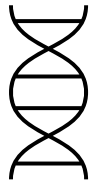


- Gearbox Studios
- Gearbox Productions
- Creative Business Development



...and the appropriate mindset

UNDERSTANDING



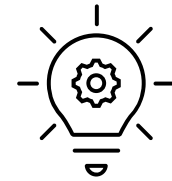
*Know what is
foundational to your IP
and what's not*

COLLABORATION



*Be partnership-centric,
each medium requires its
own space to maneuver*

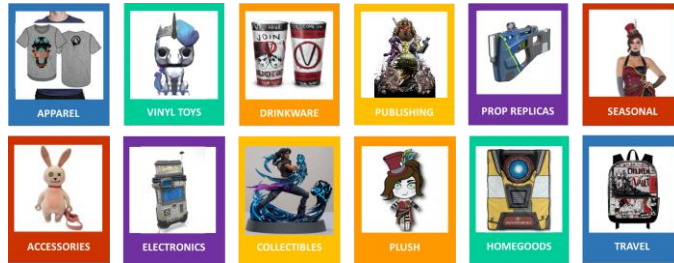
CREATIVITY



*Empower your talent to
facilitate creativity*

IP Maximization – Consumer Products

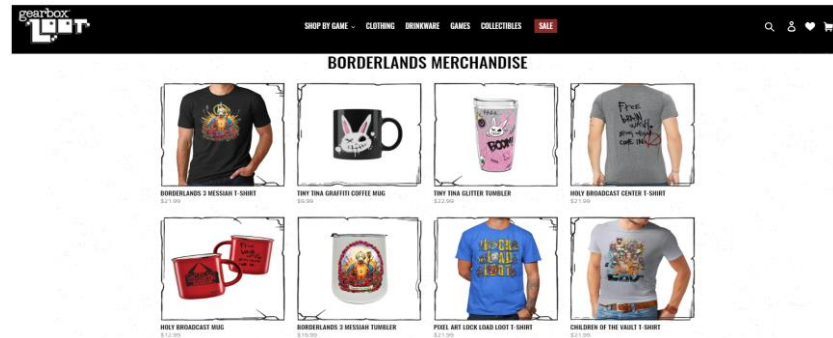
Coverage of All Major Categories



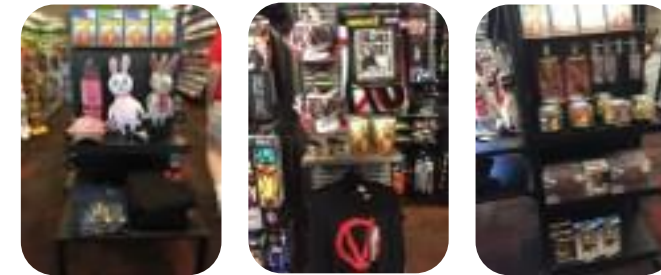
Activations at Major Touchstone Events



Dedicated Branded Ecommerce Site



In-Store Placement



38

Licensees

200

Products at retail

1,700

Products online

\$27M+

Borderlands 3 Retail Sales



- World-Leading Talent Creating the Best in Entertainment
- Experience and Expertise in Delivering Value
- Positioned and Resourced for Multiplatform Growth



Market update

Newzoo Global Games Market Report and Forecast

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500+ Clients
and 5,000 + Users

12+ Years in the
Industry

104 Employees across our
offices in U.S., Europe, and
China

Across practically every market, we serve the biggest brands and most innovative companies.

We have the expertise and were the first market intelligence firm in the world to report on esports in 2013.

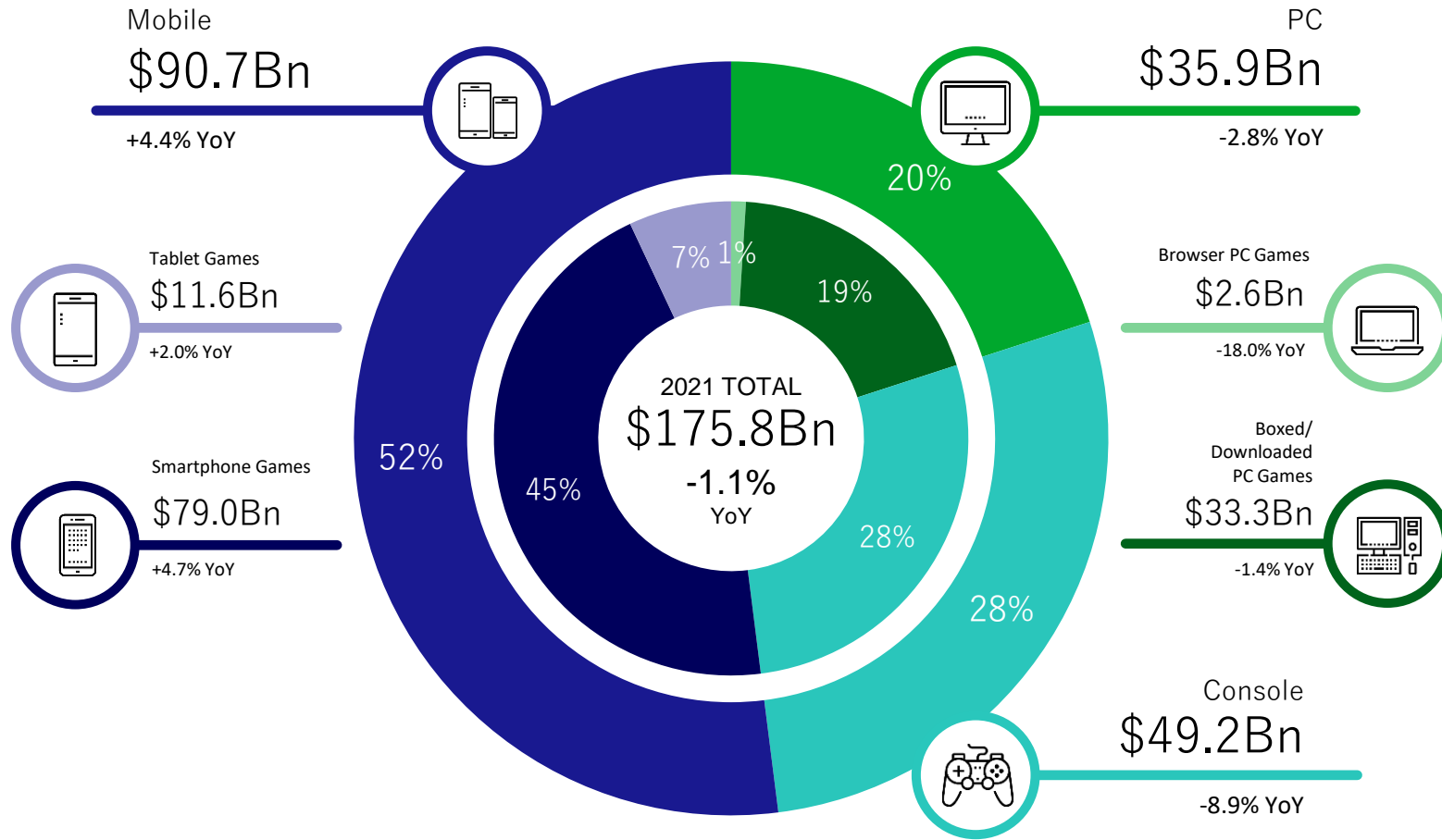
We serve all time zones out of our offices in San Francisco, Shanghai and Amsterdam.





