

Q2

FY 2025/26

EMBRACER GROUP INTERIM REPORT

JULY-SEPTEMBER 2025

Adjusted EBIT amounted to SEK 109 million

SECOND QUARTER, JULY-SEPTEMBER 2025 (COMPARED TO JULY-SEPTEMBER 2024)

- > Net sales decreased by -19% (6% organic growth) to SEK 3,850 million (4,726).
The sales split per operating segment:
 - > PC/Console Games: decreased by -13% (-4% organic growth) to SEK 1,853 million (2,121).
 - > Mobile Games: decreased by -61% (1% organic growth) to SEK 535 million (1,358).
 - > Entertainment & Services: increased by 17% (25% organic growth) to SEK 1,462 million (1,247).
- > EBIT¹⁾ amounted to SEK -73 million (28), an EBIT margin of -2% (1%). Adjusted EBIT decreased by -79% to SEK 109 million (513), corresponding to an Adjusted EBIT margin of 3% (11%).
- > Cash flow from operating activities amounted to SEK 405 million (470). Net investments in intangible assets amounted to SEK -838 million (-894). Free cash flow after changes in working capital amounted to SEK -348 million (-392).
- > Basic earnings per share was SEK -0.10 (-2.18) and diluted earnings per share SEK -0.10 (-2.18). Adjusted earnings per share was SEK -0.67 (-0.26). Adjusted earnings per share after full dilution was SEK -0.67 (-0.26).
- > An adjusted EBIT of at least SEK 1,000 million is forecasted for the financial year 2025/26.

SIX MONTHS, APRIL-SEPTEMBER 2025 (COMPARED TO APRIL-SEPTEMBER 2024)

- > Net sales decreased by -25% (2% organic growth) to SEK 7,204 million (9,620).
The sales split per operating segment:
 - > PC/Console Games: decreased by -27% (-13% organic growth) to SEK 3,494 million (4,778).
 - > Mobile Games: decreased by -62% (-2% organic growth) to SEK 1,055 million (2,747).
 - > Entertainment & Services: increased by 27% (35% organic growth) to SEK 2,655 million (2,095).
- > EBIT¹⁾ amounted to SEK -330 million (-1,425), an EBIT margin of -5% (-15%). Adjusted EBIT decreased by -83% to SEK 184 million (1,092), an Adjusted EBIT margin of 3% (11%).
- > Cash flow from operating activities amounted to SEK 862 million (109). Net investments in intangible assets amounted to SEK -1,587 million (-1,893). Free cash flow after changes in working capital amounted to SEK -572 million (-512).
- > Basic earnings per share was SEK -2.10 (-11.28) and diluted earnings per share SEK -2.10 (-11.28). Adjusted earnings per share was SEK -1.36 (0.16). Adjusted earnings per share after full dilution was SEK -1.36 (0.15).

Key performance indicators, Group	Jul-Sep 2025	Jul-Sep 2024	Apr-Sep 2025	Apr-Sep 2024	Apr 2024- Mar 2025
Net sales, SEK m	3,850	4,726	7,204	9,620	22,370
EBIT ¹⁾ , SEK m	-73	28	-330	-1,425	3,535
EBIT margin	-2%	1%	-5%	-15%	16%
Adjusted EBIT, SEK m	109	513	184	1,092	3,344
Adjusted EBIT margin	3%	11%	3%	11%	15%
Cash flow from operating activities, SEK m	405	470	862	109	3,492
Net investments in intangible assets, SEK m	838	894	1,587	1,893	3,615
Net sales growth	-19%	-30%	-25%	-32%	-18%
Total game development projects	107	128	107	128	108
Total game developers	5,174	5,911	5,174	5,911	5,378
Total headcount	6,935	8,009	6,935	8,009	7,180

¹⁾ EBIT equals Operating profit in the Consolidated statement of profit or loss.
In this report, all figures in brackets refer to the corresponding period of the previous year, unless otherwise stated.



BUILDING FROM A POSITION OF STRENGTH

Our Q2 results were in line with our moderate expectations, and our full-year outlook remains intact. Our focus on three key priorities remains: investing in our core IPs, operational discipline, and targeted cost initiatives. This quarter shows progress, but also where focus is still needed. We're committed to building a more cohesive organization, strengthening profitability and unlocking long-term value. Coffee Stain Group's upcoming Capital Markets Event will be an important milestone as the company prepares for its spin-off, targeted for December.

A SOLID DELIVERY FOR CORE IP IN Q2

In the second quarter, organic growth reached +6%, with net sales of SEK 3.9 billion, adjusted EBIT of SEK 109 million, and EBITDAC of SEK 102 million. Mobile Games and Entertainment & Services had a solid quarter while the overall profitability within PC/Console was weak. Our core IPs, including *The Lord of the Rings* and *Kingdom Come: Deliverance*, delivered solid results above expectations in the quarter. Our focused efforts on *Kingdom Come: Deliverance II*, alongside the successful launch of the *Legacy of the Forge* DLC, was a catalyst for new and existing player engagement. Just this week, the third major DLC, *Mysteria Ecclesiae*, was released along with the announcement of reaching another major milestone of 4 million units sold.

On the other hand, this quarter saw a weak performance for new releases, including *Killing Floor 3* and several small and mid-sized titles. Tripwire Interactive, the studio behind *Killing Floor 3*, continues to demonstrate a strong commitment through consistent updates and active community engagement. As we move forward, we will consistently monitor

player engagement and determine the best ways to support *Killing Floor 3*, ensuring our approach reflects community feedback and builds as a sustainable service model.

Free cash flow was negative, impacted by seasonal working capital effects ahead of the holiday season, as also seen in our previous Q2 reports. Our capex was reduced to SEK 853 million in Q2, down from SEK 926 million a year earlier. Our balance sheet remains strong, with over SEK 4.2 billion in net cash while our cash earnout obligations decreased from SEK 2.0 billion in Q1 to SEK 1.3 billion in Q2. This provides us with considerable strategic flexibility ahead to execute our necessary plans to improve our profit and cash generation.

FY 2025/26 FORECAST INTACT

Looking ahead, we maintain our expectation to deliver at least SEK 1.0 billion in Adjusted EBIT for the current financial year, including the financial contribution from Coffee Stain Group. For Q3, we expect performance to be somewhat stronger than in Q2. This is primarily driven by a stronger expected seasonal performance



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within Entertainment & Services offset by a continued limited profitability within PC/Console. We do expect a continued build-up of working capital in the third quarter. *Fellowship*, the multiplayer online game released in Early Access on 16 October, has seen a positive early reception, and we see good potential for the game to continue to build over the longer term.

We are excited about the recent reception for the *REANIMAL* demo, and our teams across the group are working hard to deliver the game to its full potential. Our impactful mid-sized PC/Console releases this year, including *REANIMAL* and *Gothic 1 Remake*, are weighted towards Q4. This means that we expect a solid free cash flow in Q4 and also some phasing into the next financial year. Looking further ahead, we are excited about our pipeline, with a range of major projects based on our core IPs scheduled to launch over the upcoming three years. An improved release slate will be one key to drive stronger profit and cash generation ahead.

COFFEE STAIN SPIN-OFF A NOTABLE MILESTONE AHEAD

Coffee Stain Group is preparing for their Capital Markets Event on 17 November and remains on track for a separate listing targeted for December. The spin-off represents a significant milestone, as we are streamlining and sharpening the focus of our businesses. With a powerful combination of strong IPs, engaged communities, and innovative talent, we are highly confident in Coffee Stain's future as a standalone company.

The renaming of Embracer Group will occur at the earliest alongside the start of our new financial year on 1 April 2026. This timing ensures a seamless transition and allows us to align our new name and brand identity with the beginning of an exciting new chapter for the group.

IN CONTROL OF OUR OWN DESTINY

Change is the only constant, and that is certainly true also for the games industry. Never have we faced greater competition for consumer time and money. That is why it is essential that we maintain full control of our principal value-generating efforts; we own and control our core IPs, we have some of the best creative talents in the industry and we operate from a position of financial strength. Our long-term value will be driven by investing in our world-leading IPs in ways that delight fans.

As we evolve into Fellowship Entertainment, our commitment to an IP-first strategy remains at the core of everything we do. This focus drives us to structure the group around our strongest franchises and creative talent. To realize this vision, we continue our work to streamline processes while ensuring that our internal experts are clearly identified and leveraged across the entire group in a smart and efficient way. We are evolving from a decentralized structure toward a more

cohesive way of working. As part of this evolution, we are making progress on improving profitability and freeing up capital for higher-return opportunities. We see additional scope to continue reallocating capex to our core IPs. While we are still in the early stages of this journey, we are confident that these changes will unlock significant long-term value for the group.

PRIORITIZING DISTRIBUTION OF EXCESS CASH

At our Annual General Meeting in September, we announced and subsequently launched a SEK 500 million share buyback program, which was successfully completed on 6 November. We will continue to prioritize the distribution of excess cash to shareholders, either through dividend or share buybacks. We continue to actively explore opportunities to enhance strategic optionality and maximize shareholder value. As we continue to refine our structure, we aim to talk to our growth opportunities and exact capital allocation strategy in due course.

To conclude, this quarter demonstrates our ability to deliver on expectations, remain steadfast in our strategic priorities, and further strengthen our platform for profit and cash flow generation. As I stated in August this is a pivotal moment, where we channel our energy and sharpen our focus. Together, we are building a stronger and more focused group. Thank you for your trust.

Phil Rogers
Group CEO

FINANCIAL COMMENTS

NET SALES

Net sales, SEK m	Jul-Sep 2025	Jul-Sep 2024	Change	Apr-Sep 2025	Apr-Sep 2024	Apr 2024-Mar 2025
PC/Console Games	1,853	2,121	-13%	3,494	4,778	10,450
Mobile Games	535	1,358	-61%	1,055	2,747	5,359
Entertainment & Services	1,462	1,247	17%	2,655	2,095	6,561
Total	3,850	4,726	-19%	7,204	9,620	22,370

Total net sales in the quarter amounted to SEK 3,850 million, corresponding to a decrease of -19%. The negative net sales growth in the quarter is primarily related to the divestment of Easybrain and lower foreign exchange rates.

Organic growth and pro forma growth amounted to 6% in the quarter. Entertainment & Services segment had the highest contribution with an organic and pro forma growth of 25%, which was mainly driven by increased sales for PLAION Partners. The growth contribution from Entertainment & Services was offset by a -4% organic and proforma growth in PC/Console Games, mainly driven by decreased catalog sales (including platform deals).

In the Mobile Games segment the organic and proforma growth amounted to 1% mostly driven by CrazyLabs performance in the quarter.

Net sales growth	Jul-Sep 2025			Apr-Sep 2025		
	Net sales growth	Organic growth	Pro forma growth	Net sales growth	Organic growth	Pro forma growth
PC/Console Games	-13%	-4%	-4%	-27%	-13%	-13%
Mobile Games	-61%	1%	1%	-62%	-2%	-2%
Entertainment & Services	17%	25%	25%	27%	35%	35%
Total	-19%	6%	6%	-25%	2%	2%



EBIT AND ADJUSTED EBIT

EBIT amounted to SEK -73 million (28) in the quarter, yielding an EBIT margin of -2% (1%). The decrease compared to the previous year mainly relates to impairments within the PC/Console Games segment and to the divestment of Easybrain within the Mobile Games segment.

Items affecting comparability (IAC - see definitions page [41](#)) amounted to SEK -172 million (-75) in the quarter. SEK -157 million relates to write-downs of intangible assets. These write-downs are related to a range of game development projects across THQ Nordic. Write-downs are defined as IAC if related to projects where the studio or team has been discontinued. Other IAC amounted to SEK -15 million are mainly related to profitability actions resulting in the discontinuation of studios and teams. IAC are presented in the table provided on page [44](#).

Adjusted EBIT decreased by -79% and amounted to SEK 109 million (513) in the quarter, yielding a 3% margin (11%). The decrease in Adjusted EBIT in the quarter is primarily driven by divested assets in Mobile Games, which contributed with SEK 263 million in the comparable quarter, along with negative organic growth and higher depreciation and amortization costs within PC/Console Games.

The decrease in the Mobile Games and PC/Console Games segments is slightly offset by an increase in Entertainment & Services which is mainly explained by a strong organic growth.

EBIT, SEK m	Jul-Sep 2025	Jul-Sep 2024	Change	Apr-Sep 2025	Apr-Sep 2024	Apr 2024-Mar 2025
PC/Console Games	-154	-70	-120%	-268	-1,719	-3,855
Mobile Games	175	230	-24%	158	595	9,101
Entertainment & Services	-36	-68	47%	-102	-181	-1,096
Corporate	-58	-65	11%	-117	-120	-614
Total	-73	28	-361%	-330	-1,425	3,535

Adjusted EBIT, SEK m	Jul-Sep 2025	Jul-Sep 2024	Change	Apr-Sep 2025	Apr-Sep 2024	Apr 2024-Mar 2025
PC/Console Games	51	175	-71%	97	312	1,892
Mobile Games	63	374	-83%	118	892	1,383
Entertainment & Services	50	29	72%	83	8	324
Corporate	-55	-65	15%	-114	-120	-256
Total	109	513	-79%	184	1,092	3,344

FORECAST

For our current full financial year 2025/26 we reiterate an adjusted EBIT forecast of at least SEK 1,000 million.





OPERATING SEGMENT PC/CONSOLE GAMES

The PC/Console Games operating segment includes the following operative groups: THQ Nordic, PLAION, Coffee Stain and Crystal Dynamics – Eidos. PC and console games have been a core business for Embracer Group ever since its inception. The segment develops and publishes games for PC and console. It includes AAA, AA+, Indie, MMO, Free-to-play, Asset Care, VR, Work-for-Hire and other game development.

