



Q3 2025

Interim Report



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Third quarter

- ▶ Net sales amounted to SEK 181.4 million (156.6).
- ▶ Product profit amounted to SEK 70.7 million (59.1), with a product margin of 39.0% (37.8).
- ▶ EBITDA amounted to SEK 13.7 million (11.6), corresponding to an EBITDA margin of 7.6% (7.4).
- ▶ EBIT amounted to SEK 6.6 million (5.7), corresponding to an EBIT margin of 3.6% (3.6).
- ▶ Operating cash flow amounted to SEK -28.0 million (14.8).
- ▶ Interest-bearing net debt was SEK -36.4 million (-29.8).
- ▶ Earnings per share amounted to SEK 0.2 (0.0).
- ▶ No items affecting comparability for the quarter.

January–September 2025

- ▶ Net sales amounted to SEK 622.8 million (492.7).
- ▶ Product profit amounted to SEK 238.7 million (200.9), with a product margin of 38.3% (40.8).
- ▶ EBITDA amounted to SEK 70.8 million (54.9), corresponding to an EBITDA margin of 11.4% (11.2).
- ▶ EBIT amounted to SEK 50.2 million (37.2), corresponding to an EBIT margin of 8.1% (7.6).
- ▶ Operating cash flow amounted to SEK 50.3 million (42.0).
- ▶ Earnings per share amounted to SEK 1.2 (0.9).
- ▶ No items affecting comparability during the period.

Amounts in SEKm	Q3			Jan–Sep			Oct–Sep	Full year
	2025	2024	Δ	2025	2024	Δ	24/25	2024
Net sales	181.4	156.6	16%	622.8	492.7	26%	827.9	697.9
Net sales, USDm	19.1	15.0	27%	62.5	47.0	33%	81.5	66.0
Product profit	70.7	59.1	20%	238.7	200.9	19%	318.8	281.1
Product margin, %	39.0	37.8		38.3	40.8		38.5	40.3
EBITDA	13.7	11.6	18%	70.8	54.9	29%	99.9	84.0
EBITDA margin	7.6	7.4		11.4	11.2		12.1	12.0
EBIT	6.6	5.7	15%	50.2	37.2	35%	71.5	58.6
EBIT margin, %	3.6	3.6		8.1	7.6		8.6	8.4
Operating cash flow	-28.0	14.8		50.3	42.0		67.5	59.2
Interest-bearing net debt	-36.4	-29.8		-207.4	-72.7		-36.4	-50.6
Earnings per share, SEK	0.2	0.0		1.2	0.9		1.9	1.6
USD/SEK, average	9.5	10.4		10.0	10.5		10.2	10.6

CEO's comments

Continued strong growth and improved profitability

The strong growth trend continued into the third quarter and we delivered another quarter with high and stable sales. The positive reception for our new product categories, together with continued strong demand for our core products, enabled us to achieve organic growth of 33% for the first nine months of the year. The underlying market for our products remains strong, supported by the launch of important PC components and new gaming titles, and we anticipate that the current upgrade cycle will extend into 2026. Fractal is at the beginning of its journey of growth and transformation where we will shape the future of gaming.

I am proud of how we as a team continue to deliver innovative and powerful gaming experiences to our enthusiastic customers around the world, while managing the macroeconomic and geopolitical uncertainty that is impacting the entire industry. Moving forward, we have a strong focus on mitigating the impact of tariffs and improving our margins.

Financial performance in the quarter

Net sales rose 16% to SEK 181 million (157), driven by both higher demand and our strategic initiatives with the expansion into new product categories and a stronger global brand and sales network. Organically, sales increased 27% to USD 19.1 million (15.0), and sales to end consumers rose 34%. Particularly notable for the quarter was the strong increase in sales in EMEA and a very positive reception for the Scape headset. Sales in the US remained at a healthy level, with strong growth in sales out but slightly lower sales compared with the preceding year. The development was impacted by the price increases introduced at the beginning of the quarter to offset the effects of tariffs and currency. Stock levels in our sales channels are balanced, while we have chosen to maintain higher levels in our own stock, which generated higher costs in the quarter.