2021 Global Games Market

Per Device & Segment With Year-on-Year Growth Rates



\$90.7Bn

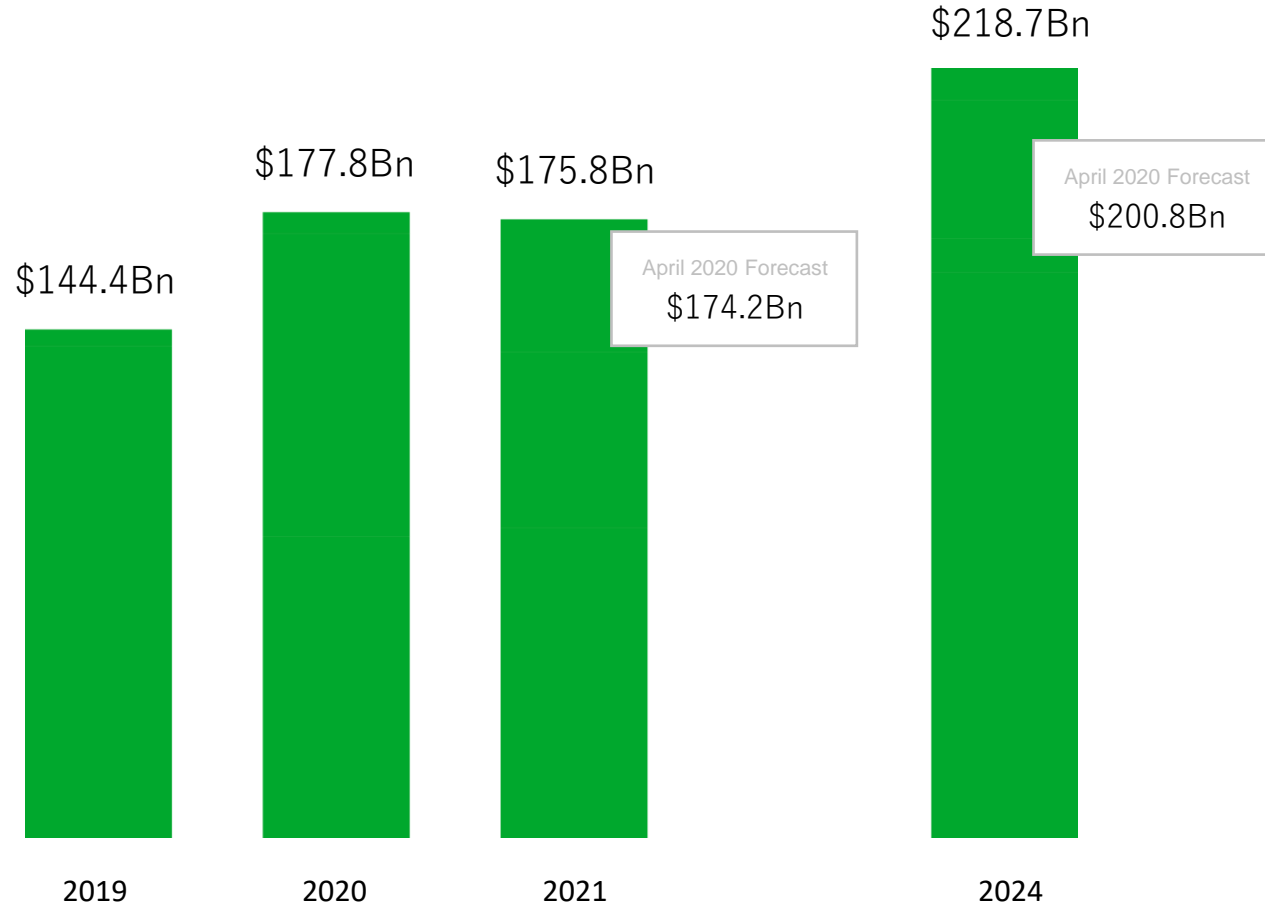
Mobile game revenues in 2021 will account for 52% of the global market

Our revenues encompass consumer spending on games: physical and digital full-game copies, in-game spending, and subscription services like Xbox Game Pass. Mobile revenues exclude advertising. Our estimates exclude taxes, secondhand trade or secondary markets, advertising revenues earned in and around games, console and peripheral hardware, B2B services, and the online gambling and betting industry.



Global Games Market Forecast

Forecast Toward 2024



+8.7%

Total Market CAGR
2019-2024

Our revenues encompass consumer spending on games: physical and digital full-game copies, in-game spending, and subscription services like Xbox Game Pass. Mobile revenues exclude advertising. Our estimates exclude taxes, secondhand trade or secondary markets, advertising revenues earned in and around games, console and peripheral hardware, B2B services, and the online gambling and betting industry.

The Year 2021

What's happening in 2021?



PC & Console

(-6.4% growth)

- Disruption of global supply chains limiting supply for new consoles and PC components
- Delays in game releases – particularly in AAA development
- Short-term return to the levels of engagement and spending of pre-2020, but engagement and revenues permanently above pre-2020 levels as gaming became a habit
- Positive signs for emerging technology such as cloud gaming, VR, but will be many years before these significantly affect spending on games
- Enthusiasm for the “metaverse” displayed by several leading game companies has the potential to drive a lot of future revenues but is unlikely to affect game revenues in the next years



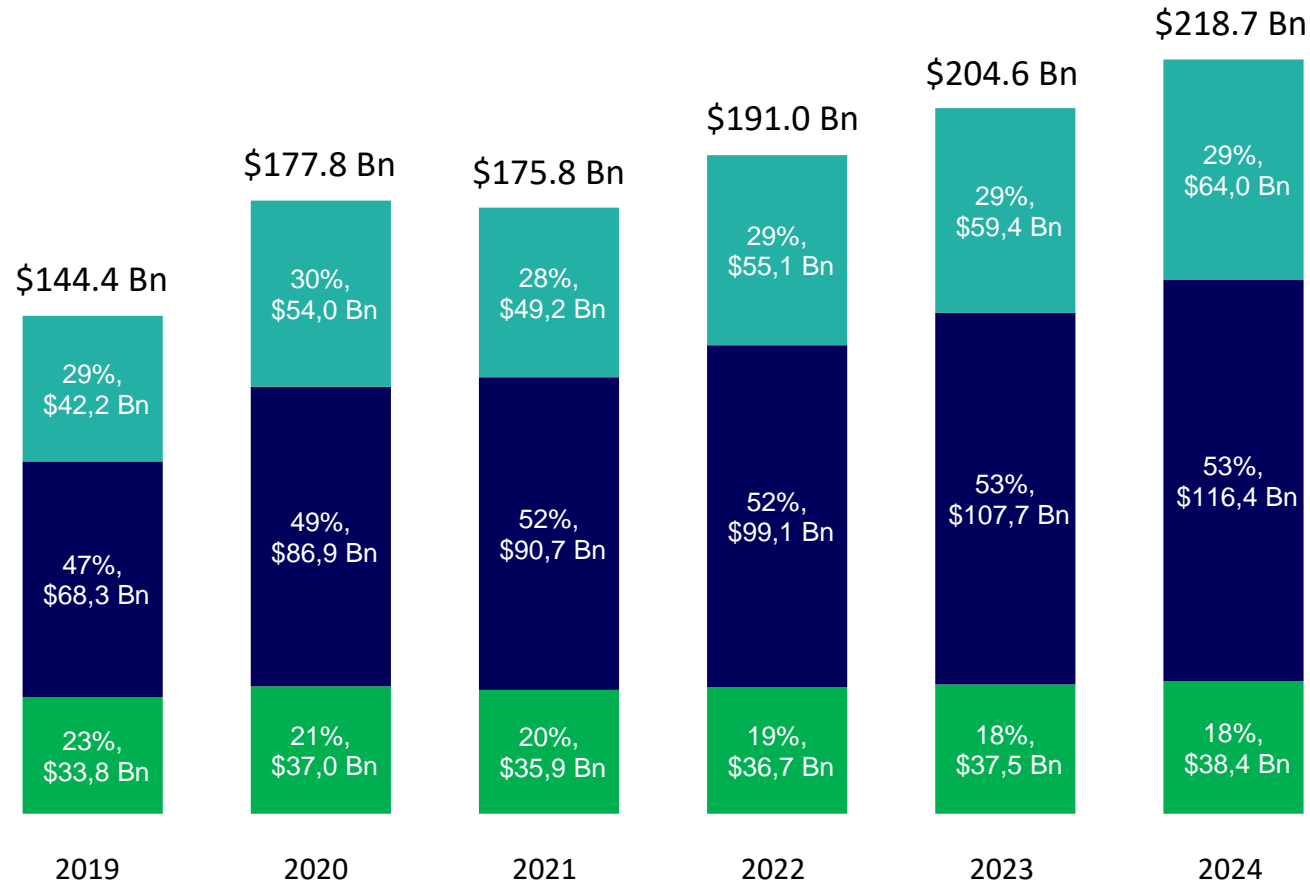
Mobile

(+4.4% growth)

- Lower impact from disruption to way of working
- Lower permanent effect of lockdowns as barrier to entry for mobile gaming is lower
- Less affected by supply chain crisis, as (new) hardware plays a smaller role in people's enjoyment of mobile games. However, the ongoing trend toward core mobile gaming experiences means that the role of hardware is increasing
- Apple's removal of the IDFA (Identifier for Advertisers) is looming over the market. The brunt of the impact of this change will fall on the part of the mobile games market monetized through advertisement, but the expectation is that it will also trickle into in-game purchases
- Enthusiasm for the “metaverse” displayed by several leading game companies has the potential to drive a lot of future revenues but is unlikely to affect game revenues in the next years

2018-2024 Global Game Revenue

Forecast to 2024




Our revenues encompass consumer spending on games: physical and digital full-game copies, in-game spending, and subscription services like Xbox Game Pass. Mobile revenues exclude advertising. Our estimates exclude taxes, secondhand trade or secondary markets, advertising revenues earned in and around games, console and peripheral hardware, B2B services, and the online gambling and betting industry.