SHARE OF GROUP SALES

48% (45%)

INTELLECTUAL PROPERTY (IP)

238 (241)

INTERNAL HEADCOUNT

4,432 (5,205)

INTERNAL STUDIOS

59 (66)

Key performance indicators, PC/Console Games	Jul-Sep 2025	Jul-Sep 2024	Apr-Sep 2025	Apr-Sep 2024	Apr 2024- Mar 2025
Net Sales, SEK m	1,853	2,121	3,494	4,778	10,450
of which Digital products, SEK m	1,225	1,313	2,289	2,944	6,990
of which Physical products, SEK m	79	219	164	398	903
of which Other products ¹⁾ , SEK m	549	589	1,042	1,435	2,558
Net Sales growth	-13%	-46%	-27%	-40%	-27%
EBIT, SEK m	-154	-70	-268	-1,719	-3,855
EBIT margin	-8%	-3%	-8%	-36%	-37%
Adjusted EBIT, SEK m	51	175	97	312	1,892
Adjusted EBIT, margin	3%	8%	3%	7%	18%
Type of income					
New releases sales, SEK m	238	266	321	411	2,024
Back catalog sales ²⁾ , SEK m	1,065	1,266	2,131	2,931	5,869
Other ¹⁾ , SEK m	549	589	1,042	1,435	2,558

¹⁾ Primarily Work-for-Hire and other game development projects.

²⁾ See Definitions, quarterly information.

SEGMENT HIGHLIGHTS

Net sales in the quarter for PC/Console Games amounted to SEK 1,853 million, a decrease of -13% compared to the same period last year, and -4% organically and pro forma. The negative organic growth was primarily impacted by lower back catalog revenue.

EBIT amounted to SEK -154 million (-70) yielding a -8% (-3%) EBIT margin. Items affecting comparability amounted to SEK -149 million (-75) and relates to profitability actions including headcount reductions and impairment of certain game development projects where the studio or team has been discontinued. Adjusted EBIT amounted to SEK 51 million (175), yielding a 3% (8%) Adjusted EBIT margin. The lower Adjusted EBIT is primarily explained by the negative organic growth and increased depreciation and amortization driven by new releases in the quarter.

Net sales from new releases amounted to SEK 238 million (266) in the quarter, a decrease of -11% YoY. Among the new releases in the quarter, *Killing Floor 3* and *Titan Quest II* (PC Early Access) were the main contributors. *Killing Floor 3* underperformed management expectations in the quarter. Tripwire Interactive, the studio behind the game, continues to demonstrate a strong commitment through consistent updates and active community engagement. Looking ahead, player engagement and how best to support the title will be evaluated continuously. Several small- and mid-sized new releases, including *Frosthaven*, *Echoes of the End* and *Metal Eden*, saw weak performance in the quarter.

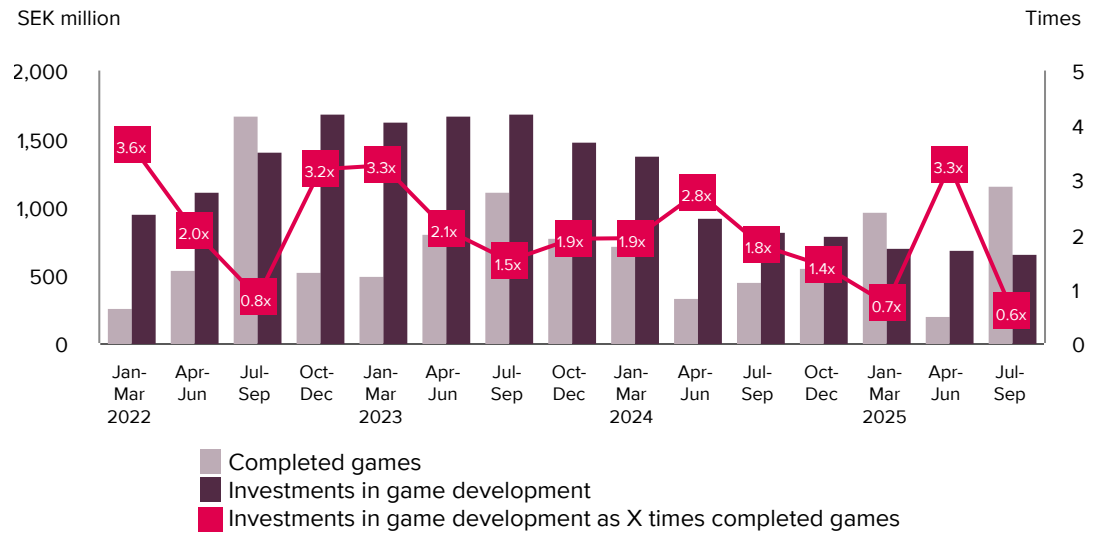
Revenue from back catalog titles (including platform deals) amounted to SEK 1,065 million (1,266) in the quarter, a decrease of -16% YoY. The top-10 back catalog net sales drivers in the quarter included *Kingdom Come: Deliverance II*, *Satisfactory*, *Star Trek Online*, *MX vs. ATV Legends*, *Dead Island 2*, *Deep Rock Galactic*, *Welcome to Bloxburg*, *Valheim*, *Neverwinter* and *Remnant II*. *Kingdom Come: Deliverance II* performed slightly ahead of expectations, supported by a solid release of the second expansion, *Legacy of the Forge*. The game recently also reached another major milestone of 4 millions units sold.



Other net sales amounted to SEK 549 million (589) in the quarter, a decrease of -7% YoY.

GAME DEVELOPMENT INVESTMENTS AND COMPLETED GAMES

The finalized value of the completed and released games during the quarter amounted to SEK 1,156 million (455), driven by the release of *Killing Floor 3*, *Titan Quest II* (PC Early Access), *Metal Eden* and *Echoes of the End*. In total, SEK 661 million (817) were invested in the quarter. The ratio of investments to completed games decreased from 1.8x to 0.6x YoY. When new games are released, capitalized development costs are amortized, based on a degressive depreciation model over two years.



THQ NORDIC

PLAION

Coffee
Flain

CRYSTAL
DYNAMICS | eidos
montreal



ANNOUNCED PC/CONSOLE RELEASES AS OF NOVEMBER 13, 2025

Title	Publishing Label	IP Owner	Main Developer	Platforms
Deus Ex Remastered	Aspyr	Own	Internal	PC, PS5, XB XIS
R-Type Delta: HD Boosted	Clear River Games	External	External	PC, PS5, XB XIS, Switch, PS4, XB1
Rushing Beat X: Return of Brawl Brothers	Clear River Games	External	External	TBC
Truxton Extreme	Clear River Games	Own	Internal	PC, PS5
Into the Unwell	Coffee Stain Publishing	External	External	PC
Warhammer 40,000: Dawn of War IV	Deep Silver / PLAION	External	External	PC
TENSE	Demiurge Studios	Own	Internal	PC
Tomb Raider (final title TBC)	External	Own	Internal	TBC
DarkSwarm	Ghost Ship Publishing	External	External	PC
Deep Rock Galactic: Rogue Core	Ghost Ship Publishing	Own	Internal	PC
Dinolords	Ghost Ship Publishing	External	External	PC
A Rat's Quest - The Way Back Home	HandyGames	External	External	PC, PS4, XB1, Switch
Flask	Ghost Ship Publishing	External	External	PC
Double Shake	Limited Run Games	External	External	PC, PS5, Switch
Fear Effect 2	Limited Run Games	External	Internal	PC, PS5, Switch, PS4
Fighting Force Collection	Limited Run Games	External	Internal	PC, PS5, Switch, PS4
He-Man and the Masters of the Universe™: Dragon Pearl of Destruction	Limited Run Games	External	External	PC, PS5, Switch, PS4
Nickelodeon Splat Pack	Limited Run Games	External	Internal	PC, PS5, Switch
Tomba! 2: The Evil Swine Return Special Edition	Limited Run Games	External	Internal	PC, PS5, Switch, PS4
Screamer	Milestone	Own	Internal	PC, PS5, XB XIS
MARVEL 1943: Rise of Hydra	PLAION	External	External	TBC
Thief VR: Legacy of Shadow	PLAION	Own	External	PSVR2
Darksiders 4	THQ Nordic	Own	Internal	PC, PS5, XB XIS
Fatekeeper	THQ Nordic	Own	External	PC, PS5, XB XIS
Gothic 1 Remake	THQ Nordic	Own	Internal	PC, PS5, XB XIS
REANIMAL	THQ Nordic	Own	Internal	PC, PS5, XB XIS, Switch 2
SpongeBob SquarePants: Titans of the Tide	THQ Nordic	External	Internal	PC, PS5, XB XIS, Switch 2
Söldner: Secret Wars Remastered	THQ Nordic	Own	External	PC
The Eternal Life of Goldman	THQ Nordic	External	External	PC, PS5, XB XIS, Switch
The Guild Europa 1410	THQ Nordic	Own	Internal	PC
Tides of Tomorrow	THQ Nordic	Own	Internal	PC, PS5, XB XIS
NORSE: Oath of Blood	Tripwire	External	External	PC, PS5, XB XIS

* PC/Console titles from the operating segments Mobile Games and Entertainment & Services are also included in the release list.

For latest release dates please refer to above mentioned publishers.

The release list does not include games where we only have physical distribution rights.

The release list does not include DLCs or Work-For-Hire projects.



OPERATING SEGMENT MOBILE GAMES

SHARE OF GROUP SALES

14% (29%)

INTELLECTUAL PROPERTY (IP)

30 (51)

INTERNAL HEADCOUNT

753 (1,101)

INTERNAL STUDIOS

8 (11)

The Mobile Games operating segment consists of DECA Games, which includes CrazyLabs. The Mobile Games segment includes free-to-play, ad centric, in-app-purchase centric and pay-to-play mobile games.

Key performance indicators, Mobile Games	Jul-Sep 2025	Jul-Sep 2024	Apr-Sep 2025	Apr-Sep 2024	Apr 2024- Mar 2025
Net Sales, SEK m	535	1,358	1,055	2,747	5,359
Net Sales growth	-61%	-8%	-62%	-6%	-9%
EBIT, SEK m	175	230	158	595	9,101
EBIT margin	33%	17%	15%	22%	170%
Adjusted EBIT, SEK m	63	374	118	892	1,383
Adjusted EBIT, margin	12%	28%	11%	32%	26%
User Acquisition Cost (UAC), SEK m	241	591	464	1,094	2,508
User Acquisition Cost (UAC), % of Net Sales	45%	44%	44%	40%	47%
Total installs, million	181	252	333	482	940
Total Daily Active Users (DAU), million	10	27	11	27	27
Total Monthly Active Users (MAU), million	121	214	122	212	214

SEGMENT HIGHLIGHTS

Net sales in the quarter for Mobile Games amounted to SEK 535 million, a decrease of -61% compared to the same period last year, primarily due to the divestment of Easybrain. Organic growth and pro forma growth amounted to 1% year-over-year and also saw a positive trend sequentially. The development of total downloads, DAU and MAU, compared to the same period last year is mainly due to the divestment of Easybrain.

EBIT amounted to SEK 175 million (230), yielding a 33% (17%) EBIT margin. Adjusted EBIT amounted to SEK 63 million (374), yielding a 12% (28%) Adjusted EBIT margin. UAC amounted to SEK 241 million (591), or 45% (44%) of net sales. The lower Adjusted EBIT and Adjusted EBIT margin are mainly explained by the divestment of Easybrain and a different product mix.

DECA Games achieved a steady performance in the quarter, with a positive top line and profitability trend sequentially. CrazyLabs saw the successful scaling and growth of a new hybrid casual game, *Flop House*, and improved performance in the back catalog of live games. The expected scaling of *Glow: Fashion Idol* did not materialize as expected due to delays in technical fixes and product improvements. The game is still expected to grow in future quarters. Competition in the hybrid-casual market continues to increase, but CrazyLabs expects new game launches to support continued growth.

The top-5 revenue generating titles in the quarter were: *Glow: Fashion Idol*, *Coffee Mania*, *Alien Invasion*, *Party In My Dorm*, and *Bus Frenzy - Traffic Jam*.

DECA



OPERATING SEGMENT ENTERTAINMENT & SERVICES

SHARE OF GROUP SALES

38% (26%)

INTELLECTUAL PROPERTY (IP)

192 (193)

INTERNAL HEADCOUNT

1,178 (833)

INTERNAL STUDIOS

2 (3)

The Entertainment & Services segment consists of three operative groups: Dark Horse Media, Freemode and PLAION's partner and film business. Dark Horse is a leading IP-focused creator, publisher, and distributor of comic books, art books & merchandise. Freemode is an ecosystem of fan-centric game and entertainment related businesses, including Middle-earth Enterprises and Limited Run Games.

Key performance indicators, Entertainment & Services	Jul-Sep 2025	Jul-Sep 2024	Apr-Sep 2025	Apr-Sep 2024	Apr 2024- Mar 2025
Net Sales, SEK m	1,462	1,247	2,655	2,095	6,561
of which Digital products, SEK m [†]	98	172	189	300	1,083
of which Physical products, SEK m [†]	1,240	992	2,242	1,667	5,144
of which Other products, SEK m	123	83	223	128	334
Net Sales growth	17%	-10%	27%	-35%	-7%
EBIT, SEK m	-36	-68	-102	-181	-1,096
EBIT margin	-2%	-5%	-4%	-9%	-17%
Adjusted EBIT, SEK m	50	29	83	8	324
Adjusted EBIT, margin	3%	2%	3%	—%	5%

[†] A correction is made of the Q1 figures 2025 with a reclassification from Digital to Physical sales.