Focus on margins

EBITDA increased to SEK 13.7 million (11.6), corresponding to a margin of 7.6% (7.4). The product margin improved to 39.0% (37.8), as lower discounts and a more favorable product mix offset higher tariffs and negative currency effects. We have a strong financial position and at the end of the second quarter, net cash amounted to SEK 36.4 million (29.8), which provides us with continued ample scope to pursue our strategic initiatives.

As global tariff policies evolve, our focus is on the factors that we can control. Our exemption for computer cases has been extended until the end of November, which provides us with further breathing space in our largest product category. During the second quarter, a 90-day suspension came into effect that reduced reciprocal tariffs on products imported from China to the US to 10%. This has since been extended until mid-November. We are monitoring developments closely and working methodically with strategic measures to offset the long-term effects of tariffs and improve margins toward target levels. Our measures include price adjustments, cost control, optimizing stock levels and reviewing our supply chain to ensure cost efficiency and greater flexibility in the manufacturing of our products. We are also continuing work to

facilitate the relocation of some of our production from China to other countries in Asia.



We will shape the future of gaming

The successful launch in recent years of cases and products in new categories provides clear confirmation that our design philosophy, innovation capacity and ability to understand user needs are crucial factors in driving profitable growth and taking Fractal to the next level. Our first gaming headset, Scape, and the Refine gaming chair have been very well received and we have now established a strong presence in two new product categories. And our cases remain a strong growth driver. During the quarter, we launched Epoch, a new PC case that combines sleek, modern design with advanced airflow technology. The case has received positive reviews and further enhances our position in the segment.

Outlook going forward

With stable demand, a distinctive offering and a strong financial position, Fractal is well positioned for the closing quarter of the year, when we will face high comparative figures from a strong fourth quarter of 2024. Our product portfolio and globally established brands for gaming have never been stronger. As a team, we have a strong focus on executing our business plan to deliver profitable growth and continue to shape the future of gaming.

At the same time, great uncertainty remains about tariffs, primarily as regards imports into the US, and this could impact Fractal. We have a high level of preparedness to address changing market conditions, tariffs and other factors that may impact sales and profitability.

Our greatest asset is our employees and I would like to thank the whole team for their hard work during a time of both major opportunities and challenges.