2020-21 YoY Growth

 + \$11.8 Bn
Console

 + \$18.5 Bn
Mobile

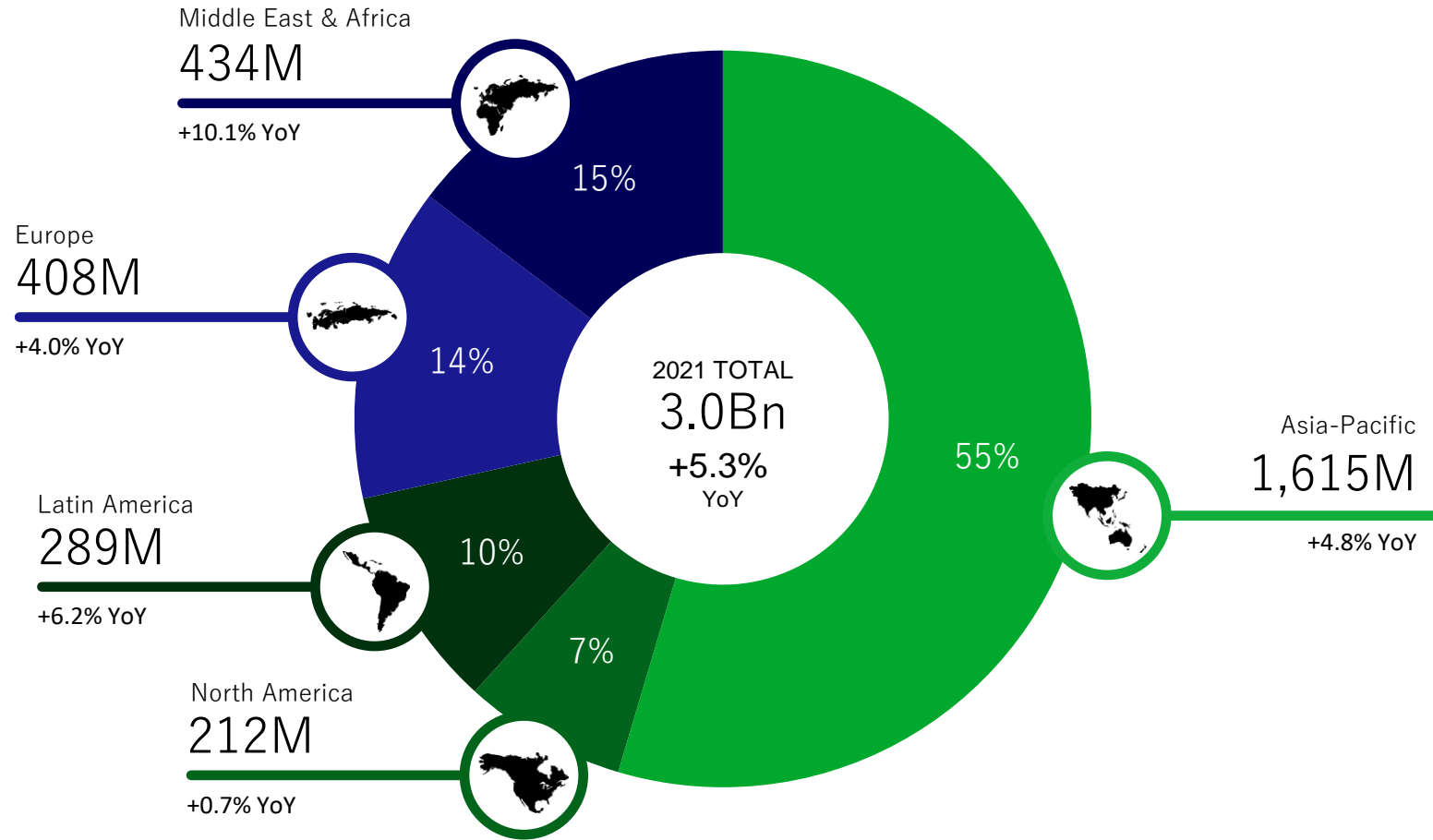
 + \$3.1 Bn
PC

- Console
- Mobile
- PC



2021 Global Players

Per Region With Year-on-Year Growth Rates



55%

of global players are in Asia-Pacific, and the region still houses some of the fastest-growing markets worldwide

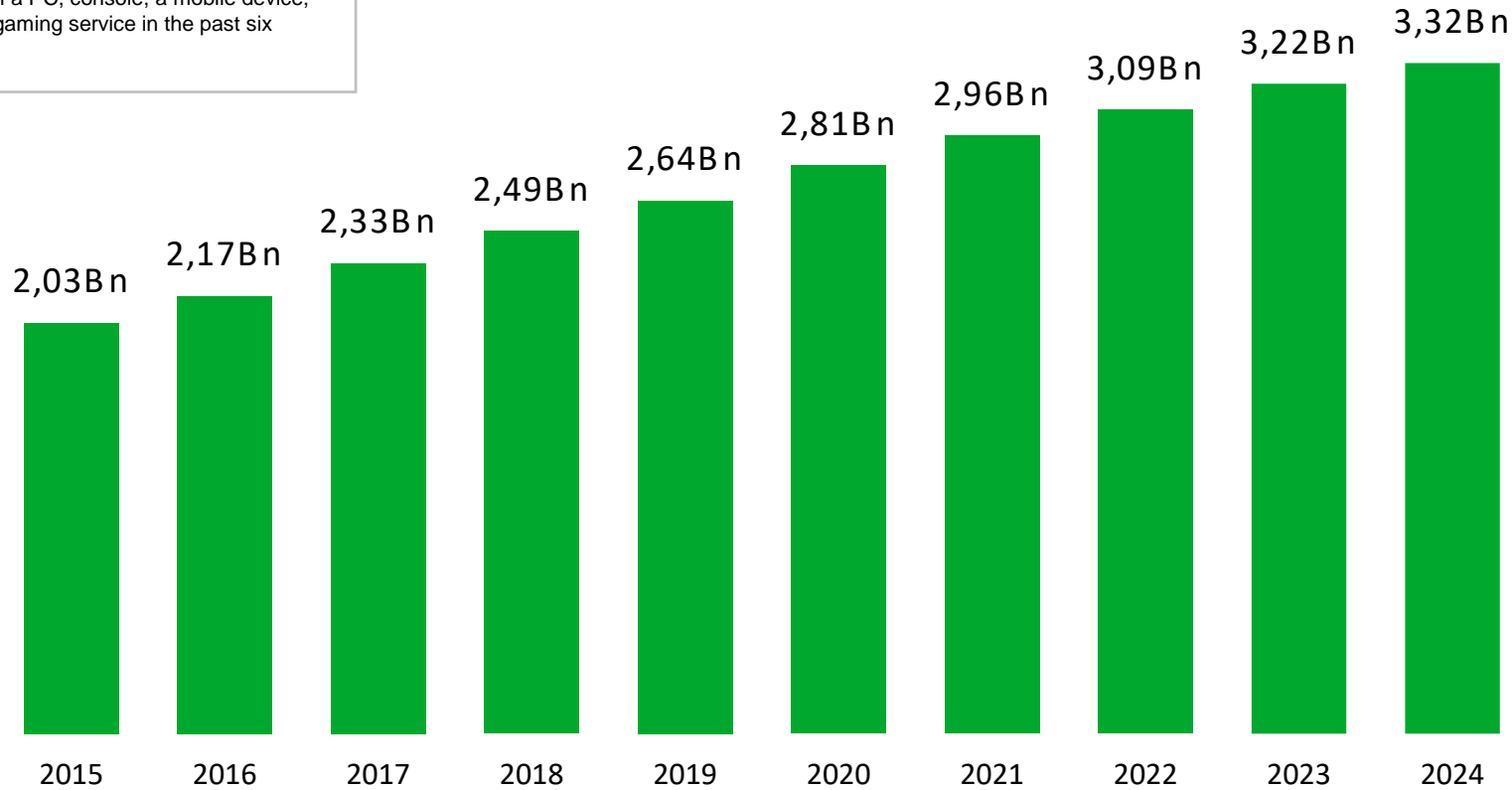
Players are all people who played (digital) games on a PC, console, a mobile device, or cloud gaming service in the past six months.