SEGMENT HIGHLIGHTS

Net sales in the quarter for Entertainment & Services amounted to SEK 1,462 million, an increase of 17% compared to the same period last year, or 25% organically and pro forma. The positive organic growth was primarily driven by PLAION Partners. The performance was also positively impacted by the recent strengthening of PLAION Partners footprint through several new agreements announced earlier this year.

EBIT amounted to SEK -36 million (-68), yielding a -2% (-5%) EBIT margin. Adjusted EBIT amounted to SEK 50 million (29), yielding a 3% (2%) Adjusted EBIT margin. Items affecting comparability amounted to SEK -19 million (—) and relates to profitability actions including discontinuation of teams and disposals of fixed assets. The Adjusted EBIT improvement was driven by the strong organic growth. Middle-earth Enterprises had no major new product releases within the quarter, but still generated a solid contribution to Adjusted EBIT, driven by merchandising and a broad mix of licensing revenue streams.

After the quarter, Middle-earth Enterprises entered into a strategic agreement with Asmodee Group to provide category management services across all tabletop games and tabletop gaming accessories based on *The Lord of the Rings* and *The Hobbit*. As the exclusive provider of category management services, Asmodee Group will oversee the strategy in close collaboration with Middle-earth Enterprises and lead development of the tabletop range, working alongside external partners and experts of the industry as well as Middle-earth's growing team of creative and lore experts.

For several other companies within Freemode, with a higher share of sales of physical products, including Limited Run Games and Dark Horse Media, market conditions are partly challenging, impacted by US tariffs and macroeconomic developments. Several strategic initiatives are ongoing to drive improved medium to long-term profitability.



OTHER FINANCIAL INFORMATION

NET PROFIT/LOSS FOR THE PERIOD

Net profit/loss for the quarter amounted to SEK -23 million (-452), improved by SEK 429 million compared to the same period previous year. The improvement is mainly related to positive net financial items in the current quarter compared with a negative amount in the comparable quarter. For the period April to September net profit amounted to SEK -433 million (-2,573), an increase of SEK 2,140 million.

Net financial items amounted to SEK 111 million (-551) in the quarter. Net interest income/expenses and other financial income/expenses amounted to SEK -5 million (-149). Changes in fair value of contingent considerations and related interest expenses including deferred considerations amounted to SEK 224 million (3). Exchange rate gain/losses amounted to SEK -91 million (-404), mainly related to the revaluation of intercompany financial receivables.

Income tax amounted to SEK -61 million (71) in the quarter. Current income tax amounted to SEK -128 million (-79) and deferred tax amounted to SEK 66 million (173). Provision for Pillar 2 top-up tax amounted to SEK 0 million (-23).

CONDENSED CASH FLOW

SEK m	Jul-Sep 2025	Jul-Sep 2024	Apr-Sep 2025	Apr-Sep 2024	Apr 2024- Mar 2025
Operating activities					
Cash flow from operating activities before changes in working capital	518	841	1,171	976	3,926
Cash flow from changes in working capital	-113	-371	-308	-867	-435
Cash flow from operating activities	405	470	862	109	3,492
Cash flow from investing activities	-959	676	-1,794	3,489	14,016
Cash flow from financing activities	-180	-169	-16	-2,920	-12,648
Total cash flow, Continuing operations	-734	977	-948	678	4,860
Total cash flow, Discontinued operations	—	-95	—	-50	5,280
Total cash flow, total Group	-734	882	-948	628	10,140
Cash and cash equivalents at the beginning of period	6,879	3,221	7,097	3,507	3,507
Exchange-rate differences in cash and cash equivalents	-18	-51	-23	-83	-95
Cash and cash equivalents in Discontinued operations	—	-1,109	—	-1,109	-6,454
Cash and cash equivalents at the end of period	6,127	2,943	6,127	2,943	7,097

Cash flow from operating activities before working capital amounted to SEK 518 million (841) in the quarter.

Cash flow from changes in working capital amounted to SEK -113 million (-371) because of the lower inventory build-up in the quarter compared to the same quarter previous year.

Cash flow from investing activities amounted to SEK -959 million (676) for the quarter where cash flow from acquisition/divestment of subsidiaries amounted to SEK -107 million (1,649). The comparable quarter includes cash flow related to the net proceeds of the divestment of Saber Interactive which explains the change towards current quarter. Investments in intangible assets amounted to SEK -838 million (-894), where SEK -686 million (-826) is invested in the portfolio of ongoing game development.

Free cash flow after changes in working capital amounted to SEK -348 million (-392) (see page 44). The comparable quarter includes a positive free cash flow generated from the divested assets of Easybrain. This effect corresponds to the lower inventory build-up in the quarter and



contributes to a better free cash flow in the quarter even without the effect from divested Easybrain.

Cash flow from financing activities amounted to SEK -180 million (-169) in the quarter where proceeds from borrowings amounted to SEK 472 million (5,915) and reduced utilization of credit facilities amounted to SEK -507 million (-6,004). The repurchase of own shares amounted to -72 MSEK (—).



NET CASH/DEBT AND AVAILABLE FUNDS

Net cash/Net debt, SEK m	Sep 30, 2025	Sep 30, 2024	Mar 31, 2025
Cash	6,127	4,052	7,097
Current investments	—	—	0
Current liabilities to credit institutions	-989	-10,964	-545
Current account credit facilities	—	-116	—
Non-current liabilities to credit institutions	-901	-6,189	-1,119
Net Cash (+) / Net Debt (-)	4,237	-13,217	5,434

As per September 30, 2025, the reported net cash amounted to SEK 4.2 billion, consisting of around SEK 6.1 billion in cash, SEK -1.0 billion related to current liabilities to credit institutions, as well as SEK -0.9 billion in non-current liabilities. The leverage target is to have net debt to Adjusted EBIT of 1.0x on a 12-month forward looking basis.

As per September 30, 2025, the group had obligations related to historical acquisitions with an expected cash settlement of SEK 1.3 billion with an estimated maturity structure (see page 14).

Available funds, SEK m	Sep 30, 2025	Sep 30, 2024	Mar 31, 2025
Cash	6,127	4,052	7,097
Current investments	—	—	0
Unutilized credit facilities	5,816	4,190	5,956
Available funds	11,943	8,242	13,053

Share buyback program

In the quarter Embracer repurchased 838,960 own Class B shares for a total amount of SEK 84 million of which SEK 72 million has been paid in cash. The share buybacks are a part of the SEK 500 million program that Embracer announced on September 18, 2025. The buyback program started September 19, 2025 and as disclosed in the section Significant events after the quarter, the program ended on November 6, 2025. As of September 30, 2025, Embracer's holdings of treasury shares correspond to 0.4% of the total number of shares outstanding. The repurchased shares are expected to be canceled.



OBLIGATIONS RELATED TO HISTORICAL ACQUISITIONS

In connection to certain business combinations, agreements have been entered regarding contingent considerations that are not classified as part of the transferred purchase consideration since there is a requirement for continued employment for the seller or other reasons for the contingent consideration to be accounted for as a separate transaction. More information is presented in [Note 5](#).

Obligations related to historical acquisitions to be settled in cash

The table below gives an overview of obligations related to historical acquisitions in SEK million to be settled in cash as of September 30, 2025. The present value of contingent considerations has been calculated based on expected outcome for financial and operational targets for each individual agreement. The financial obligation will vary over time depending on, among other things, the degree of fulfillment of conditions for payment, the development of certain exchange rates in relation to the Swedish krona and interest rates.

Since the last quarter the total obligation has decreased with SEK 643 million which besides ordinary payments is primarily driven by changed estimations of fulfillment degree on certain obligations and amended agreements.

Financial year when settlement might occur	Contingent consideration classified as part of purchase price, SEK m	Obligations in relation to future personnel costs related to acquisitions, SEK m	Total obligations related to historical acquisitions, SEK m
2025/2026	246	306	552
2026/2027	110	250	360
2027/2028	66	21	87
2028/2029	60	12	72
2029/2030	100	21	121
2030/2031	51	13	64
2031/2032	47	12	59
	680	634	1,314

Contingent considerations classified as part of the purchase consideration and that are to be settled in cash are accounted for as debt in the group's balance sheet, divided into current and non-current debt. Obligations related to future personnel costs related to acquisitions which will be settled in cash are accounted for in the group's balance sheet, to the extent that it has been earned by the employee and is classified as debt. On September 30, 2025, the debt amounted to SEK 538 million, divided into current and non-current debt.

Obligations related to historical acquisitions to be settled in shares

The table below provides an overview of obligations related to historical acquisitions on September 30, 2025, which will be settled in shares. Contingent considerations classified as part of the purchase consideration is accounted for as either equity or debt in the group's balance sheet. Obligations related to future personnel costs related to acquisitions which will be settled in shares are accounted for in the group's balance sheet, to the extent that they have been earned by the employee and are classified as equity in the group's balance sheet. Additional information is available in [Note 5](#).

Number of shares, thousands	Contingent consideration classified as part of purchase price	Obligations in relation to future personnel costs related to acquisitions	Total obligations related to historical acquisitions
Already issued - clawback shares ¹⁾	2,486	454	2,939
To be issued	5,346	359	5,705
Total number of shares	7,832	813	8,644

¹⁾ See definitions on page [45](#)

The number of shares to be issued as additional purchase price can vary but never exceed 5.705 million according to the agreements. If all shares are issued, the dilution in capital will amount to 1.83% and 2.47% of the voting rights as of September 30, 2025, and the total number of shares after full dilution will be 231 million. Expectations of shares to be issued as



per September 30, 2025 based on target achievement is within the interval 3.8 to 3.9 million. If shares within this interval are issued, the dilution in capital will amount to 1.66-1.68% and 1.23-1.24% of the voting rights as of September 30, 2025. Compared with the last quarter the maximal number of shares to be issued and the expected interval of shares to be issued has increased with around 3 million shares. The increase is explained by several amended agreements and should be viewed together with the decrease of cash obligations.

Specific items related to historical acquisitions

The forecast is based on the average exchange rates for the period April 2025 to September 2025. The forecast includes closed acquisitions as per September 30, 2025, which contain finalized purchase price allocations. The difference between actual cost in the current quarter and the forecast for the quarter presented in the FY 2025/26 Q1-report is due to several changes related to estimations of fulfillment degree and the timing of such fulfillment.

SEK m	25/26		26/27	27/28	28/29	29/30	30/31	31/32	Total
	Q3	Q4							
Amortization of surplus values of acquired intangible assets	202	193	626	456	441	353	291	289	2,851
Personnel costs related to acquisitions	31	31	55	46	39	21	2	—	225
Specific items related to historical acquisitions	233	224	681	502	480	374	293	289	3,076



PARENT COMPANY

The parent company acquires and conducts operations through its subsidiaries and underlying companies.

The parent company's net sales for the quarter were SEK 50 million (23), and profit before tax was SEK 15 million (-10,830).

Income tax includes "top-up" tax according to Pillar 2 - Income Inclusion Rule (IIR), amounting to SEK 0 million (-23). Profit after tax was SEK 13 million (-10,765).

The parent company's net sales for April-September 2025 were SEK 73 million (43), and loss before tax was SEK -172 million (-1,312).

Income tax includes "top-up" tax according to Pillar 2 - Income Inclusion Rule (IIR), amounting to SEK -2 million (-58). Loss after tax was SEK -143 million (-1,190).

Cash and current investments as of September 30, 2025 were SEK 4,991 million (1,509). Available funds amounted to SEK 9,764 million as of September 30, 2025. The parent company's equity at the end of the period was SEK 27,522 million (53,854).



Valheim
Coffee Stain Publishing | Iron Gate Studios

SIGNIFICANT EVENTS DURING THE QUARTER

- > On September 1, Embracer announced that as part of the preparations for the separation of Coffee Stain Group AB, Anton Westbergh is no longer part of the executive management team of Embracer. On the same occasion, it was announced that a Board of Directors for Coffee Stain Group, the parent company and the future listed entity, has also been appointed and formed. The Board comprises Jacob Jonmyren (Chair of the Board), Sara Börsvik, Henrik Tjärnström, Kicki Wallje-Lund, Anton Westbergh (CEO and board member) and Lars Wingefors.
- > At the Annual General Meeting on September 19:
 - > Yasmina Brihi, Bernt Ingman, Jacob Jonmyren, Cecilia Qvist, Kicki Wallje-Lund, Brian Ward and Lars Wingefors were re-elected as directors of the board.
 - > Lars Wingefors was elected as the Chair of the Board. Following the AGM at the inaugural meeting, the board of directors appointed Kicki Wallje-Lund as deputy chair.
 - > The board also resolved that the Audit and Sustainability Committee shall comprise Jacob Jonmyren (chair), Bernt Ingman and Kicki Wallje-Lund, and that the Remuneration Committee shall comprise Yasmina Brihi (chair), Jacob Jonmyren and Cecilia Qvist.
 - > PwC was re-elected as Embracer's auditor. PwC has announced that the authorized auditor Magnus Svensson Henryson will remain as the main responsible auditor.
- > On September 18 and 19, Embracer announced and initiated a share buyback program of up to SEK 500 million, running until December 2, 2025, at the latest. The purpose of the buyback program is to reduce the share capital of Embracer in order to optimize Embracer's capital structure and thereby contribute to increased shareholder value. Therefore, the board of directors intends to propose that the repurchased shares under the program are cancelled by way of a reduction of Embracer's share capital no later than at the annual general meeting 2026.