Jonas Holst, CEO
October 2025



MARKET POSITION

Top 3

GLOBAL REACH

50+ countries

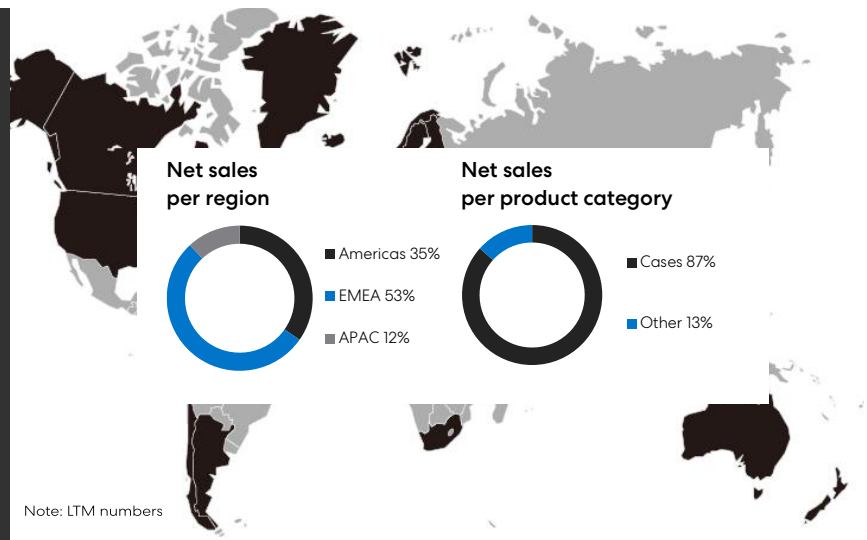
NUMBER OF EMPLOYEES

110st

>9,000,000 products sold

Offices in Gothenburg / Dallas / Taipei / Dongguan

Founded 2010



This is Fractal

Founded in 2010, Fractal quickly became a pioneer that challenged the idea of what gaming products should look like using sleek and scaled-down design. Since then, we've grown into an international brand and an influential company within the premium segment of PC gaming products. Fractal products are available in over 50 countries in the attractive and ever-growing gaming market.

Our product categories are cases, gaming chairs, gaming headsets, power supply, cooling products and fans for PC gaming computers. Fractal is a market leader for cases in several geographic markets: number one in the Nordics and Japan, and a top three position globally. Our products are characterized by Scandinavian design, carefully considered materials and high quality.

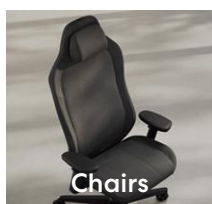
From day one, we have achieved profitable growth by successfully combining design, performance and quality

demanded by consumers, while expanding our product range and geographic presence. Fractal is a leading, well-established brand with a strong premium position, something that has earned us a clear and strong position in relevant and influential communities. We have focused a great deal on the customer experience, for which our customer service and aftermarket department have received high praise in the industry.

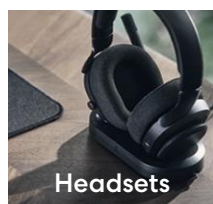
We have identified several areas of development that drive continued profitable growth, through such initiatives as broader and more innovative marketing, robust broadening of both the product portfolio and range, and continued focus on geographic expansion and new markets. Our head office is based in Gothenburg (Sweden) with satellite offices in Dallas (the US), Dongguan (China) and Taipei (Taiwan).



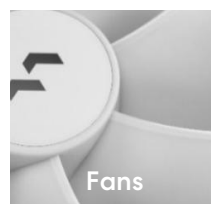
Cases



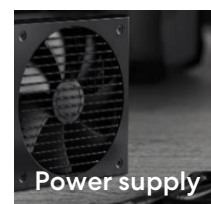
Chairs



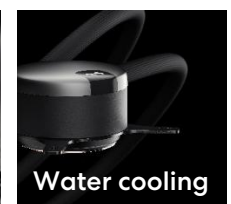
Headsets



Fans



Power supply



Water cooling

Market leading cases for demanding gamers and PC enthusiasts. Fractal's award-winning cases stand out with a unique Scandinavian design combined with high performance and recognized quality.

Ergonomic gaming chairs aimed at the most demanding gamers, streamers and creators. Fractal's exclusive gaming chairs offer superior comfort and ergonomics and are designed to fit into the modern gamer's home.

Headsets that challenge the stereotype of how gaming hardware can be designed. Fractal's gaming headset offers top-tier audio and microphone quality combined with a high level of comfort and unique Scandinavian design.

Fans for quiet and efficient cooling of cases and radiators. Fractal's fans are available in every conceivable design, from the discreet and quiet 120 mm models to the powerful 180 mm models.

Reliable and secure power supply for the most high-performance components. Fractal's quiet and high-performance power supply units are offered in a range of different versions and sizes.

Water cooling is a popular alternative to air cooling of a computer's processors. Fractal's water coolers are available in a number of different sizes and with high performance, low noise levels and a scaled-down design.

A close-up, high-quality digital illustration of a character from the game Stellar Blade. The character has long, dark hair with light-colored highlights and is looking directly at the viewer with a slight smile. The text 'STELLAR BLADE' is overlaid in a clean, white, sans-serif font at the top center of the image.