2015-2024 Global Players

Forecast Toward 2024

Players are all people who played (digital) games on a PC, console, a mobile device, or cloud gaming service in the past six months.



+5.6%

Total Players CAGR
2015-2024



Mobile Players in 2021

2.8Bn



Console Players in 2021

0.9Bn

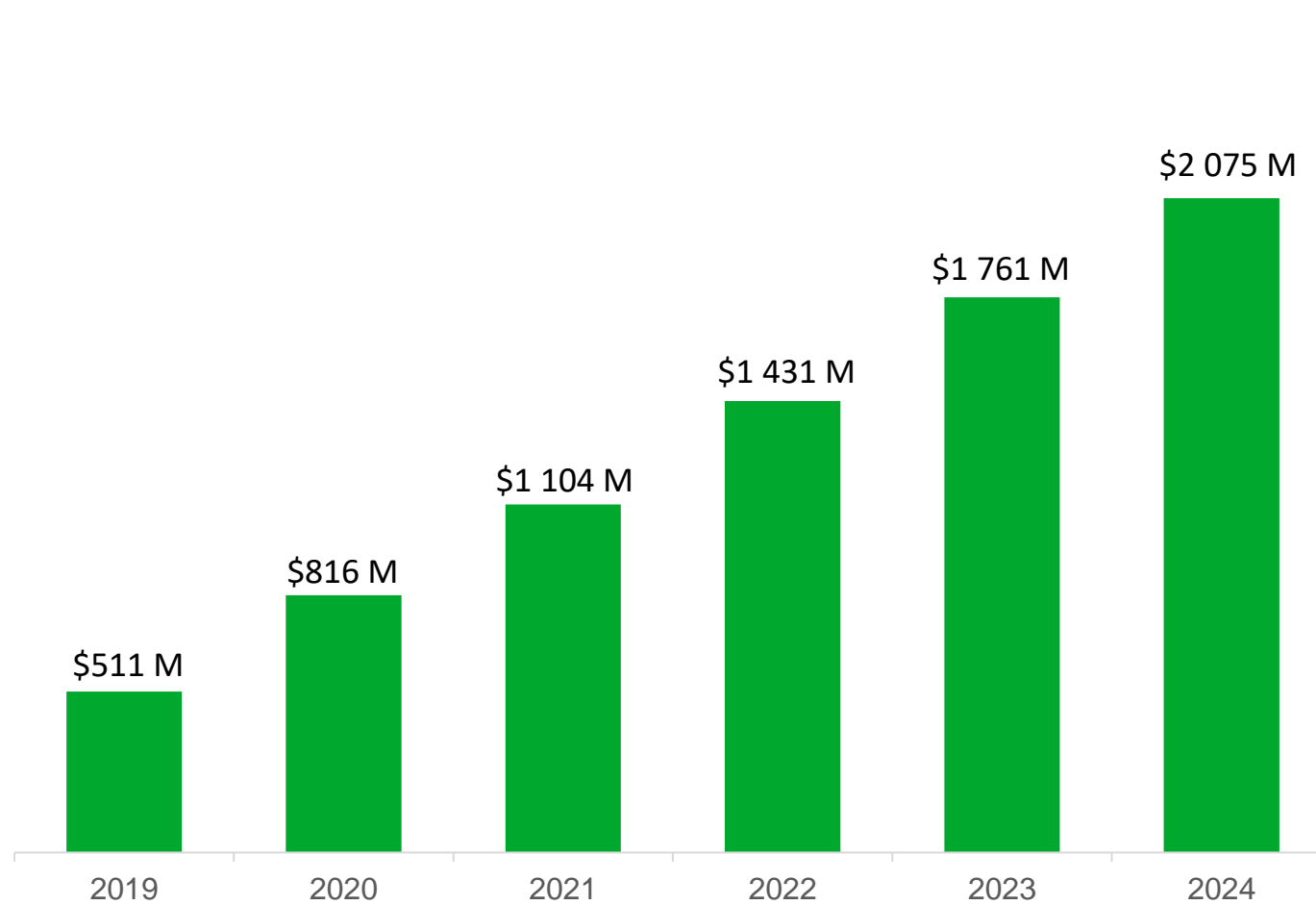


PC Players in 2021

1.4Bn

VR Game Software Revenues Growth

Global | 2019-2024



+32.4%

CAGR 2019-2024

Software revenue based on consumer spending for VR headsets capable of 6DoF positional tracking. Excludes enterprise headsets that can also be used to play VR games and headsets that use only 3DoF tracking; for example, all smartphone-based VR headsets such as Samsung Gear VR and entry-level standalone headsets such as Oculus Go.