SIGNIFICANT EVENTS AFTER THE QUARTER

- > Between 19 September 2025 and 6 November 2025 Embracer Group has repurchased in total 4,830,742 own B shares as part of the share buyback program initiated by the board of directors on 18 September 2025. Thus, shares with a total value of approximately SEK 500 million have been repurchased, and as a result the program closed on 6 November 2025.



SUSTAINABILITY AND GOVERNANCE

SUSTAINABILITY

Sustainability is a central and long-term priority for us. Our success is built on responsible working methods and creating value for all stakeholders. Business ethics and care for our gaming community are prioritized areas, each receiving dedicated attention and resources. We continue our sustainability work, living our values, mitigating risks, and seeking new opportunities – while adapting to new ways of working. The progress we make today lays a stable foundation for sustainable growth in the future.

Games can be more than just entertainment – It can strengthen community, creativity, and resilience. During the quarter, representatives from Embracer participated in the UN Global Compact SDG Innovation Accelerator for Young Professionals, aimed at empowering young employees to drive innovation in line with the UN Sustainable Development Goals. This resulted in them presenting an idea at the UN Global Compact Leadership Summit in New York on how we can make online gaming safer for children, counter grooming, criminal recruitment and bullying, as well as enhance digital well-being and safety for young people in the gaming world. This is one of several initiatives to explore how games can contribute to a sustainable and safe digital environment in the future, where collaboration between the industry, companies, platforms, society, and parents is crucial.

Embracer participated in the S&P Global Corporate Sustainability Assessment (CSA), an annual evaluation of companies' sustainability efforts focusing on industry-specific and financially material criteria. The assessment benchmarks sustainability performance and provides stakeholders with important insights into the company's sustainability work and value drivers. The CSA 2025 score for Embracer Group is 41 (previously 39), compared to an average score of 26 within our peer group.

GOVERNANCE

At the annual general meeting held on 18 September 2025, the shareholders re-elected Yasmina Brihi, Bernt Ingman, Jacob Jonmyren, Cecilia Qvist, Kicki Wallje-Lund, Brian Ward and Lars Wingefors as directors of the board, whereby the Board now consists of seven directors, of which four are men and three are women. Lars Wingefors was also elected as new Chair of the board. Following the annual general meeting, at the inaugural meeting, the board of directors appointed Kicki Wallje-Lund as deputy chair of the board and Lars Wingefors as executive chair of the board.

The board also resolved that that the Audit and Sustainability Committee shall comprise Jacob Jonmyren (chair), Bernt Ingman and Kicki Wallje-Lund and that the Remuneration Committee shall comprise Yasmina Brihi (chair), Jacob Jonmyren and Cecilia Qvist.

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.



ANALYSTS FOLLOWING EMBRACER GROUP

For an updated list of analysts covering Embracer Group, please refer to our website embracer.com.

THE SHARE

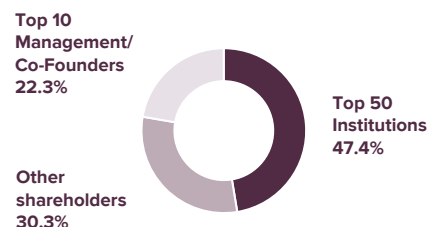
TOP 20 OWNERS AS OF SEPTEMBER 30, 2025					Change from Jun 30, 2025
Name	Class A shares	Class B shares	Share of capital, %	Share of votes, %	Class A and B shares
1 Lars Wingefors AB	9,000,000	35,857,907	19.93%	41.11%	1,108,152
2 Savvy Gaming Group		16,647,337	7.39%	5.44%	—
3 DNB Asset Management AS		14,818,165	6.58%	4.84%	1,943,363
4 Matthew Karch		12,429,703	5.52%	4.06%	5,000,000
5 Alecta Tjänstepension		7,250,000	3.22%	2.37%	-50,000
6 Andrey Iones		6,586,275	2.93%	2.15%	—
7 PAI Partners		6,507,428	2.89%	2.13%	—
8 SEB Funds		5,870,008	2.61%	1.92%	-29,801
9 Vanguard		5,829,053	2.59%	1.90%	-1,200,537
10 Norges Bank Investment Management		5,418,946	2.41%	1.77%	1,934,219
11 Carnegie Fonder		5,250,000	2.33%	1.72%	-218,258
12 Första AP-fonden		4,400,000	1.95%	1.44%	110,000
13 DNB Asset Management SA		4,174,490	1.85%	1.36%	587,805
14 Folksam		4,091,232	1.82%	1.34%	79,769
15 Canada Pension Plan Investment Board (CPP)		4,080,176	1.81%	1.33%	-1,195,824
16 Skandia Fonder		3,313,476	1.47%	1.08%	80,560
17 BlackRock		3,244,793	1.44%	1.06%	-313,552
18 Andra AP-fonden		2,945,402	1.31%	0.96%	500,000
19 Randy Pitchford		2,622,662	1.17%	0.86%	—
20 Handelsbanken Fonder		2,458,584	1.09%	0.80%	-58,451
TOP 20	9,000,000	153,795,637	72.32%	79.64%	
OTHERS	0	62,324,070	27.68%	20.36%	
TOTAL	9,000,000	216,119,707	100.00%	100.00%	

Source: Monitor by Modular Finance.
Shareholder lists are available on embracer.com and are updated in real time.

INTERNATIONAL OWNERSHIP TOP 50 INSTITUTIONAL AS OF SEPTEMBER 30, 2025 BY CAPITAL



INSTITUTIONAL OWNERSHIP VS MANAGEMENT AS OF SEPTEMBER 30, 2025 BY CAPITAL



TOP 10 MANAGEMENT & CO-FOUNDER OWNERS AS OF SEPTEMBER 30, 2025

Owner ¹⁾	Management/Co-Founder	Class A shares	Class B shares	Share of capital, %	Share of votes, %
1 Lars Wingefors AB	Embracer Group	9,000,000	35,857,907	19.93%	41.11%
2 Ken Go	DECA Games		1,475,989	0.66%	0.48%
3 Founders/Management	4A		815,357	0.36%	0.27%
4 Management	CrazyLabs		733,786	0.33%	0.24%
5 Founders	Ghostship Games		640,194	0.28%	0.21%
6 Founders/Management	Aspyr		591,624	0.26%	0.19%
7 Anton Westbergh	Coffee Stain		590,833	0.26%	0.19%
8 Dennis Gustafsson	Tuxedo Labs		234,671	0.10%	0.08%
9 Phil Rogers	Embracer Group		155,486	0.07%	0.05%
10 Klemens Kreuzer	Embracer Group (THQ Nordic GmbH)		145,833	0.06%	0.05%
TOP 10		9,000,000	41,241,680	22.32%	42.87%
ALL OTHER SHAREHOLDERS		0	174,878,027	77.68%	57.13%
TOTAL		9,000,000	216,119,707	100.00%	100.00%

¹⁾ Holdings by management above are in general owned through various wholly owned companies. Holdings include clawback shares that are issued but subject to restrictions and in some cases these shares are not part of the transferred consideration in the PPA but is classified as remuneration for future services.



RISKS AND UNCERTAINTY FACTORS

Embracer Group is exposed to risks, particularly the dependence on key persons for the success of game development, the sales performance of launched games, dependence on a few distributors and the success and performance of acquisitions. The complete risk analysis is found in the company's most recent Annual Report. Additional significant risks and assumptions are described in [Note 2](#) in this report.

AUDITOR'S REVIEW

This Interim Report has been subject to limited review by the Company's auditor, see page [23](#) for the auditors review report.

FINANCIAL CALENDAR

Interim Report Q3, October-December 2025	February 12, 2026
Full Year Report Q4, January-March 2026	May 20, 2026
Annual Report 2025/26	Week 25, 2026

FOR MORE INFORMATION

Find more information about the Company at its website: embracer.com

For any questions on this report, please contact:

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SIGNATURES AND ASSURANCE

The Board of Directors and Chief Executive Officer offer their assurance that this interim report for the second quarter gives a true and fair view of the Group's and parent company's operations, financial position and results of operations and describes the significant risks and uncertainties facing the Group and the parent company.

Karlstad, Sweden, November 13, 2025

Lars Wingefors
Chair of the Board

Kicki Wallje-Lund
Deputy Chair of the Board

Yasmina Brihi
Board member

Bernt Ingman
Board member

Jacob Jonmyren
Board member

Cecilia Qvist
Board member

Brian Ward
Board member

Phil Rogers
CEO

This information is information that Embracer Group AB (publ) is obliged to make public pursuant to the EU Market Abuse Regulation 596/2014 and the Securities Markets Act (2007:528). The information was submitted for publication, through the agency of the contact persons set out above, at 2025-11-13 07:00 CEST. The persons above may also be contacted for further information.

This report contains forward-looking statements that reflect the Board of Directors' and management's current views with respect to certain future events and potential financial performance. Forward-looking statements are subject to risks and uncertainties. Results could differ materially from forward-looking statements as a result of, among other factors, (i) changes in economic, market and competitive conditions, (ii) success of business initiatives, (iii) changes in the regulatory environment and other government actions, (iv) fluctuations in exchange rates and (v) business risk management.

This report is based solely on the circumstances at the date of publication and except to the extent required under applicable law or applicable marketplace regulations, Embracer Group AB is under no obligation to update the information, opinions or forward-looking statements in this report.



Echoes of the End
Deep Silver | Myrkur Games

AUDITOR'S REVIEW REPORT

(THIS IS A TRANSLATION FROM THE SWEDISH REPORT)

To Embracer Group AB (publ), corporate identity number 556582-6558

INTRODUCTION

We have reviewed the condensed interim report for Embracer Group AB (publ) as of September 30, 2025 and for the six months period then ended. The Board of Directors and the Managing Director are responsible for the preparation and presentation of this interim report in accordance with IAS 34 and the Swedish Annual Accounts Act. Our responsibility is to express a conclusion on this interim report based on our review.

SCOPE OF REVIEW

We conducted our review in accordance with the International Standard on Review Engagements, ISRE 2410 "*Review of Interim Financial Statements Performed by the Independent Auditor of the Entity*". A review consists of making inquiries, primarily of persons responsible for financial and accounting matters, and applying analytical and other review procedures. A review is substantially less in scope than an audit conducted in accordance with International Standards on Auditing and other generally accepted auditing standards in Sweden.

The procedures performed in a review do not enable us to obtain assurance that we would become aware of all significant matters that might be identified in an audit. Accordingly, we do not express an audit opinion.

CONCLUSION

Based on our review, nothing has come to our attention that causes us to believe that the interim report is not prepared, in all material respects, in accordance with IAS 34 and the Swedish Annual Accounts Act regarding the Group, and in accordance with the Swedish Annual Accounts Act regarding the Parent Company.

Öhrlings PricewaterhouseCoopers AB
Stockholm, November 13, 2025

Magnus Svensson Henryson
Authorized Public Accountant



CONSOLIDATED STATEMENT OF PROFIT OR LOSS

Amounts in SEK m	Note	Jul-Sep 2025	Jul-Sep 2024	Apr-Sep 2025	Apr-Sep 2024	Apr 2024- Mar 2025
Net sales	3, 4	3,850	4,726	7,204	9,620	22,370
Other operating income	6	103	109	193	223	8,395
Total operating income		3,952	4,835	7,397	9,843	30,765
Work performed by the Company for its own use and capitalized		565	686	1,155	1,414	2,733
Goods for resale		-1,280	-1,295	-2,308	-2,293	-6,719
Other external expenses	7	-910	-1,318	-1,686	-2,598	-5,541
Personnel expenses	8	-1,143	-1,729	-2,605	-4,731	-8,362
Depreciation, amortization and impairment		-1,222	-1,119	-2,205	-2,432	-9,234
Other operating expenses	9	-37	-35	-82	-632	-108
Share of profit of an associate after tax		3	2	4	5	1
Operating profit/loss (EBIT)		-73	28	-330	-1,425	3,535
Net financial items	10	111	-551	-167	-829	-888
Profit/loss before tax		38	-523	-498	-2,254	2,648
Income tax		-61	71	64	-63	-105
Profit for the year continuing operations		-23	-452	-433	-2,317	2,543
Profit from Discontinued operation, net after tax ¹⁾	6	—	60	—	-256	3,420
Net profit/loss for the period		-23	-392	-433	-2,573	5,963
<i>Net profit/loss for the period attributable to:</i>						
Equity holders of the parent		-20	-390	-438	-2,573	5,963
Non-controlling interests		-3	-2	5	0	0
Earnings per share ²⁾						
Basic earnings per share (SEK)		-0.10	—	-2.10	—	—
Diluted earnings per share (SEK)		-0.10	—	-2.10	—	—
Basic earnings per share including Discontinued operation (SEK)		—	-1.89	—	-12.52	28.88
Diluted earnings per share including Discontinued operation (SEK)		—	-1.89	—	-12.52	28.87
Basic earnings per share excluding Discontinued operation (SEK)		—	-2.18	—	-11.28	12.31
Diluted earnings per share excluding Discontinued operation (SEK)		—	-2.18	—	-11.28	12.31

¹⁾ Excluding non-controlling interests of discontinued operations

²⁾ Recalculated with respect to the reversed split 1:6 carried out on January 15, 2025 as resolved at the extra general meeting on January 7, 2025. Number of shares for previous periods have been adjusted.