STELLAR BLADE

Nästa generations spelupplevelse – en stark drivkraft för PC-marknaden



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Market performance and trends

PC market continues to grow

Global PC deliveries are continuing to develop in the right direction according to the latest forecast where IDC's quarterly report indicates that the PC market is expected to grow by 4.1% in 2025, corresponding to approximately 274 million units. This means the number of computers shipped will for the first time surpass the sales record reported during the pandemic in 2021. IDC believes that the main drivers behind the increased demand among consumers and businesses are the ongoing migration to Windows 11 and the need to upgrade older components to support AI development.

New budget-friendly graphics card drives upgrades

In the third quarter, graphics card manufacturers broadened their product range focus in the mid-price and entry-level segments. Nvidia launched the RTX 5050 with a price tag of USD 249, which means that the new Blackwell architecture, previously only available in flagship models, is now available to a broader target group – at a significantly lower price and this acts as a natural pathway into the next generation's gaming experience. AMD responded with the RX 9070 and the more affordable RX 906, both of which offer advanced features such as AI upscaling and multi-frame generation in the USD 250–350 price range. The new models close the performance gap to the considerably more expensive enthusiast cards and provide many budget-conscious gamers with older GTX and RX systems a stronger reason to upgrade their computers.

We can see that the graphics card market is gradually stabilizing as supply and demand normalize. Earlier in the year, both Nvidia and AMD increased production, reducing shortages and the overpricing that previously dominated the market. Many RTX 50 and RX 9000 graphics cards are sold at (or below) recommended prices. Intel's new Arc card also increases competition, resulting in a healthier market with better availability, more stable price levels and more choice for consumers.

New game releases increase demand for next generation hardware

The third quarter saw several major game releases with high performance requirements, which in turn boosts the ongoing upgrade cycle. Q3 releases included Borderlands 4 and Stellar Blade, which utilize the new DLSS 4 and FSR 3

technologies and clearly demonstrate the performance boost enabled by the latest hardware generation. Game releases this year underline a distinct trend: new titles are increasingly based on system requirements linked to ray tracing and AI-driven frame generation, which in turn creates strong incentives for gamers to upgrade older systems to experience and play the latest titles.

Growth continues in several segments of global gaming market

According to Newzoo, the global gaming market is estimated to reach USD 188.8 billion in 2025, an increase of approximately 3.4% compared with the preceding year. Mobile games remains the largest segment at about USD 103 billion, while the console market is the fastest growing (+5.5% to USD 45.9 billion), driven by the launch of the eagerly-awaited Nintendo Switch 2 – a new segment that Fractal can now also address through our chair and headset products. The PC platform, which is Fractal's core segment, is expected to reach USD 39.9 billion (+2.5%), and PC and console together will account for approximately 45% of the total market.

Newzoo also forecasts that the total number of gamers worldwide will reach 3.58 billion in 2025, an increase of 4.4% compared with 2024. Of these gamers, about 936 million are PC gamers, with Asia as a region leading the growth thanks to increased availability via Steam and strong gaming markets.

Continued growth for chair and headset markets

The gaming chair has become an integral part of the PC gamer's setup and the category is continuing to grow as users prioritize comfort and health. The global chair market is estimated to be worth USD 1.6 billion in 2025 and is expected to grow by 6–9% annually over the next seven years to about USD 2.5 billion in 2033. Growth is mainly driven by increased awareness of ergonomics and the health risks associated with a prolonged sedentary position in both gaming and teleworking.

The market for gaming headsets is also showing strong growth. The market size is estimated at USD 2.7–3.0 billion in 2025 with a forecast of annual growth of 7–9% until 2030. Analysts estimate that the market will almost double by 2030, reaching approximately USD 4.6 billion. Customer

The background of the slide features a large, stylized grey Discord logo (a 'D' with a smiling mouth) centered on a dark purple background. The background is also filled with a pattern of smaller, fainter Discord logos. The word 'DISCORD' is written in white, uppercase letters above the main title.