Source: ©Newzoo | 2021 Global Games Market Report | June 2021

newzoo.com/globalgamesreport

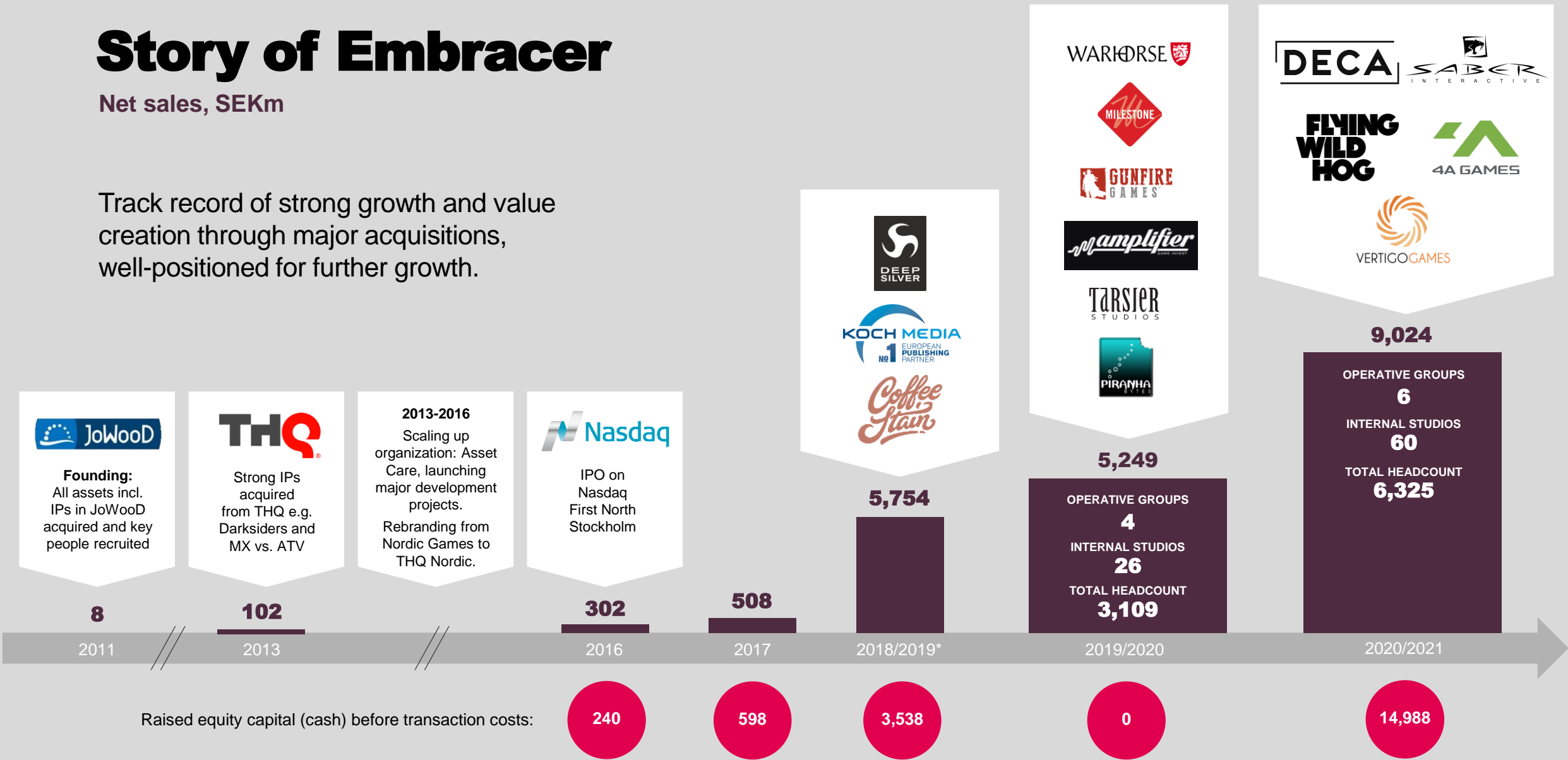


Operating model

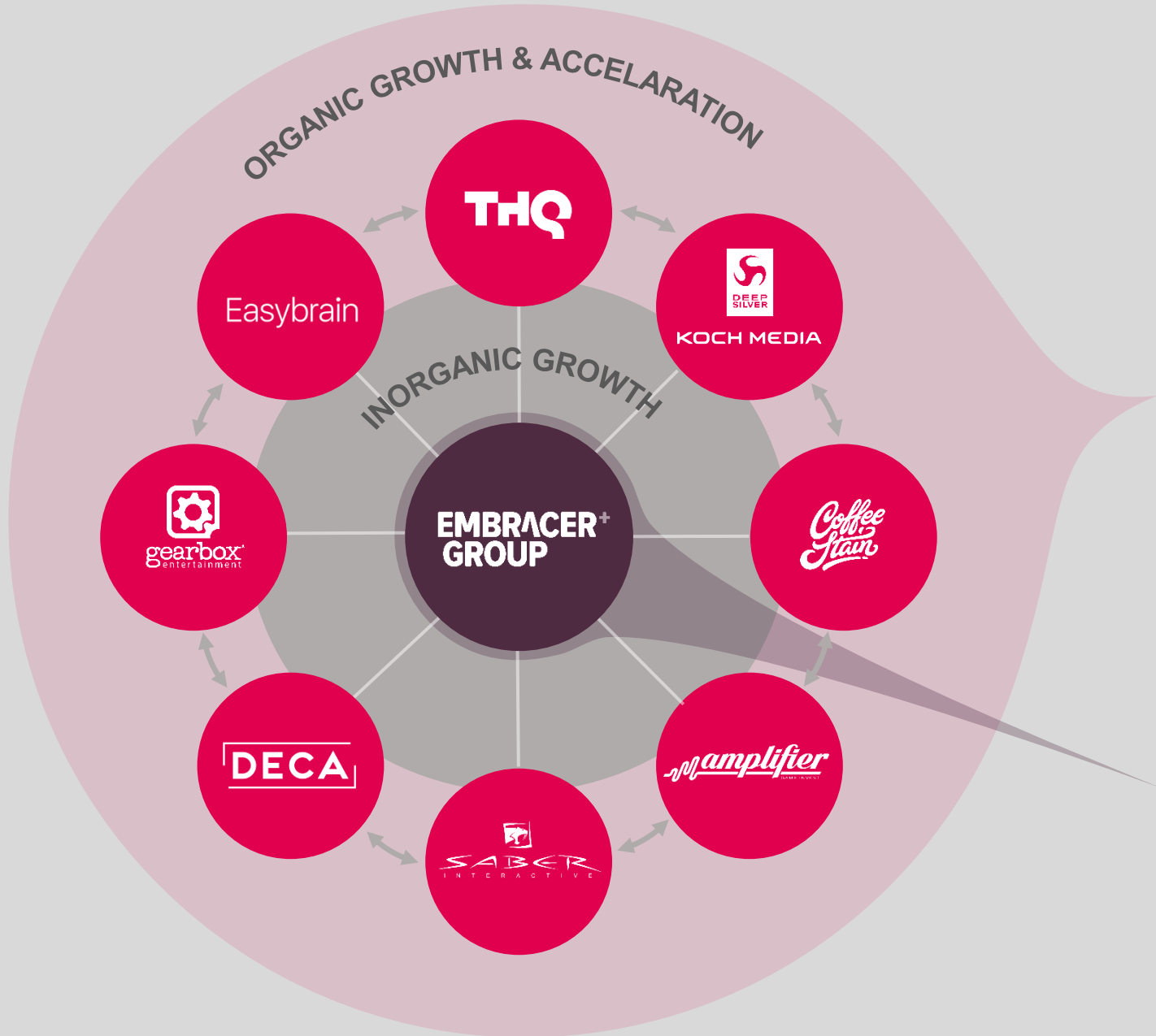
Story of Embracer

Net sales, SEKm

Track record of strong growth and value creation through major acquisitions, well-positioned for further growth.



*15 months (2018/2019)



Ecosystem for entrepreneurs within gaming and entertainment

Each Operative Group has its own unique culture, DNA and strategy.