CONSOLIDATED STATEMENT OF COMPREHENSIVE INCOME

Amounts in SEK m	Note	Jul-Sep 2025	Jul-Sep 2024	Apr-Sep 2025	Apr-Sep 2024	Apr 2024- Mar 2025
Net profit/loss for the period		-23	-392	-433	-2,573	5,963
Other comprehensive income						
<i>Items that may be reclassified to profit or loss (net of tax):</i>						
Exchange differences on translation of foreign operations		-179	-849	-356	-2,351	-4,831
Cash flow hedges		-1	0	4	-2	-3
<i>Items that will not be reclassified to profit or loss (net of tax):</i>						
Remeasurement of defined benefit plans for employees		—	0	—	0	-2
Total other comprehensive income for the period, net of tax		-180	-849	-352	-2,353	-4,836
Total comprehensive income for the period, net of tax		-203	-1,241	-785	-4,926	1,127
<i>Total comprehensive income attributable to:</i>						
Equity holders of the parent		-199	-1,239	-790	-4,926	1,126
Non-controlling interests		-3	-2	5	0	1

CONSOLIDATED STATEMENT OF FINANCIAL POSITION

Amounts in SEK m	Note	Sep 30, 2025	Sep 30, 2024	Mar 31, 2025
ASSETS				
Non-current assets				
Goodwill		12,104	30,034	12,373
Intangible assets		13,505	35,133	14,312
Property, plant and equipment		497	860	527
Right-of-use assets		558	1,396	645
Investments in associates		250	266	246
Non-current financial assets		495	513	447
Deferred tax assets		1,695	1,783	1,665
Total non-current assets		29,103	69,985	30,215
Current assets				
Inventories		897	3,799	707
Trade receivables		1,785	5,234	2,200
Contract assets		184	172	82
Other receivables		1,164	1,840	1,351
Prepaid expenses		446	612	481
Current investments		—	—	0
Cash and cash equivalents		6,127	4,052	7,097
Total current assets		10,603	15,709	11,919
TOTAL ASSETS		39,707	85,694	42,134

CONT.>>

>>CONTINUED

CONSOLIDATED STATEMENT OF FINANCIAL POSITION

Amounts in SEK m	Note	Sep 30, 2025	Sep 30, 2024	Mar 31, 2025
EQUITY AND LIABILITIES				
Equity				
Share capital		2	2	2
Other contributed capital		62,032	61,849	62,061
Reserves		638	3,473	990
Retained earnings, including net profit/loss		-32,359	-17,252	-31,921
Total equity attributable to equity holders of the parent		30,313	48,073	31,133
Non-controlling interests		56	866	64
Total equity		30,369	48,939	31,196
Non-current liabilities				
Liabilities to credit institutions		901	6,149	1,119
Other non-current liabilities		185	197	103
Lease liabilities		384	1,089	438
Other provisions		186	51	186
Contingent considerations	5	422	1,617	822
Non-current put/call options on non-controlling interests	5	—	870	—
Deferred considerations	5	—	6	—
Non-current employee benefits		4	19	5
Non-current liabilities to employees related to historical acquisitions	5	52	983	679
Deferred tax liabilities		1,041	5,651	1,226
Total non-current liabilities		3,176	16,632	4,578
Current liabilities				
Liabilities to credit institutions		989	10,964	545
Current account credit facilities		—	116	—
Advances from customers		103	149	158
Trade payables		1,170	2,806	1,207
Lease liabilities		210	374	249
Contract liabilities		749	1,149	1,023
Contingent considerations	5	568	194	495
Current put/call options on non-controlling interests	5	—	—	—
Deferred considerations	5	—	356	—
Tax liabilities		131	411	365
Current liabilities to employees related to historical acquisitions	5	486	127	164
Other current liabilities		400	440	498
Accrued expenses		1,358	3,035	1,656
Total current liabilities		6,162	20,123	6,360
TOTAL EQUITY AND LIABILITIES		39,707	85,694	42,134

CONSOLIDATED STATEMENT OF CHANGES IN EQUITY

Amounts in SEK m	Equity attributable to equity holders of the parent					Non-controlling interests	Total equity
	Share capital	Other contributed capital	Reserves ¹⁾	Retained earnings including profit for the period	Total equity attributable to equity holders of the parent		
Opening balance 2024-04-01	2	60,932	5,826	-14,341	52,419	64	52,482
Net profit/loss	—	—	—	-2,573	-2,573	—	-2,573
Other comprehensive income	—	—	-2,353	—	-2,353	0	-2,353
Total comprehensive income for the period	—	—	-2,353	-2,573	-4,927	0	-4,926
<i>Transactions with the owners</i>							
New share issue	0	244	—	—	244	—	244
Share-based remuneration according to IFRS 2	—	674	—	—	674	—	674
Transactions with non-controlling interests	—	—	—	-337	-337	1,297	961
Dividend to non-controlling interests	—	—	—	—	—	-495	-495
Total	0	918	—	-337	581	802	1,383
Closing balance 2024-09-30	2	61,849	3,473	-17,252	48,073	866	48,939
Opening balance 2025-04-01	2	62,061	990	-31,921	31,133	64	31,196
Net profit/loss	—	—	—	-438	-438	5	-433
Other comprehensive income	—	—	-352	—	-352	0	-352
Total comprehensive income for the period	—	—	-352	-438	-790	5	-785
<i>Transactions with the owners</i>							
Share-based remuneration according to IFRS 2	—	55	—	—	55	—	55
Repurchase of own shares	—	-84	—	—	-84	—	-84
Transactions with non-controlling interests	—	—	—	—	—	-12	-12
Total	—	-30	—	—	-30	-12	-42
Closing balance 2025-09-30	2	62,032	638	-32,359	30,313	56	30,369

¹⁾ Includes currency translation difference and cash flow hedge reserve as well as revaluation of defined benefit plans to employees.

CONSOLIDATED CASH FLOW STATEMENT

Amounts in SEK m ²⁾	Jul-Sep 2025	Jul-Sep 2024	Apr-Sep 2025	Apr-Sep 2024	Apr 2024- Mar 2025
Operating activities					
Profit/loss before tax	38	-523	-498	-2,254	2,648
Adjustments for non-cash items, etc.	769	1,736	1,932	3,632	1,985
Income tax paid	-290	-372	-263	-402	-707
Cash flow from operating activities before changes in working capital	518	841	1,171	976	3,926
Cash flow from changes in working capital					
Change in inventories	-105	-186	-210	-240	5
Change in operating receivables	-64	-334	579	214	325
Change in operating liabilities	56	149	-677	-841	-764
Cash flow from operating activities	405	470	862	109	3,492
Investing activities					
Acquisition of property, plant and equipment	-15	-27	-44	-81	-129
Proceeds from sales of property, plant and equipment	—	—	—	—	4
Acquisition of intangible assets	-838	-894	-1,588	-1,894	-3,615
Proceeds from sales of intangible assets	0	—	0	1	—
Acquisition of subsidiaries, net of cash acquired ¹⁾	-45	-69	-58	-305	-702
Divestment of subsidiaries, net of cash divested	-62	1,718	-62	5,888	18,497
Acquisition of financial assets	0	-49	-44	-126	-45
Proceeds from sales of financial assets	0	-3	0	6	6
Cash flow from investing activities	-959	676	-1,794	3,489	14,016
Financing activities					
Repurchase of own shares	-72	—	-72	—	—
Proceeds from borrowings	472	5,915	1,013	6,541	7,272
Received dividend	—	—	—	9,885	9,885
Payments received from and given to discontinued operations	—	—	—	-3	-4,708
Repayment of loans	-507	-6,004	-814	-19,169	-24,763
Payment of lease liabilities	-72	-80	-143	-174	-333
Cash flow from financing activities	-180	-169	-16	-2,920	-12,648
Total cash flow, Continuing operations	-734	977	-948	678	4,860
Total cash flow, Discontinued operations	—	-95	—	-50	5,280
Total cash flow, total Group	-734	882	-948	628	10,140
Cash and cash equivalents at the beginning of period	6,879	3,221	7,097	3,507	3,507
Exchange-rate differences in cash and cash equivalents	-18	-51	-23	-83	-95
Cash and cash equivalents in Discontinued operations	—	-1,109	—	-1,109	-6,454
Cash and cash equivalents at the end of period	6,127	2,943	6,127	2,943	7,097

¹⁾ The change in the quarter refers to historical acquisitions.

²⁾ The total cash flow for discontinued operations is presented as a separate row in the cash flow statement. Details are disclosed in note 6.

NOTES

NOTE 1 MATERIAL ACCOUNTING PRINCIPLES

This interim report comprises of the Swedish parent company Embracer Group AB (publ) ("Embracer"), with corporate registration number 556582-6558, and its subsidiaries. The Group conducts management and development of intellectual property rights, development and publishing of PC games, console games, mobile games and VR games and has partner publishing and niche positions in film and comic book publishing. The parent company is a limited liability company with its registered office in Karlstad, Sweden. The address of the head office is Tullhusgatan 1B, 652 09 Karlstad, Sweden.

The Group's interim financial statements have been prepared in accordance with IAS 34 Interim Financial Reporting and applicable parts of the Swedish Annual Accounts Act (1995:1554). For the parent company, the interim report has been prepared in compliance with the Swedish Annual Accounts Act and Recommendation RFR 2 Accounting for Legal Entities.

For the Group, the same accounting policies and methods of computation have been applied as in the Annual Report for FY 2024/25, with additions described below. A complete

description of the Group's applied accounting policies can be found in Note 1 as well as separate sections in the respective notes in the Annual Report for FY 2024/25. For the parent company's applied accounting policies, see Note P1.

Disclosures in accordance with IAS 34.16A appear in addition to the financial statements and its related notes in the interim information on page [29-37](#) that from an integral part of this financial report.

All amounts are presented in million Swedish kronor ("SEK m"), unless otherwise indicated. Rounding differences may occur.

Accounting principles - Repurchase of own shares

Expenditure for the purchase of own shares reduces retained earnings in equity in the Parent company and the portion of consolidated equity that pertains to owners of the Parent company. If these shares are sold, the sales proceeds are included in retained earnings in the equity pertaining to owners of the Parent company.

NOTE 2 SIGNIFICANT ESTIMATES AND ASSUMPTIONS

When preparing the financial statements, management and the Board of Directors must make certain assessments and assumptions that impact the carrying amount of asset and liability items and revenue and expense items, as well as other provided information.

Actual outcome may differ from the estimates if the estimates or circumstances change. The key estimates and assumptions

made when preparing the interim report correspond to the ones described in Note 2 as well as separate sections in the respective notes in the Annual Report for FY 2024/25.

NOTE 3 OPERATING SEGMENTS

For accounting and monitoring, the Group has divided its operations into three operating segments based on how the chief operating decision maker reviews the operations for allocation of resources and assessment of performance. Embracer's CEO is identified as the Group's chief operating decision maker (CODM). The division of operating segments is based on differences in the goods and services that Embracer offers.

PC/Console Games - This part of the business conducts development and publishing of premium games for PC and console.

Mobile Games - This part of the business conducts development and publishing of mobile games.

Entertainment & Services - This part of the business is engaged in development, publishing and distribution of comic books, conducts wholesale of publishing titles of games for console and PC as well as films, conducts publishing and external distribution of films and TV-series and produce and distribute merchandise.

The CODM primarily uses the performance measure Adjusted EBIT to assess the operating segments' performance. The CODM does not follow up on the assets and liabilities of the segments for allocation of resources or assessment of performance.

The same accounting principles are used for the segments as for the Group.

Jul-Sep 2025	PC/Console Games	Mobile Games	Entertainment & Services	Total segments	Eliminations	Corporate	Group total
Revenue from external customers	1,853	535	1,462	3,850	–	–	3,850
Revenue from transactions with other operating segment	2	14	6	22	-22	–	–
Total revenue	1,855	549	1,468	3,871	-22	–	3,850
Adjusted EBIT	51	63	50	164	–	-55	109
Amortization of surplus values of acquired intangible assets	-98	-55	-66	-218	–	–	-218
Personnel costs related to acquisitions	42	167	0	208	–	–	208
Items affecting comparability	-149	–	-19	-168	–	-4	-172
EBIT	-154	175	-36	-14	–	-58	-73
Net financial items							111
Profit/loss before tax							38

Jul-Sep 2024	PC/Console Games	Mobile Games	Entertainment & Services	Total segments	Eliminations	Corporate	Group total
Revenue from external customers	2,121	1,358	1,247	4,726	–	–	4,726
Revenue from transactions with other operating segment	5	12	9	26	-26	–	–
Total revenue	2,126	1,370	1,256	4,752	-26	–	4,726
Adjusted EBIT	175	374	29	578	–	-65	513
Amortization of surplus values of acquired intangible assets	-145	-106	-90	-341	–	–	-341
Personnel costs related to acquisitions	-24	-38	-7	-69	–	–	-69
Items affecting comparability	-75	–	–	-75	–	0	-75
EBIT	-70	230	-68	93	–	-65	28
Net financial items							-551
Profit/loss before tax							-523

CONT. >>

Apr-Sep 2025	PC/Console Games	Mobile Games	Entertainment & Services	Total segments	Eliminations	Corporate	Group total
Revenue from external customers	3,494	1,055	2,655	7,204	–	–	7,204
Revenue from transactions with other operating segment	5	27	11	42	-42	–	–
Total revenue	3,499	1,081	2,666	7,246	-42	–	7,204
Adjusted EBIT	97	118	83	297	–	-114	184
Amortization of surplus values of acquired intangible assets	-197	-112	-134	-443	–	–	-443
Personnel costs related to acquisitions	13	152	0	165	–	–	165
Items affecting comparability	-181	–	-51	-232	–	-4	-236
EBIT	-268	158	-102	-213	–	-117	-330
Net financial items							-167
Profit/loss before tax							-498