DISCORD

200 miljoner aktiva användare per månad

En ökning med **30%** jämfört med 2023

preferences are moving towards wireless models, which are gaining a larger and larger share due to improved battery technology and lower prices. Wireless headsets are expected to account for more than 50% of sales in 2030 – up from 42% in 2023.

Rapid expansion for gaming communities

The engagement in leading gaming communities has continued to set new records. Discord is now the main communication platform for gamers and had about 200 million active users per month at the beginning of 2025 – an increase of 30% compared with 2023. Approximately 75% of Discord's more than 31,000 servers are gaming-related, and relate to everything from the latest game releases to continual hardware discussions. Discord has acquired a central role in modern gaming culture, serving as a hub for conversation, collaboration and community among gamers worldwide.

Reddit forums, such as r/PCGaming, r/buildapc and r/Games, have also continued to grow, with millions of users sharing experiences, tips and purchase recommendations on a daily basis. Together with the high level of activity on Twitch and Steam, engagement with gaming and the culture continues to grow rapidly, year after year. For Fractal, these communities are particularly important. Users

in these forums form common views, greatly influence each other's purchasing decisions and often become the starting point for tomorrow's trends.

Upgrade cycle continues in Q4

There are strong indications that the ongoing upgrade cycle for PC hardware is set to continue into the fourth quarter. A more attractive GPU market, stabilized prices and increasingly demanding game development is continuing to drive demand for new gaming PCs. The number of gamers worldwide is expected to exceed 3.5 billion by the end of the year, and as Gen Z and Gen Alpha enter their peak buying years, purchasing power will continue to expand. Categories related to the gaming station, such as chairs, headsets and other accessories, are also expected to benefit from this momentum as consumers take the opportunity to upgrade parts of their setup.

Sources: 9to5mac.com, IDC, betanews.com, tomshardware.com, hardwarecanucks.com, techradar.com, polygon.com, gaming.net, IGN, newzoo.com, IMARC Group, Mordor Intelligence, Futuresource Consulting, SteamDB, Whop, TechJury



Q3 launches: Epoch PC case

Scandinavian design meets high performance in attractive format

On July 9, 2025, we launched the Epoch model family that combines minimalist Scandinavian design with an airflow-optimized layout. Epoch features large mesh panels at the front and top and comes with our newly developed, performance-focused Momentum case fans, providing excellent cooling performance in its segment. The case can accommodate large graphics cards, powerful CPU coolers and several radiator options.

Epoch is an attractive offering for both enthusiasts and design-conscious gamers in the mid-price range.

Recognized for its minimalist look, good cooling capacity and compact size

Early reviews from influential media emphasize Epoch's good cooling capacity and low noise levels from its Momentum fans. The open, mesh-based design keeps components cool even under high loads while keeping noise levels low.

The clean, stripped-down and distinctly Scandinavian design is acknowledged as a testimony to Fractal's ability to combine function and aesthetics and further strengthens our brand position as a leader in design-driven PC hardware.

Versions and prices

Epoch enhances Fractal's product portfolio by appealing to both design-conscious users and performance-focused PC builders.

The series has been launched in several designs: solid panel, tempered glass and RGB variants – in both black and white with price levels between USD 109 and 129 depending on configuration. Epoch is now available worldwide through Fractal's dealers and distributors.

Financial performance

Net sales

The Group's net sales amounted to SEK 181.4 million (156.6), up 15.8%. All sales take place in USD and net sales amounted to USD 19.1 million (15.0), corresponding to organic growth of 26.7%.

Growth in the third quarter was primarily driven by Fractal's strategic initiatives, in particular the broader product portfolio and stronger brand positions. Sales to end customers increased by 34% compared with the corresponding period of the preceding year, reflecting both the breadth of the product range and the strength of the brand.