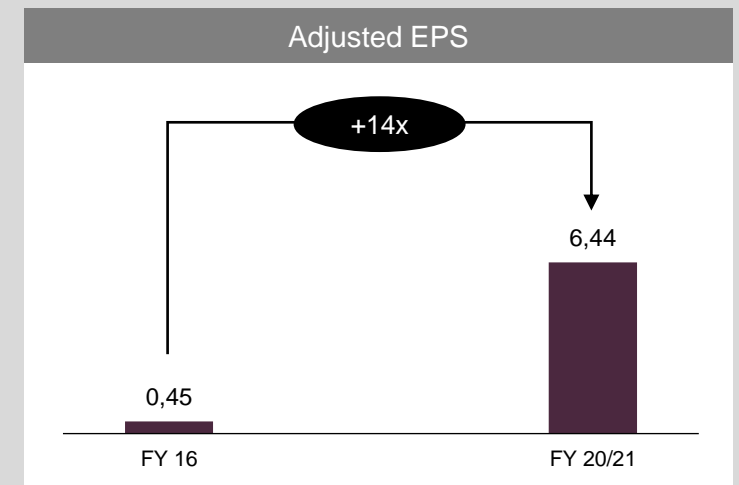
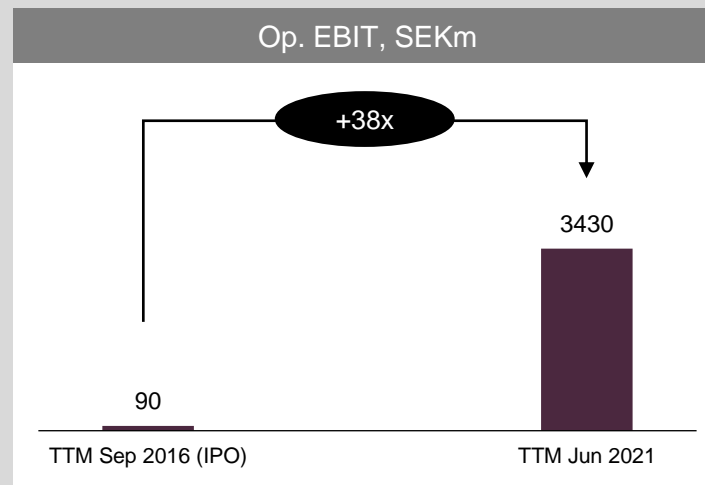
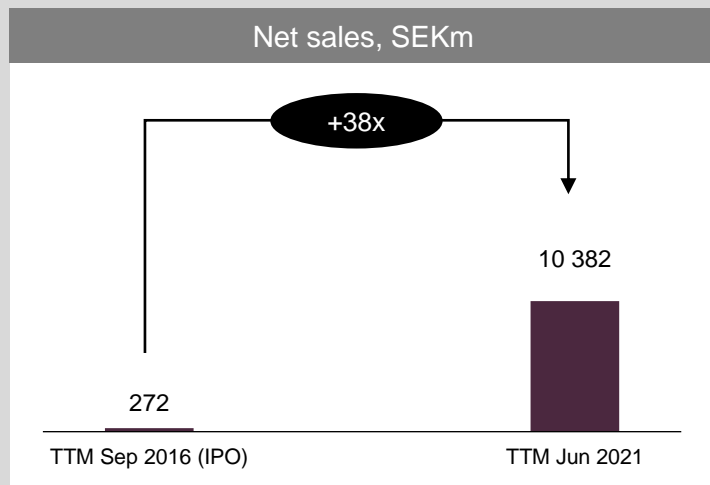
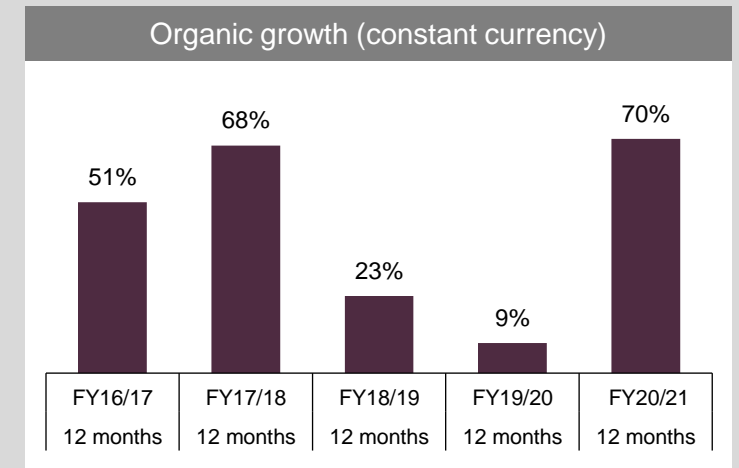
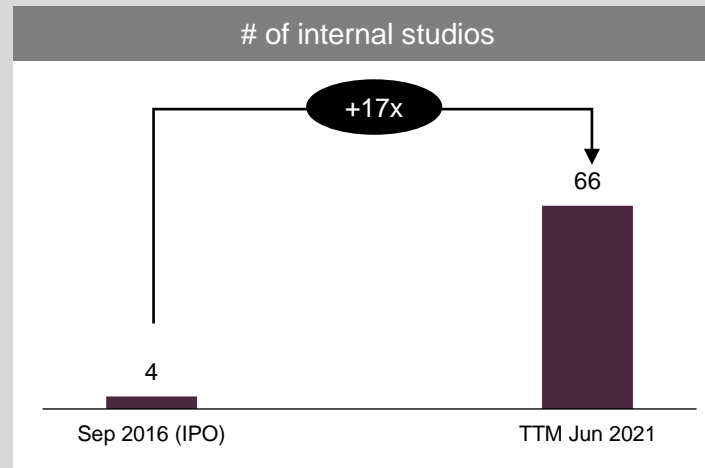
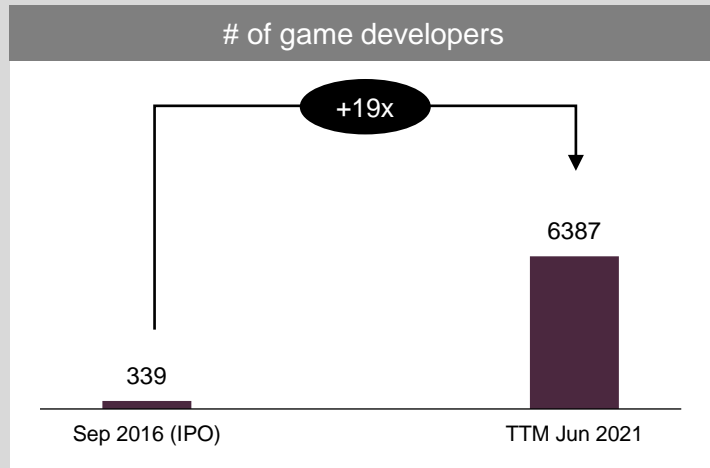
Decentralization philosophy empowering individuality, creativity and speed.

Offering benefits of a large structure e.g. access to growth capital, knowledge sharing and soft synergies.

Attractive model for long-term creatives and entrepreneurs, will help bring more publishers and studios onboard.

Offers a diverse ecosystem that stands on many revenue streams

Growth track record since IPO



We continue to build scalable corporate capabilities at the parent company

Recent new hires



Ulrika Frykemo
Head of Financial Control



Anna Orlander
Head of M&A legal



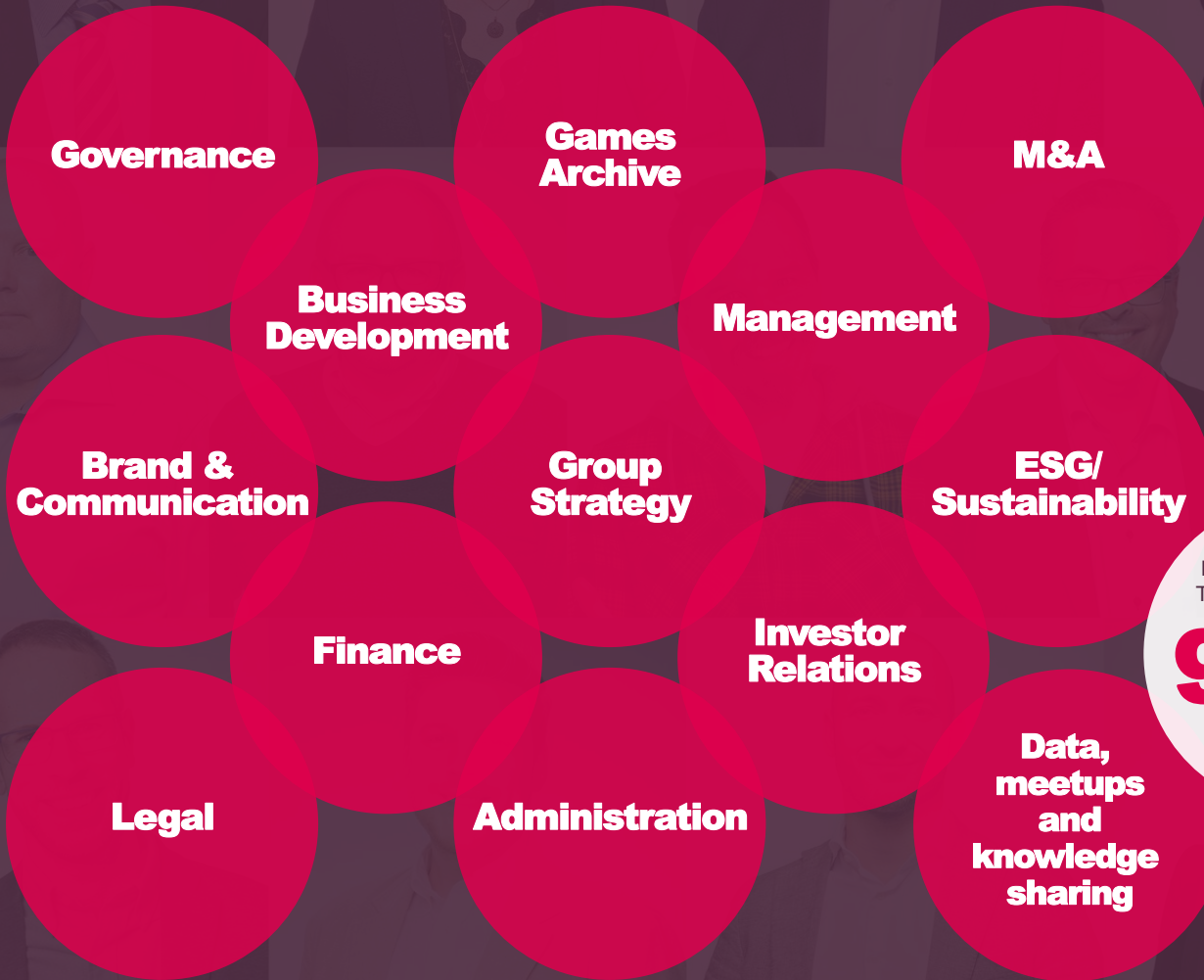
Ian Gulam
General Counsel



Caroline Andersson
Vice president of M&A



Martin Hogen
Onboarding & Finance development





M&A and strategy update

High level M&A process

Scouting phase

Scouting:

- Ongoing, patient scouting and research activity at HQ in Sweden and all operating units under Embracer Group.
- Main criteria: Strong entrepreneurs and management with long-term commitment.