>> NOTE 3 CONTINUED

Apr-Sep 2024	PC/Console Games	Mobile Games	Entertainment & Services	Total segments	Eliminations	Corporate	Group total
Revenue from external customers	4,778	2,747	2,095	9,620	–	–	9,620
Revenue from transactions with other operating segment	11	12	17	40	-40	–	–
Total revenue	4,789	2,759	2,112	9,660	-40	–	9,620
Adjusted EBIT	312	892	8	1,212	–	-120	1,092
Amortization of surplus values of acquired intangible assets	-312	-213	-178	-703	–	–	-703
Personnel costs related to acquisitions	-1,047	-84	-10	-1,141	–	–	-1,141
Remeasurement of contingent consideration	4	–	–	4	–	–	4
Items affecting comparability	-677	–	–	-677	–	0	-677
EBIT	-1,719	595	-181	-1,305	–	-120	-1,425
Net financial items							-829
Profit/loss before tax							-2,254

Apr 2024- Mar 2025	PC/Console Games	Mobile Games	Entertainment & Services	Total segments	Eliminations	Corporate	Group total
Revenue from external customers	10,450	5,359	6,561	22,370	–	–	22,370
Revenue from transactions with other operating segment	21	40	35	95	-95	–	–
Total revenue	10,471	5,398	6,596	22,465	-95	–	22,370
Adjusted EBIT	1,892	1,383	324	3,600	–	-256	3,344
Amortization of surplus values of acquired intangible assets	-567	-371	-356	-1,294	–	–	-1,294
Personnel costs related to acquisitions	-1,171	-335	-18	-1,524	–	–	-1,524
Remeasurement of contingent consideration	4	–	–	4	–	–	4
Items affecting comparability	-4,014	8,424	-1,047	3,363	–	-358	3,005
EBIT	-3,855	9,101	-1,096	4,149	–	-614	3,535
Net financial items							-888
Profit/loss before tax							2,648

NOTE 4 REVENUE FROM CONTRACTS WITH CUSTOMERS

Jul-Sep 2025	PC/Console Games	Mobile Games	Entertainment & Services	Group total
Type of products				
Digital products	1,225	535	98	1,858
Physical products	79	–	1,240	1,319
Other ¹⁾	549	-	123	673
Revenue from contracts with customers	1,853	535	1,462	3,850
Jul-Sep 2024	PC/Console Games	Mobile Games	Entertainment & Services	Group total
Type of products				
Digital products	1,313	1,353	172	2,838
Physical products	219	–	992	1,211
Other ¹⁾	589	5	83	677
Revenue from contracts with customers	2,121	1,358	1,247	4,726
Apr-Sep 2025	PC/Console Games	Mobile Games	Entertainment & Services ²⁾	Group total
Type of products				
Digital products	2,289	1,055	189	3,533
Physical products	164	–	2,242	2,406
Other ¹⁾	1,042	-	223	1,265
Revenue from contracts with customers	3,494	1,055	2,655	7,204
Apr-Sep 2024	PC/Console Games	Mobile Games	Entertainment & Services	Group total
Type of products				
Digital products	2,944	2,737	300	5,981
Physical products	398	–	1,667	2,065
Other ¹⁾	1,435	10	128	1,573
Revenue from contracts with customers	4,778	2,747	2,095	9,620
Apr 2024- Mar 2025	PC/Console Games	Mobile Games	Entertainment & Services	Group total
Type of products				
Digital products	6,990	5,347	1,083	13,420
Physical products	903	–	5,144	6,046
Other ¹⁾	2,558	12	334	2,904
Revenue from contracts with customers	10,450	5,359	6,561	22,370

¹⁾ See Operating segment, page 6-10

²⁾ A correction is made of the Q1 figures 2025 with a reclassification from Digital to Physical sales.

In addition to the breakdown by revenue from contracts with customers for PC/Console Games, Mobile Games and Entertainment & Services, Embracer also monitor PC/Console in categories below:

PC/Console Games	Jul-Sep 2025	Jul-Sep 2024	Apr-Sep 2025	Apr-Sep 2024	Apr 2024- Mar 2025
IP-rights					
Owned titles	1,334	901	2,453	2,736	6,819
Publishing titles	519	1,220	1,041	2,041	3,631
Total	1,853	2,121	3,494	4,778	10,450
New releases	238	266	321	411	2,024
Back catalog	1,065	1,266	2,131	2,931	5,869
Other	549	589	1,042	1,435	2,558
Total	1,853	2,121	3,494	4,778	10,450

NOTE 5 FINANCIAL INSTRUMENT

Reclassification of the assets & liabilities under IFRS 5 has been returned to the balances in Note 5. The balances are, therefore, not affected by this reclassification as it does not have an effect before completion of the transactions.

Fair value measurement

Fair value is the price that would be received to sell an asset or paid to transfer a liability in an orderly transaction between market participants at the measurement date. The table below presents financial instruments measured at fair value based on the classification in the fair value hierarchy. The different levels are defined as follows:

Level 1 - Quoted (unadjusted) market prices for identical assets or liabilities in active markets.

Level 2 - Inputs other than quoted prices in level 1 that are observable for the asset or liability, either directly (i.e. price quotations) or indirectly (i.e. derived from price quotations).

Level 3 - Input data for the asset or liability which is not based on observable market data (i.e. unobservable input data).

Financial assets measured at fair value

Financial assets measured at fair value as of September 30, 2025	Level 1	Level 2	Level 3	Total
Current investments	65	—	—	65

Financial assets measured at fair value as of September 30, 2024	Level 1	Level 2	Level 3	Total
Ownership interests in other entities	—	6	—	6
Current investments	42	—	—	42

Financial assets measured at fair value as of March 31, 2025	Level 1	Level 2	Level 3	Total
Current investments	50	—	—	50

Financial liabilities measured at fair value

Financial liabilities measured at fair value as of September 30, 2025	Level 1	Level 2	Level 3	Total
Contingent consideration	—	—	990	990
Liabilities to employees related to historical acquisitions	—	—	538	538

Financial liabilities measured at fair value as of September 30, 2024	Level 1	Level 2	Level 3	Total
Contingent consideration	—	—	1,811	1,811
Put/call options on non-controlling interests	—	—	870	870
Liabilities to employees related to historical acquisitions	—	—	1,111	1,111

Financial liabilities measured at fair value as of March 31, 2025	Level 1	Level 2	Level 3	Total
Contingent consideration	—	—	1,317	1,317
Liabilities to employees related to historical acquisitions	—	—	843	843

Current receivables and current liabilities

For current receivables and liabilities, such as trade receivables and trade payables and for liabilities to credit institutions (long- and short-term) and with variable interest rate, the carrying amount is considered to be a good approximation of the fair value.

Contingent consideration

The fair value of contingent considerations has been calculated based on expected outcome of financial and operational targets for each individual agreement. The estimated expected settlement will vary over time depending on, among other things, the degree of fulfillment of the conditions for the contingent considerations, the development of certain exchange rates against the Swedish krona and the interest rate environment. Contingent considerations to be settled with shares are also dependent on the development of Embracer's share price.

Contingent considerations classified as financial liabilities are measured at fair value by discounting expected cash flows at a risk-adjusted discount rate of 1.8%-12.1%. Measurement is therefore in accordance with Level 3 in the fair value hierarchy. Significant unobservable input data consists of forecasted turnover and a risk-adjusted discount rate as well operational targets.

	Apr-Sep 2025	Apr-Sep 2024	Apr 2024-Mar 2025
Contingent considerations			
Opening balance	2,264	3,935	3,935
Payment - shares to be issued	-5	-55	-79
Payment - clawback shares	-413	-304	-565
Payment - cash	-58	-182	-243
FX effects	-12	-66	-85
Reclassifications	-23	—	—
Disposals/divestments	—	-252	-252
Change in fair value recognized in consolidated statement of profit or loss	-216	-14	-447
Closing balance	1,537	3,062	2,264

Given the contingent considerations recognized at the end of the reporting period, a higher discount factor of 1.5 percentage points will have an impact on the fair value of SEK -68 million and a lower discount factor of 1.5 percentage points will have an impact with SEK 48 million.

CONT. >>

>> NOTE 5 CONTINUED

The Group's contingent considerations will be settled in cash or with issued shares. As at September 30, 2025, the contingent considerations are expected to be settled according to the table below.

	Contingent consideration classified as financial liability		Total contingent consideration classified as financial liability	Contingent consideration classified as equity		Total contingent consideration
Expected settlement	Cash settlement	Newly issued shares			Newly issued shares	
Total	680	310	990	547	1,537	

As of September 30, 2025	Classified as financial liability	Of which already issued	Classified as equity	Of which already issued
Maximum number of shares related to contingent consideration	6,628,337	1,352,078	1,203,430	1,133,430

Put/call option on non-controlling interests

Put/call options on non-controlling interest refers to put/call option on non-controlling interests in business combination where the selling shareholders keep some ownership and there is a contractual obligation where Embracer will purchase the remaining interest if the holder of the option determines to exercise. The valuation and settlement is similar as for contingent consideration (level 3 fair value measurement).

The fair value of put/call options on non-controlling interests have been calculated based on expected outcome of financial and operational targets for each individual agreement. The estimated expected settlement will vary over time depending on, among other things, the degree of fulfillment of the conditions for the put/call option on non-controlling interests, the development of certain exchange rates against the Swedish krona and the interest rate environment.

Put/call option on non-controlling interests	Apr-Sep 2025	Apr-Sep 2024	Apr 2024-Mar 2025
Opening balance	—	1,782	1,782
FX-effects	—	-48	33
Reclassifications	—	-906	-906
Disposals/divestments	—	—	-982
Change in fair value recognized in consolidated statement of profit or loss	—	42	73
Closing balance	—	870	—

Liabilities to employees related to historical acquisitions

Liabilities to employees related to historical acquisitions refers to part of the purchase price in historical acquisitions which according to IFRS is classified as personnel debt. Fair value for liabilities to employees related to historical acquisitions has been calculated based on expected outcome of financial and operational targets for each individual agreement. The estimated expected settlement will vary over time depending on, among other things, the degree of fulfillment of the conditions.

Liabilities to employees related to historical acquisitions	Apr-Sep 2025	Apr-Sep 2024	Apr 2024-Mar 2025
Opening balance	843	1,434	1,434
Accrual of personnel cost in consolidated statement of profit or loss	-202	218	395
Payment - cash after the acquisition day	-111	-1,232	-1,294
Reclassifications	12	—	—
Change in fair value recognized in consolidated statement of profit or loss	5	23	32
Disposals/divestments	—	713	317
FX-effects	-9	-45	-41
Closing balance	538	1,111	843

As of September 30, 2025, the Group's liabilities to employees related to historical acquisitions will be settled in cash.

Other consideration that is not classified as financial instruments at fair value

Deferred Consideration

Deferred consideration refers to future payments from business combinations and asset deals where the payment is not contingent upon future financial or operational targets.

Deferred considerations	Apr-Sep 2025	Apr-Sep 2024	Apr 2024-Mar 2025
Opening balance	—	487	487
Payment - cash	—	-118	-479
FX-effects	—	-16	-9
Disposals/divestments	—	—	-8
Discount effect recognized in consolidated statement of profit or loss	—	9	9
Closing balance	—	362	—

NOTE 6 ASSETS (DISPOSAL GROUPS) HELD FOR SALE OR DISTRIBUTION**IFRS 5 Non-current Assets Held for Sale and Discontinued Operations**

During the last financial year Embracer assessed that the former operating segment Tabletop (Asmodee) qualified as discontinued operation and during the last financial year Asmodee was distributed to the shareholders in Embracer.

	Jul-Sep 2025	Jul-Sep 2024	Apr 2024- Mar 2025
Income statement for Discontinued operations			
Net sales	—	3,826	13,073
Other operating income	—	-2	0
Total operating income	—	3,824	13,073
Work performed by the Company for its own use and capitalized	—	45	126
Goods for resale	—	-2,233	-7,825
Other external expenses	—	-422	-1,785
Personnel expenses	—	-497	-1,785
Depreciation, amortization and impairment	—	-292	-862
Other operating expenses	—	-8	-8
Share of profit of an associate	—	23	23
Operating profit (EBIT)	—	440	958
Net financial items	—	-370	-900
Profit before tax	—	71	58
Income tax	—	-9	-374
Profit from operations	—	62	-316
Profit (Loss) on remeasurements to fair value			
Profit (loss) from dividend of operations	—	—	2,611
Reclassification of foreign currency translation reserve	—	—	1,112
Net profit for the period, discontinued operations	—	62	3,408
<i>Net profit/loss for the period attributable to:</i>			
Equity holders of the parent	—	60	3,420
Non-controlling interests	—	3	-12
Cash flow statement for Discontinued operations			
Cash flow from operating activities	—	-26	887
Cash flow from investing activities	—	-74	-224
Cash flow from financing activities	—	5	4,617
Cash flow for the period	—	-95	5,280

NOTE 7 RELATED PARTY TRANSACTIONS

Related party transaction	Related party	Jul-Sep 2025	Jul-Sep 2024	Apr-Sep 2025	Apr-Sep 2024	Apr 2024- Mar 2025
Consulting service	Logvreten AB ¹⁾ (supplier)	0	-1	0	-1	-1
Transportation services	Sola Service i Karlstad AB ²⁾ (supplier)	-3	-4	-6	-7	-17
Transportation services	Sola Air AB ²⁾ (supplier)	0	—	0	—	—
Transportation services	Empterwik Special Services Ltd ²⁾	-8	-5	-10	-11	-22
Sale of goods/services	Bröderna Wingefors AB ²⁾ (supplier)	—	—	—	0	0
Rent income	Lars Wingefors AB ³⁾ (purchaser)	0	—	0	—	—
Consulting service	LW Comics ²⁾ (supplier)	0	0	0	0	0
Total		-11	-10	-16	-19	-40

¹⁾ Kicki Walje-Lund has controlling influence over the company

²⁾ The company is part of Lars Wingefors AB

³⁾ Lars Wingefors AB is owned by Lars Wingefors, Erik Stenberg, Mikael Brodén, Klemens Kreuzer, Reinhard Pollice and Jacob Jonmyren

NOTE 8 PERSONNEL EXPENSES

SEK m	Jul-Sep 2025	Jul-Sep 2024	Apr-Sep 2025	Apr-Sep 2024	Apr 2024- Mar 2025
Personnel expenses	-1,349	-1,645	-2,750	-3,574	-6,823
Personnel costs related to acquisitions - Excluding FX gain/loss ¹⁾	206	-84	144	-1,157	-1,539
Total	-1,143	-1,729	-2,605	-4,731	-8,362

¹⁾ Personnel costs related to acquisitions has a positive effect in the current quarter due to several changes related to estimations of fulfillment degree and timing of such fulfillment.