This development can largely be attributed to continued strong momentum supported by this year's graphics card launches as well as several new gaming titles, which confirms that the upgrade cycle in the gaming and PC segment has continued into the third quarter.

The quarter was also marked by strong earnings in the EMEA region and robust sales of the latest product launches, including the Scape headset.

Sales in the case product category accounted for 84.7% (90.8) of total sales.

Earnings

Product profit amounted to SEK 70.7 million (59.1), corresponding to a product margin of 39.0% (37.8).

The margin increase was mainly attributable to lower price discounts, which made a positive contribution of approximately 3.5 percentage points. In addition, changes in the product mix, with a higher share of products with stronger margins, had a positive effect of approximately 0.9 percentage points.

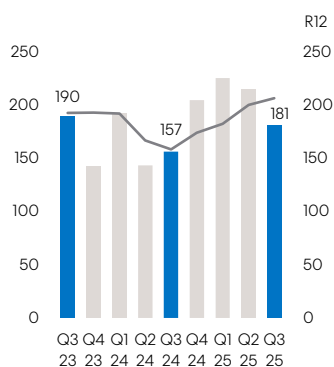
The US tariffs had an impact of approximately -2.0 percentage points on the product margin. Currency effects had a negative impact of approximately -0.6 percentage points. Freight costs impacted the margin by a further -0.6 percentage points.

EBIT amounted to SEK 6.6 million (5.7), corresponding to an EBIT margin of 3.6% (3.6).

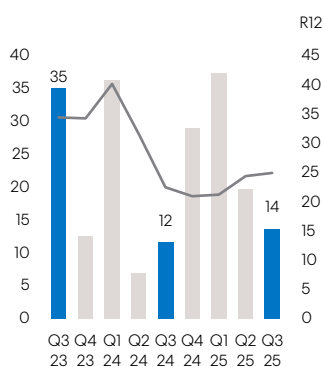
Depreciation/amortization and impairment amounted to SEK -7.2 million (-5.9) and was mainly related to investments in product tools and capitalized development costs related to new product launches.

Profit for the period amounted to SEK 6.2 million (0.6) and net financial items to SEK 1.0 million (-4.8). Tax on profit for the period amounted to SEK -1.7 million (-0.4). Earnings per share amounted to SEK 0.2 (0.0). There is no dilution effect as no shares were issued during the period.

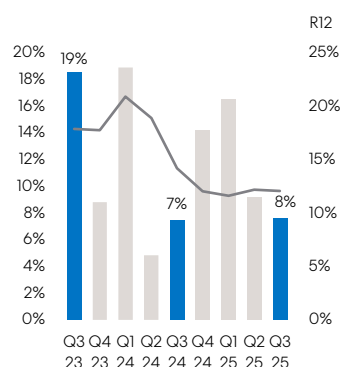
Net sales, SEK million



EBITDA, SEK million



EBITDA margin



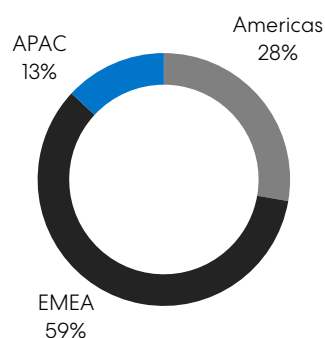
Geographic markets

The largest region during the quarter was EMEA, with net sales of SEK 107.4 million (79.5). Net sales in the Americas amounted to SEK 50.3 million (57.1) and APAC amounted to SEK 23.7 million (20.0).

We saw strong growth exceeding 35% in the EMEA region compared to the preceding year. We can therefore see a slight change in the shares between the regions where EMEA accounted for a full 59% during the quarter. Growth was mainly driven by higher demand from end consumers as well as robust sales of the latest product launches, in particular the Scape headset.

Of total net sales, EMEA accounted for 59.2% (50.8), the Americas for 27.7% (36.5) and APAC for 13.1% (12.8).