Relationship building:

- Manage network and pipeline across the Embracer Group.

Negotiation phase

Business evaluation

- Commercial and financial evaluation on key games, founder(s), management and business plan

Handshake on Heads of Terms

- Negotiating heads of terms, business plan and post-acquisition structure (subject to due diligence)

Letter of Intent

- Offer Letter and Letter of Intent agreed with target company, Embracer is granted exclusivity.

Due Diligence phase

Due diligence (DD)

- Financial, tax, legal (incl. compliance, GDPR and ESG) DD with leading advisors
- Full commercial and tech DD with appropriate in-house team

Legal documentation

- Draft, negotiate and finalize transaction documentation (share purchase agreement, etc.)
- Inform/anchor Embracer code of conduct and group policies (Better Business)

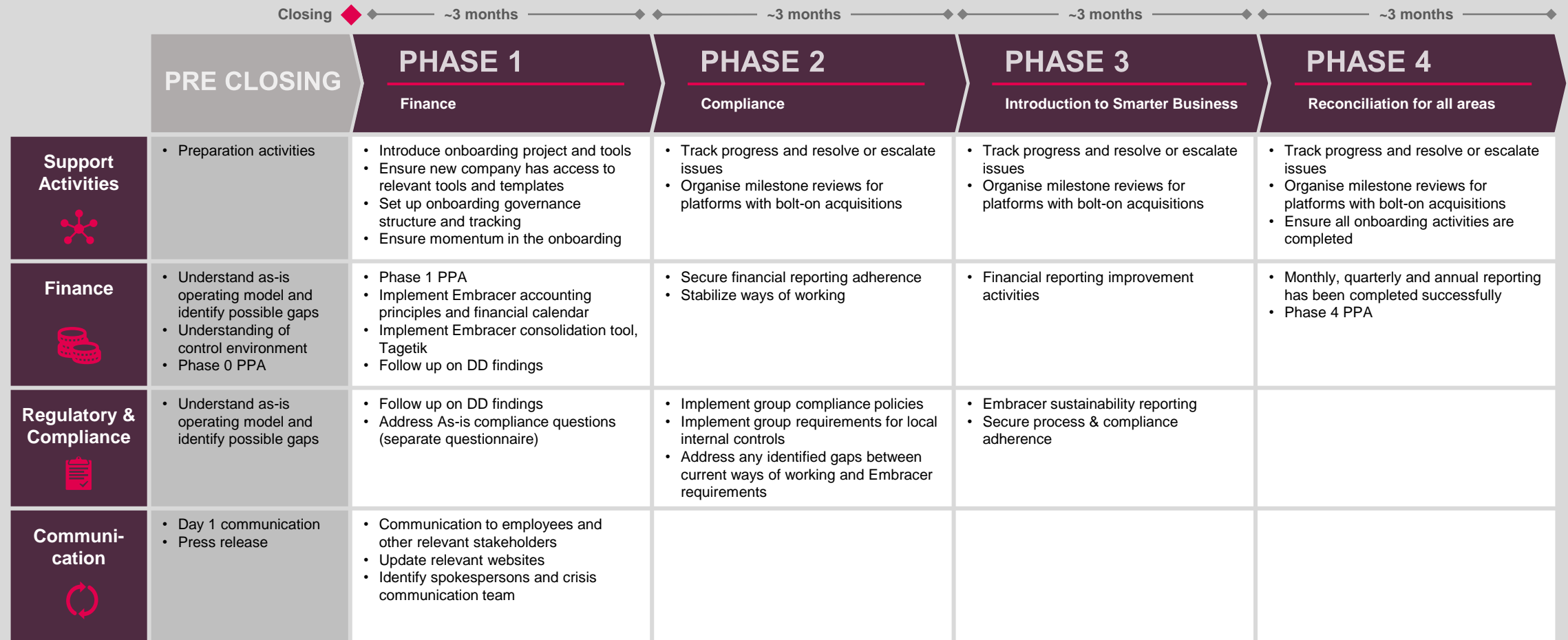
Investor communication

- Press release and announcement presentation.

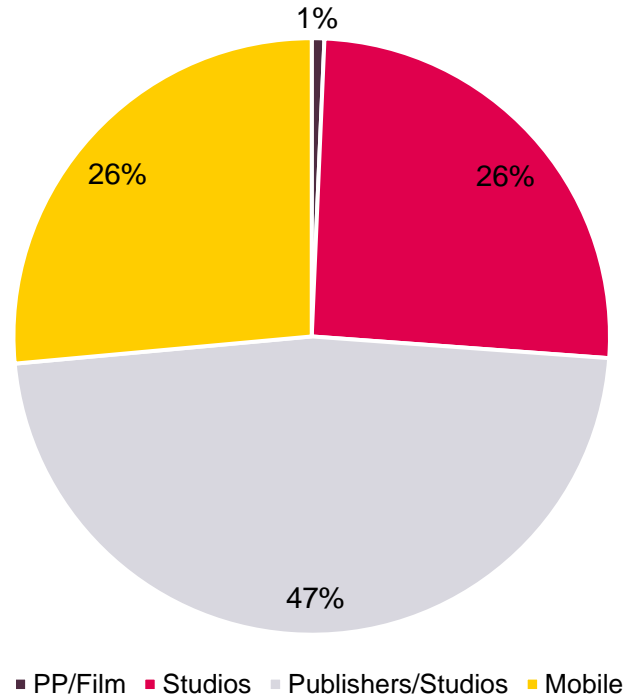
Prepare onboarding

- Prepare handover to onboarding team (next slide).

High level onboarding process

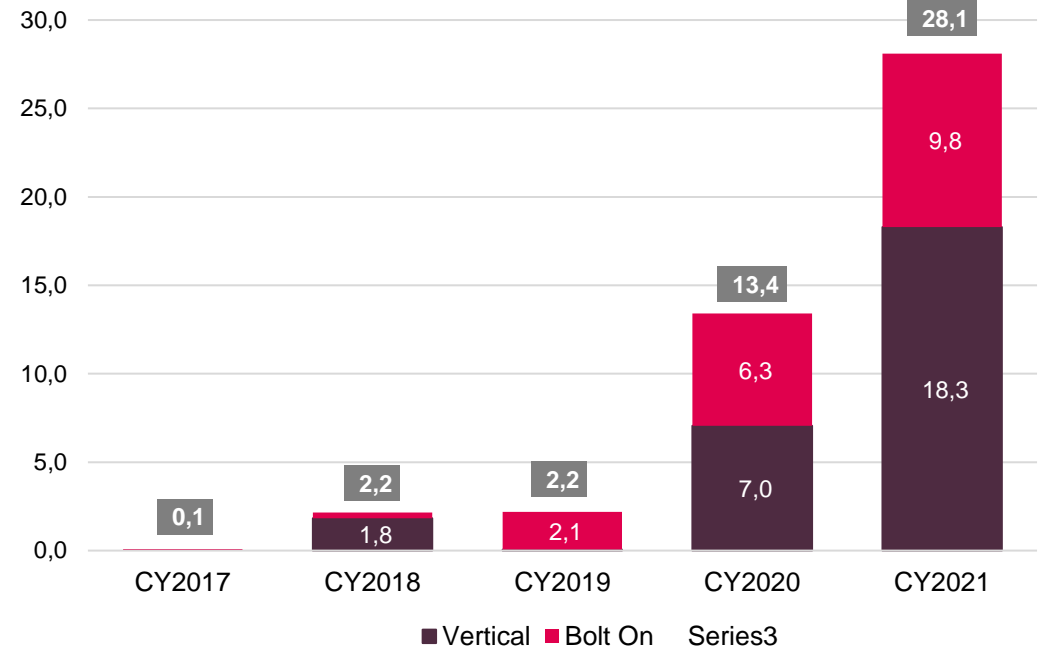


Consideration split by Business Segment



- M&A activity drives diversification over operative groups and business areas
- Ramp-up in capital allocation towards mobile.