NOTE 9 OTHER OPERATING EXPENSES

SEK m	Jul-Sep 2025	Jul-Sep 2024	Apr-Sep 2025	Apr-Sep 2024	Apr 2024- Mar 2025
Other operating expenses	-37	-16	-82	-12	-108
Divestment of subsidiaries	—	-18	—	-620	0
Total	-37	-35	-82	-632	-108

NOTE 10 NET FINANCIAL ITEMS

SEK m	Jul-Sep 2025	Jul-Sep 2024	Apr-Sep 2025	Apr-Sep 2024	Apr 2024- Mar 2025
Interest income and other financial income	33	17	75	49	124
Interest expense and other financial expense	-38	-166	-70	-422	-648
Sum	-5	-149	5	-373	-524
Change in fair value financial assets and liabilities	207	7	202	4	493
Interest deferred consideration	—	-4	—	-9	-9
Realized and unrealized exchange rate gains/losses	-91	-404	-374	-451	-848
Total financial net	111	-551	-167	-829	-888

PARENT COMPANY'S INCOME STATEMENT

Amounts in SEK m	Note	Jul-Sep 2025	Jul-Sep 2024	Apr-Sep 2025	Apr-Sep 2024	Apr 2024- Mar 2025
Net sales		50	23	73	43	87
Other operating income		21	0	2	1	2
Total operating income		71	23	75	44	89
Operating expenses						
Other external expenses		-34	-41	-64	-70	-139
Personnel expenses		-62	-30	-94	-65	-135
Depreciation, amortization and impairment of property, plant and equipment and intangible assets		-1	-1	-2	-2	-4
Other operating expenses	P2	-1	-22	-1	-292	-389
Operating profit/loss		-26	-70	-85	-385	-578
Net financial items	P3	16	-10,604	19	-715	-2,570
Profit/loss after financial items		-11	-10,674	-67	-1,100	-3,148
Appropriations		26	-157	-105	-212	52
Profit/loss before tax		15	-10,830	-172	-1,312	-3,096
Income tax		-2	65	28	122	95
Net profit/loss for the period		13	-10,765	-143	-1,190	-3,001

Net profit/loss for the period in the parent company corresponds to the periods comprehensive income.

PARENT COMPANY BALANCE SHEET

Amounts in SEK m	Sep 30, 2025	Sep 30, 2024	Mar 31, 2025
ASSETS			
Non-current assets			
Intangible assets	2	2	3
Tangible assets	3	6	5
Shares in group companies	17,410	38,744	15,258
Receivables from group companies	9,788	18,063	12,100
Other financial assets	114	55	95
Deferred tax assets	211	180	181
Total financial assets	27,524	57,042	27,634
Total non-current assets	27,530	57,050	27,642
Current assets			
Receivables from group companies	3,620	2,983	3,096
Trade receivables	0	0	0
Current tax assets	—	—	—
Other receivables	199	293	269
Prepaid expenses and accrued income	76	97	62
	3,896	3,374	3,427
Cash and cash equivalents	4,991	1,509	5,648
Total current assets	8,886	4,883	9,075
TOTAL ASSETS	36,416	61,934	36,716
EQUITY AND LIABILITIES			
Restricted equity	2	2	2
Unrestricted equity	27,520	53,852	27,751
Total equity	27,522	53,854	27,752
Untaxed reserves	270	274	270
Provisions	90	95	101
Long-term liabilities			
Liabilities to credit institutions	—	3,976	0
Liabilities to Group companies	1,180	1,220	1,220
Other long-term liabilities	—	58	—
Total long-term liabilities	1,180	5,254	1,220
Current liabilities			
Liabilities to credit institutions	—	—	—
Trade payables	15	56	30
Liabilities to group companies	7,256	2,310	7,231
Tax liabilities	35	—	70
Other current liabilities	18	9	4
Accrued expenses and prepaid income	30	82	38
Total current liabilities	7,354	2,457	7,372
TOTAL EQUITY AND LIABILITIES	36,416	61,934	36,716

Tax liabilities includes SEK 10 million in booked top-up tax according to Pillar 2 and has also been offset against tax receivables even though it is likely to be paid later than within 12 months.

NOTE P1 THE PARENT COMPANY'S MATERIAL ACCOUNTING PRINCIPLES

The year-end report for the parent company has been prepared in accordance with Chapter 9 of the Annual Accounts Act, Interim reports, and RFR 2 Accounting for legal entities. The same accounting principles, basis for calculations and assessments have been applied as applied in the Annual Report for FY 2024/25, with additions described below. For further description of the parent company's applied accounting principles, see Note P1 in the Annual Report for FY 2024/25.

Accounting principles - Repurchase of own shares

Expenditure for the purchase of own shares reduces retained earnings in unrestricted equity in the Parent company. If these shares are sold, the sales proceeds are included in retained earnings in the equity pertaining to owners of the Parent company.

NOTE P2 OTHER OPERATING EXPENSES

SEK m	Jul-Sep 2025	Jul-Sep 2024	Apr-Sep 2025	Apr-Sep 2024	Apr 2024- Mar 2025
Other operating expenses	-1	8	-1	-262	-363
Loss sale of subsidiaries	—	-30	—	-30	-26
Total	-1	-22	-1	-292	-389

NOTE P3 NET FINANCIAL ITEMS

SEK m	Jul-Sep 2025	Jul-Sep 2024	Apr-Sep 2025	Apr-Sep 2024	Apr 2024- Mar 2025
Dividend	—	—	—	9,888	12,923
Interest income	195	231	396	496	960
Interest expense	-87	-120	-169	-309	-527
Other financial expenses	-11	-52	-30	-105	-126
FX effects	-49	-181	-126	-205	-432
Write-down subsidiaries	-32	-10,500	-53	-10,500	-15,452
Expected credit loss	1	18	1	20	85
Total	16	-10,604	19	-715	-2,570

DEFINITIONS OF ALTERNATIVE PERFORMANCE MEASURES (APMs)

In accordance with the guidelines from ESMA (European Securities and Markets Authority), regarding the disclosure of alternative performance measures, the definition and reconciliation of Embracer's alternative performance measures are presented below. The guidelines entail increased disclosures regarding the financial measures that are not defined by IFRS. The performance measures presented below are reported in this report. They are used for internal control and follow-up. Since not all companies calculate financial measures in the same way, these are not always comparable to measures used by other companies.

One important part of Embracer's strategy is to pursue inorganic growth opportunities through acquisitions. Thereby expanding the ecosystem to include more entrepreneurs within the gaming and entertainment markets. An acquisitive strategy is associated with certain complexity in terms of accounting for business combinations. The board and management of Embracer believes that it is important to separate the operational performance of the business from the acquisition part. Certain APM's are used to accomplish and give internal and external stakeholders the best picture of the underlying operational performance of the business, by the measurement of performance excluding specific items related to historical acquisitions and items affecting comparability. The individual APMs, definitions, purpose are described more in detail below.

Name	Definition	Reason for Use
Adjusted Earnings per share	Net profit for the period excluding specific items related to historical acquisitions and items affecting comparability net of tax, change in fair value contingent consideration and put/call options on non-controlling interests net of tax and Interest expense contingent consideration net of tax divided by the average number of shares in the period. Net taxes are calculated using the effective tax rate.	Shows earnings per share after adjustments to specific items attributable to historical acquisitions, and items affecting comparability.
Adjusted Earnings per share after full dilution	Net profit for the period excluding specific items related to historical acquisitions and items affecting comparability net of tax, change in fair value contingent consideration net of tax and interest expense contingent consideration and put/call options on non-controlling interests net of tax divided by the average number of shares after full dilution in the period. Net taxes are calculated using the effective tax rate.	Shows earnings per share after adjustments to specific items attributable to historical acquisitions and items affecting comparability with regard for full dilution.
Adjusted EBIT	EBIT excluding specific items related to historical acquisitions and items affecting comparability.	Adjusted EBIT in order to provide a true and fair picture of the underlying operational performance, by excluding specific items related to historical acquisitions and items affecting comparability.
Adjusted EBIT margin	Adjusted EBIT as a percentage of net sales.	
Adjusted EBITDA	EBITDA excluding specific items related to historical acquisitions and items affecting comparability.	Adjusted EBITDA in order to provide a true and fair picture of the underlying operational performance, by excluding specific items related to historical acquisitions and items affecting comparability.
Adjusted EBITDA margin	Adjusted EBITDA as a percentage of net sales.	
Average number of shares	Weighted average number of shares that are outstanding during the period. Number of shares have been recalculated with respect to split of shares.	
Average number of shares after full dilution	Weighted average number of ordinary shares and potential ordinary shares. Number of shares have been recalculated with respect to split of shares.	
EBIT margin	EBIT as a percentage of net sales.	

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Name	Definition	Reason for Use
EBITDA	Earnings before interest, taxes, depreciation and amortization.	EBITDA and EBITDA margin are reported because these are metrics commonly used by investors, financial analysts and other stakeholders to measure the Company's financial results.
EBITDA margin	EBITDA as a percentage of net sales.	EBITDA and EBITDA margin are reported because these are metrics commonly used by certain investors, financial analysts and other stakeholders to measure the Company's financial results.
EBITDAC	Adjusted EBITDA less Gross investments in intangible and tangible assets.	High level view on operational cash flow generation.
Free cash flow after working capital	Cash flow for the period, excluding cash flow from financing activities, acquisitions of subsidiaries including transaction costs, cash impact from personnel costs related to acquisitions and cash effect from items affecting comparability.	Provide a true and fair picture of the underlying operational performance, by excluding cash flow from specific items related to historical acquisitions and from items affecting comparability.
Gross margin	Net sales less goods for resale divided by net sales.	Measuring the profitability from the net sales of products and services.
Items affecting comparability	Transactions that are not related to recurring business operations, but affecting the financial outcome in a material way, and where the probability of reoccurrence over the coming year is limited.	Items affecting comparability includes events and transactions with significant effects, which are relevant for understanding the financial performance when comparing income for the current period with previous periods.
Net Debt (-) / Net Cash (+)	The company's cash and short-term investments decreased with the company's short- and long-term interest-bearing liabilities excluding leasing liabilities according to IFRS16, pension provisions, contingent consideration and put/call on non-controlling interest.	The metric is commonly used by investors, financial analysts and other stakeholders to measure the debt compared to its liquid assets. This metric is also used in calculating the Company's financial leverage.
Net investment in acquired companies	Acquisition of subsidiaries, net of cash acquired plus cash impact from specific items related to historical acquisitions, plus acquisition of IPs through asset deal structures.	A measure of cash flow allocated to inorganic growth opportunities in the reporting period.
Net sales growth	Net sales growth for the current period compared to the same period previous year.	Net sales growth is reported by the Company because it regards this KPI as contributing to investor understanding of the Company's historical progress.
Organic growth	Growth between periods where net sales from companies acquired/divested in the last five quarters have been excluded. The comparison period is adjusted for differences in exchange rates.	Growth measure for companies that has been part of Embracer Group for more than one year excluding effects of differences in exchange rates.
Pro forma growth	Growth between periods where net sales from companies acquired/divested in the last five quarters have been added/adjusted historically. The comparison period is adjusted for differences in exchange rates.	Growth measure for all companies that are a part of Embracer Group as per reporting date regardless of when the company became a part of Embracer Group excluding effects of differences in exchange rates.
Specific items related to historical acquisitions	Specific income/expenses related to historical acquisitions consist of personnel cost related to acquisitions (In connection with certain business combinations, contingent consideration agreements that are not classified as part of the consideration transferred, as there is a requirement for continued employment to receive the amount. Accordingly, the amount is classified as consideration for future services), amortization of surplus values of acquired intangible assets (e.g. IP-rights, publishing rights, brand name), transaction costs (Costs for legal- financial- tax- and commercial due diligence for completed transactions.), remeasurement of participation in associated companies and remeasurement of contingent consideration.	Input used to calculate Adjusted EBITDA and Adjusted EBIT.