Net sales, quarter



By geography (Americas, EMEA, APAC)

SEKm	Q3		Δ %	Oct—Sep	Full year
	2025	2024		24/25	2024
Net sales Americas	50.3	57.1	-11.9	287.3	251.7
Net sales Americas, USDm	5.3	5.5	-3.9	28.2	23.8
Net sales EMEA	107.4	79.5	35.1	441.7	365.0
Net sales EMEA, USDm	11.3	7.6	47.9	43.5	34.5
Net sales APAC	23.7	20.0	18.5	99.0	81.2
Net sales APAC, USDm	2.5	1.9	30.1	9.8	7.7



January–September

Net sales

The Group's net sales for the period amounted to SEK 622.8 million (492.7), an increase of 26.4%. Net sales in USD amounted to USD 62.5 million (47.0), corresponding to organic growth of 33.0%.

All three quarters during the year reported higher net sales compared with the corresponding period of the preceding year. The third quarter was Fractal's second strongest third quarter to date, and the first two quarters were among the strongest on record for the company. Overall, the January–September period noted the highest organic net sales reported by Fractal in the company's history.

The positive trend was mainly driven by Fractal's strategic initiatives and continued strong demand from end consumers. Sales to Amazon reached new record levels in the period, while the Refine gaming chair reported robust sales. The launch of new graphics cards also boosted demand, which in turn had a positive impact on sales.

The period also included the successful launches of Meshify 3, Epoch and our first gaming headset, Scape. In addition, North and North XL continued to deliver a strong performance, particularly after receiving the "Best Overall PC Case 2024" award, which further contributed to the positive sales development.

Earnings

Product profit amounted to SEK 238.7 million (200.9), corresponding to a product margin of 38.3% (40.8).

The decrease in margin during the period was mainly due to tariffs, which had an impact of -1.9 percentage points, followed by freight costs with an impact of -1.6 percentage points and exchange rate effects with an impact of -1.0 percentage point.

The margin was mainly strengthened by lower price discounts and campaigns, which made a positive contribution of approximately 1.5 percentage points, and through a favorable product mix, which contributed a further 0.6 percentage points.

EBIT amounted to SEK 50.2 million (37.2), corresponding to an EBIT margin of 8.1% (7.6). Depreciation/amortization and impairment amounted to SEK -20.6 million (-17.7) and related mainly to investments in tools linked to new product launches.

Earnings for the period amounted to SEK 33.6 million (26.5). Net financial items amounted to SEK -7.8 million (-3.2). The negative development was mainly attributable to unrealized currency effects from the translation of the company's USD assets, where the value decreased in SEK as the Swedish krona strengthened against the USD during the period. Tax on earnings for the period amounted to SEK -9.3 million (-7.7). Earnings per share amounted to SEK 1.2 (0.9). Shares were issued during the period, but this did not lead to any material dilution effect (for further information see page 14).

No items affecting comparability during the period.

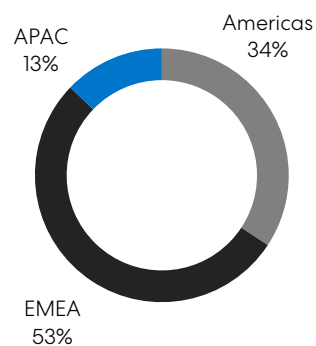
Geographic markets

The largest region during the period was EMEA, with net sales of SEK 329.5 million (252.9), while the Americas amounted to SEK 213.5 million (177.9) and APAC amounted to SEK 79.8 million (62.0).

We noted growth in all regions year-on-year, and can see a slight change in the shares between the EMEA and Americas regions. Growth was driven primarily by increased demand from end consumers, but was also attributable to a very strong period for Amazon as sales channel as well as product launches during the year.

Of total net sales, EMEA accounted for 52.9% (51.3), the Americas for 34.3% (36.1) and APAC for 12.8% (12.6).