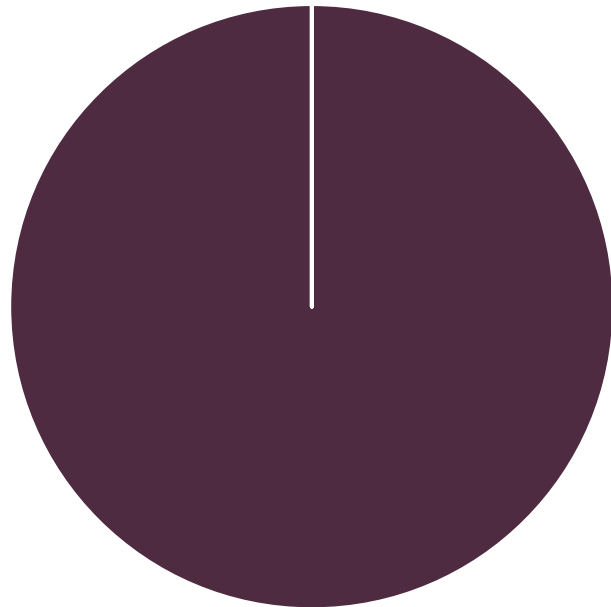
Total Maximum Consideration (SEK bn)



- Increased intensity
- More capital allocated to bolt-ons as eco-system grows.

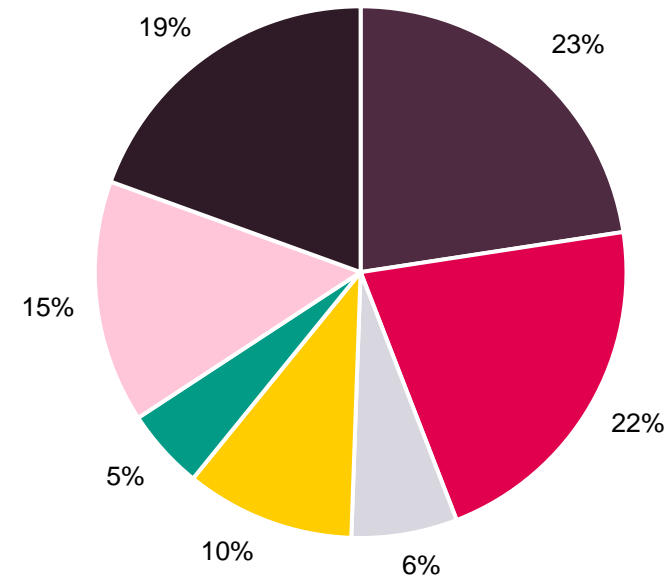
Improved diversification with significantly reduced dependency on individual studios and publishers

Net Sales, Business Area Games FY 2017



■ Games - THQ Nordic

Net Sales, Business Area Games Q1 21/22



- Games - THQ Nordic
- Games - Deep Silver
- Games - Coffee Stain
- Games - Saber Interactive
- Games - Deca
- Games - Gearbox
- Games - Easybrain

Operating Groups and Standalone companies SEK mn	Closing date	EV Day 1	Likely earnout	Total	Op EBIT at deal announcement *)	OP EBIT TTM June 21 (excl bolt-ons)
Koch Media	feb.-18					
Handygames	juli-18					
Coffee Stain	nov.-18					
Game Outlet Europe	aug.-19					
Milestone	aug.-19					
Saber Interactive	apr.-20					
		3 690	4 693	8 382	1 189	1 871

Studios / IP's SEK mn	Closing date	IP	Royalty savings on IP	Capex savings	Evaluation	EV Day 1	Likely earnout	Total
Foxglove	2016	-	-	-	Below expectations			
Black Forest Games	aug.-17	-	-	Yes	In-line or exceeding expectations at acquisition			
Pieces Interactive	aug.-17	-	-	Yes	In-line or exceeding expectations at acquisition			
Experiment101	nov.-17	Biomutant	Yes	Yes	In-line or exceeding expectations at acquisition			
Bugbear	nov.-18	Wreckfest	Yes	Yes	In-line or exceeding expectations at acquisition			
Warhorse	feb.-19	Kingdom Come Deliverance	Yes	Yes	In-line or exceeding expectations at acquisition			
Piranha Bytes	juli-19	Elex, Gothic	Yes	Yes	In-line or exceeding expectations at acquisition			
Gunfire Games	aug.-19	Remnant	Yes	Yes	In-line or exceeding expectations at acquisition			
Amplifier Game Invest (ex Goodbye Kansas Game Invest)	aug.-19	-	-	-	In-line or exceeding expectations at acquisition			
Tarsier Studios	dec.-19	-	-	Yes	In-line or exceeding expectations at acquisition			
Misc Games	dec.-19	Fishing North Atlantic	Yes	Yes	In-line or exceeding expectations at acquisition			
Voxler	feb.-20	Let's Sing	Yes	Yes	In-line or exceeding expectations at acquisition			
Destinybit	maj-20	Dice Legacy	Yes	Yes	In-line or exceeding expectations at acquisition			
						1 025	290	1 315

A total of 64 deals were completed from IPO 2016 until mid September 2021. Deals that have been part of Embracer for more than a year as per 30 June 2021 have been evaluated (22 of 64). Three of out the 22 have been fully integrated into PP/Film (KSM, Gaya and 18.2). The relevant KPIs for the three companies have been added to and evaluated together with the entity they were integrated in.

Overall performance for the evaluated deals have either met or exceeded management expectations at time of acquisition with one exception being an asset deal from 2016 that was discontinued in FY 19/20 with an accumulated loss of approximately SEK 72mn (Foxglove).

*) Historical pro forma adjusted Op. EBIT is based on communication at deal announcement and has been prepared in accordance with Embracer's accounting policies under Swedish GAAP (K3). Main adjustments relate to the capitalization of game development costs. For Koch and Coffee Stain the adj. Op EBIT is based on YTD 9m period which have been annualized. For Saber, historical Op. EBIT is based reported FY19 figures according to local GAAP. P&L figures have been translated to SEK based on average FX-rates for the inherent period.

Strategy, M&A and investments update.

- The strategy of empowering great entrepreneurs and creators continues to be successful. We believe this is a superior operating model for building a sustainable and long-term group within a creative industry. We firmly believe in empowering great people to make their own decisions is the best model to drive profitable organic growth that will outpace the overall market.
- We are humbled by the interest among entrepreneurs and creators wanting to join our ecosystem. Our position as an independent ecosystem within gaming and entertainment is critical to be successful in an increasingly competitive industry. The greater our ecosystem has become, the greater output we have seen.
- Our strategy is to be a partner to the industry and work together with leading companies, brands and platforms.
- Current M&A prospects continue to look favorable. Our teams are busier than ever before.
- We believe it is important to continue expanding and investing in the ecosystem that attracts and retain talents, creates synergies and enables great people to realise their high ambitions.
- The group has successful businesses within transmedia and services. In order to create an even stronger ecosystem the board have updated the strategy to also include IP-driven transmedia, technologies and services that complements our core gaming business. This could be partnerships, joint ventures, investments or full acquisitions.

Q&A

AGM Agenda (Part 2)

8. Presentation of the annual report and the auditors' report and the group annual report and the group auditor's report
9. Resolutions regarding:
 - 1.1. adoption of income statement and balance sheet and the group income statement and the group balance sheet.
 - 1.2. decision regarding the profit or loss of the company in accordance with the adopted balance sheet, and
 - 1.3. discharge from liability of the board of directors and the managing director.
10. Determination of the number of directors and auditors
11. Determination of fees to the board of directors and to the auditors
12. Election of the board of directors and auditors
13. Resolution regarding amendments of the articles of association
14. Resolution regarding share split
15. Resolution regarding authorization for the board to issue shares, convertibles and/or warrants
16. Closing of the meeting

Thank you!

EMBRACER⁺
GROUP