ALTERNATIVE PERFORMANCE MEASURES

ADJUSTED EBIT AND ADJUSTED EBITDA - DERIVATION

Amounts in SEK m	Jul-Sep 2025	Jul-Sep 2024	Apr-Sep 2025	Apr-Sep 2024	Apr 2024- Mar 2025
EBIT	-73	28	-330	-1,425	3,535
Depreciation, amortization and impairment	1,222	1,119	2,205	2,432	9,234
EBITDA	1,149	1,147	1,874	1,007	12,769
Personnel costs related to acquisitions	-208	69	-165	1,141	1,524
Remeasurement of participation in associated companies	0	—	—	—	—
Remeasurement of contingent consideration	—	—	—	-4	-4
Items affecting comparability ¹⁾	15	56	45	658	-7,534
Adjusted EBITDA	955	1,272	1,755	2,801	6,754
Depreciation, amortization and impairment	-1,222	-1,119	-2,205	-2,432	-9,234
Items affecting comparability ¹⁾	157	20	191	20	4,529
Amortization of surplus values of acquired intangible assets	218	341	443	703	1,294
Adjusted EBIT	109	513	184	1,092	3,344

ADJUSTED EARNINGS PER SHARE - DERIVATION

Amounts in SEK m	Jul-Sep 2025	Jul-Sep 2024	Apr-Sep 2025	Apr-Sep 2024	Apr 2024- Mar 2025
Net profit for the period attributable to equity holders of the parent	-20	-450	-438	-2,317	2,543
Adjustments					
Personnel costs related to acquisitions	-208	69	-165	1,141	1,524
Remeasurement of participation in associated companies	0	—	—	—	—
Remeasurement of contingent consideration	—	—	—	-4	-4
Amortization of surplus values of acquired intangible assets	218	341	443	703	1,294
Change in fair value contingent consideration and put/call options on non-controlling interests	-232	-41	-251	-62	-559
Interest expense contingent consideration	8	38	19	68	72
Items affecting comparability ¹⁾	172	75	236	677	-3,005
Adjustments before tax	-43	482	282	2,522	-678
Tax effects on adjustments	-89	-90	-151	-170	-532
Adjustments after tax	-132	392	131	2,352	-1,210
Total continuing operations	-152	-59	-307	35	1,333
Average number of shares, million ²⁾	225	225	225	224	225
Adjusted Earnings per share, SEK	-0.67	-0.26	-1.36	0.16	5.93
Average number of shares after full dilution, million ²⁾	231	231	231	230	230
Adjusted Earnings per share after full dilution, SEK	-0.67	-0.26	-1.36	0.15	5.80

¹⁾ See next page for further explanation on items affecting comparability

²⁾ Recalculated with respect to the reversed split 1:6 carried out on January 15, 2025 as resolved at the extra general meeting on January 7, 2025. Number of shares for previous periods have been adjusted.

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ORGANIC GROWTH - DERIVATION

Amounts in SEK m	Jul-Sep 2025	Jul-Sep 2024	Change
Net sales	3,850	4,726	-19%
Net sales from acquired/divested companies ¹⁾	—	-803	
Difference in exchange rate	—	-295	
Organic growth	3,850	3,629	6%

PRO FORMA GROWTH - DERIVATION

Amounts in SEK m	Jul-Sep 2025	Jul-Sep 2024	Change
Net sales	3,850	4,726	-19%
Net sales from acquired/divested companies ²⁾	—	-803	
Difference in exchange rate	—	-295	
Pro forma growth	3,850	3,629	6%

¹⁾ Net sales from companies acquired in the last five quarters have been excluded.

²⁾ Net sales from acquired/divested companies in the last five quarters have been added/removed.

FREE CASH FLOW AFTER WORKING CAPITAL

Amounts in SEK m	Jul-Sep 2025	Jul-Sep 2024	Apr-Sep 2025	Apr-Sep 2024	Apr 2024- Mar 2025
Cash flow for the period	-734	977	-948	678	4,860
Cash flow from financing activities	180	169	16	2,920	12,648
Net cash flow from acquired/divested companies	107	-1,649	119	-5,583	-17,795
Investments in other companies	—	—	33	—	—
Payment personnel cost related to acquisitions	58	15	111	1,183	1,242
Cash flow effect IAC	42	97	98	292	398
Free cash flow after working capital	-348	-392	-572	-512	1,351

ITEMS AFFECTING COMPARABILITY, IAC

Amounts in SEK m	Jul-Sep 2025	Jul-Sep 2024	Apr-Sep 2025	Apr-Sep 2024	Apr 2024- Mar 2025
Revenue related to games reported as IAC	4	—	18	—	—
Other external expenses	-12	—	-18	—	-35
Personnel expenses	-25	-40	-47	-40	-131
Profit or loss sale of subsidiaries	34	-18	35	-620	7,951
Other operating income/expenses	-16	3	-32	3	-250
Total IAC affecting EBITDA	-15	-56	-45	-658	7,534
Write-down intangible assets	-157	-20	-191	-20	-423
Write-down tangible assets	0	—	—	—	-1
Impairment of goodwill	—	—	—	—	-3,727
Impairment of other intangible assets	—	—	—	—	-378
Total IAC affecting EBIT	-172	-75	-236	-677	3,005

DEFINITIONS, QUARTERLY INFORMATION

Clawback shares	Shares of the company issued to sellers at completion of acquisitions of companies or assets. Clawback shares are part of the earnout consideration to sellers of companies or assets. Clawback shares are held by sellers, either in escrow accounts or on regular accounts, with an agreed right for the company to receive the shares back, at no consideration, if specific earnout targets are not met. Clawback shares are kept by the sellers if earnout targets are met.
Completed games	Total book value of finished game development projects (released games) upon submission of completion. Upon completion the released games are reclassified from On-going Game Development Projects to Finished Games and amortization starts.
DAU	Average daily active users in the period.
Digital product	Product sold/transferred through digital/electronic channels.
Digital sales	Sales and transfer of products, physical and digital, through digital/electronic channels.
External game developers	Game developers engaged in game development projects by studios that are not owned by the group (external studios).
External Studios	Studios not owned by the group engaged in game development project financed by the Group.
Game development projects	On-going game development projects financed by the group and number of on-going game development projects financed by third party with notable expected royalty income.
Internal employees, non-development	Employees not directly engaged in game development (both employees and contractors).
Internal game developers	Game developers (both employees and contractors) engaged in game development projects by studios that are owned by the group (internal studios).
Internal headcount	Internal game developers + internal employees, non-development
Internal Studios	Studios owned by the group.
MAU	Average monthly active users in the period.
Max cash consideration	The maximum potential consideration to be paid in cash including upfront consideration and earnout consideration. The earnout consideration is based on the maximum potential consideration and is calculated based on the terms and FX-rates stated in each individual agreement.
Max share consideration	The maximum potential consideration to be paid in Embracer B shares including upfront consideration and earnout consideration. The earnout consideration is based on the maximum potential consideration and is calculated based on the terms, FX-rates and Embracer VWAP20 Share Price stated in each individual agreement.
Max total consideration	The sum of the max cash and share consideration. Note that the total max consideration might deviate from the total consideration used in the Purchase Price Analysis following movements in FX-rates and Embracer Share price between the signing and closing date as well as if the expected achievement of the individual earnout targets deviate from the maximum scenario. The Max total consideration includes contingent consideration in cash and shares that is classified as remuneration for future services and not part of the transferred consideration in the PPA according to IFRS 2 and IAS 19. Also note that for a limited amount of acquisitions, for which there is a material difference between the expected consideration and the maximum potential consideration, the expected cash and shares consideration have been used as measure.
Net sales split – PC/Console segment	
Owned titles	Net sales of game titles that are owned IPs or titles that are controlled by the group.
Publishing titles	Net sales of game titles of IPs the group does not own or control.
New releases	Net sales of game titles that are released in the current quarter.
Back catalog	Net sales of game titles that are not released in the current quarter.
Number of IP:s	Number of IPs owned by the group.
Physical product	Product sold/transferred through physical channels.
Physical sales	Sales and transfer of products, physical and digital, through physical channels.
Total installs	Total accumulated installs in the period.
UAC (User Acquisition Cost)	Marketing costs in the operating segment Mobile Games.

INFORMATION BY FINANCIAL YEAR AND QUARTER

	2020/21	2021/22 ²⁾	2022/23 ²⁾	2023/24 ³⁾	2024/25 ³⁾					2025/26	
	Full year	Full year	Full year	Full year	Apr-Jun	Jul-Sep	Oct-Dec	Jan-Mar	Full year Cont. op	Apr-Jun	Jul-Sep
Net sales, SEK m	9,000	17,067	37,665	27,409	4,893	4,726	7,364	5,386	22,370	3,355	3,850
Sales growth, Group, YoY %	71%	90%	121%	-27%	-33%	-30%	-3%	-6%	-18%	-31%	-19%
EBIT, SEK m	2,058	-1,126	194	-14,400	-1,453	28	638	4,322	3,535	-257	-73
EBIT, margin, %	23%	-7%	1%	-53%	-30%	1%	9%	80%	16%	-8%	-2%
Adjusted EBIT, SEK m	2,858	4,465	6,366	4,984	579	513	1,175	1,077	3,344	75	109
Adjusted EBIT, margin, %	32%	26%	17%	18%	12%	11%	16%	20%	15%	2%	3%
Adjusted EBITDA, SEK m	4,016	5,942	9,866	8,931	1,529	1,272	2,001	1,952	6,754	800	955
Adjusted EBITDA, margin, %	45%	35%	26%	33%	31%	27%	27%	36%	30%	24%	25%
Basic shares weighted average, million ¹⁾	120	151	178	198	202	206	207	208	206	208	209
Diluted shares weighted average ¹⁾	120	154	180	198	202	207	207	208	207	208	209
Average number of shares, million ¹⁾	133	172	209	220	224	225	225	225	225	225	225
Average number of shares after full dilution, million ¹⁾	133	181	227	237	229	231	231	230	230	230	231
Basic earnings per share, SEK	-20.97	6.47	25.00	-67.28	-9.23	-2.18	4.62	18.77	12.31	-2.01	-0.10
Diluted earnings per share, SEK	-20.97	6.36	24.72	-67.28	-9.23	-2.18	4.62	18.76	12.31	-2.01	-0.10
Adjusted Earnings per share, SEK ¹⁾	18.87	22.07	26.43	14.66	0.42	-0.26	5.95	-0.19	5.93	-0.69	-0.67
Adjusted Earnings per share after full dilution, SEK	18.82	20.95	24.33	13.56	0.41	-0.26	5.81	-0.19	5.80	-0.69	-0.67
Cash flow from operating activities, SEK m	3,825	4,070	5,383	5,694	-362	470	1,713	1,671	3,493	457	405
Organic growth, YoY, %	— %	— %	— %	-2 %	-33%	-21%	7%	19%	-9%	-2%	6%
Gross Margin, %	60%	72%	63%	73%	80%	73%	60%	72%	70%	69%	67%
Specific items related to historical acquisitions											
Amortization of surplus values of acquired intangible assets	-510	-1,316	-2,973	-2,203	-362	-341	-314	-277	-1,294	-225	-218
Transaction costs, SEK m	-150	-367	-290	-8	—	—	—	—	—	—	—
Personnel costs related to acquisitions	-181	-4,277	-2,631	-1,904	-1,072	-69	-126	-257	-1,524	-44	208
Remeasurement of participation in associated companies, SEK m	41	416	—	3	—	—	—	—	—	—	—
Remeasurement of contingent consideration, SEK m	—	-46	—	-18	4	—	—	—	4	—	—
Total	-801	-5,591	-5,894	-4,129	-1,430	-409	-441	-533	-2,814	-268	-10
Investments											
External game development and advances, SEK m	697	1,233	1,291	1,154	211	140	126	57	535	102	122
Internal capitalized development, SEK m	1,291	2,293	4,788	5,165	727	686	669	650	2,733	590	565
Sub-total - Investment in Game development, all segments	1,988	3,526	6,079	6,319	939	826	795	707	3,268	693	686
Other intangible assets/IP-rights, SEK m	151	190	416	537	61	73	96	124	354	63	152
Tangible assets, SEK m	71	344	500	225	55	27	29	19	130	29	15
Total	2,210	4,060	6,995	7,082	1,055	926	920	850	3,751	784	853
Completed games											
Completed games, PC/Console, SEK m	837	1,218	3,248	3,421	336	455	556	974	2,321	210	1,156
Other KPIs											
Game development projects, PC/Console											
Announced Game Dev projects	53	64	56	43	34	46	46	37	37	38	32
Unannounced Game Dev projects	107	159	165	98	93	82	72	71	71	78	75
Total	160	223	221	141	127	128	118	108	108	116	107
Headcount											
Total internal game developers	4,036	7,240	9,971	5,996	5,291	5,098	5,050	4,654	4,654	4,749	4,656
Total external game developers	1,079	1,346	1,455	1,387	1,028	813	707	724	724	703	518
Total internal employees, non-development	1,210	4,174	5,175	2,309	2,121	2,098	2,116	1,802	1,802	1,776	1,761
Total	6,325	12,760	16,601	9,692	8,440	8,009	7,873	7,180	7,180	7,228	6,935
Number of studios											
Total number External Studios	66	63	56	41	34	26	24	23	23	20	15
Total number Internal Studios	60	118	138	86	80	80	77	73	73	70	69
Total	126	181	194	127	114	106	101	96	96	90	84
IP-rights	225	815	896	497	486	485	485	464	464	464	460

¹⁾ Number of shares for FY 2020/21 have been adjusted and recalculated with respect to the 2:1 split carried out on September 30, 2021. Further, the number of shares for the fiscal years 2020/21, 2021/22, 2022/23, 2023/24 and 2024/25 have been recalculated due to the 1:6 reversed split carried out January 15, 2025.

²⁾ Including discontinued operations

³⁾ Excluding discontinued operations

Embracer Group is a global group of creative and entrepreneurial businesses in PC, console and mobile games, as well as other related media. The Group has an extensive catalog of over 450 owned or controlled franchises. With its head office based in Karlstad, Sweden, Embracer Group has a global presence through its operative groups: THQ Nordic, PLAION, Coffee Stain, DECA Games, Dark Horse, Freemod and Crystal Dynamics – Eidos. The Group includes 69 internal game development studios and engages nearly 7,000 talents across nearly 30 countries.