Net sales, Jan-Sep



SEKm	Jan-Sep		Δ %	Oct-Sep	Full year
	2025	2024		24/25	2024
Net sales Americas	213.5	177.9	20.0	287.3	251.7
Net sales Americas, USDm	21.3	17.0	25.7	28.2	23.8
Net sales EMEA	329.5	252.9	30.3	441.7	365.0
Net sales EMEA, USDm	33.2	24.1	37.5	43.5	34.5
Net sales APAC	79.8	62.0	28.7	99.0	81.2
Net sales APAC, USDm	8.0	5.9	35.9	9.8	7.7



Financial position and cash flow

Financial position

At the end of the period, the Group's balance sheet total was SEK 666.5 million (555.1). Inventory levels were SEK 162.7 million (90.5). The higher stock levels was a conscious and proactive decision to strengthen capital tied up in inventory to offset expected cost increases related to changing tariff conditions.

Utilization of the bank overdraft facility was unchanged at SEK 0.0 million (0.0). The bank overdraft facility has a scope of SEK 80 million. Fractal has a strong financial position, which gives the company financial stability and flexibility.

At the end of the period, Fractal had net cash of SEK 36.4 million (29.8) and net working capital of SEK 83.5 million (84.3). The Group's equity amounted to SEK 413.9 million (393.8) and the equity ratio to 62.1% (70.9).

Cash flow for the quarter

Cash flow from operating activities decreased to SEK -21.4 million (13.2), mainly attributable to higher capital tied up in inventory compared with the preceding year. Cash flow from investment activities amounted to SEK -6.8 million (-

3.8) and was mainly related to the development of new products. Cash flow from financing activities during the quarter amounted to SEK -1.0 million (-2.4).

Total cash flow in the quarter amounted to SEK -29.2 million (7.0).

Cash flow, January–September

For the first nine months, cash flow from operating activities amounted to SEK 46.8 million (38.4), an increase due to higher sales compared with the corresponding period of the preceding year.

Cash flow from investment activities was SEK -20.8 million (-13.3) and related to the development of new products and investments in product tools. Cash flow from financing activities amounted to SEK -37.8 million (-15.6), mainly related to the dividend and new share issue.

Cash flow in the period amounted to SEK -11.9 million, affected by the planned inventory build-up and investments in new products. However, Fractal is financially strong with a solid balance sheet and good scope for maneuver to support future growth initiatives.

Additional information

Important events in the quarter and period

Extended exemption for Section 301 tariffs

Fractal's computer cases are still covered by the Section 301 tariff exemption (25%), but this exemption will expire on November 29, 2025. A possible renewal of the exemption is expected to be announced close to the expiry date.

The reciprocal tariffs remain at 10% and will be renegotiated in November. These do not currently affect computer cases. The so-called fentanyl tariffs have remained at 20% since the first quarter and cover all product categories.

Fractal is monitoring developments closely as impending decisions may have a significant impact on the cost structure and future pricing of our products.

Termination of employee stock option plan

An employee stock option plan from 2022 was terminated during the second quarter. All outstanding options were exercised to subscribe for shares in accordance with the terms of the plan. The event had no material impact on the company's financial position. A total of 51,000 shares were subscribed for, which increased the number of shares outstanding to 29,170,500 (previously 29,119,500).

Dividend for financial year 2024

The Annual General Meeting resolved in accordance with the Board's proposal on a dividend of SEK 1.25 per share. The record date was May 22, 2025 and the dividend totaling SEK 36.4 million, based on 29,119,500 outstanding shares, was paid on May 27, 2025.

New financial targets adopted in the first quarter

During the first quarter, the Board decided on new financial targets that better reflect the company's development and future ambitions. The targets entail annual growth of 15% or more, profitability of 15% or more and to distribute a dividend of 50–80% of net profit.

Effects of war in Ukraine

Given the industry in which the Group operates, the conflict in Ukraine had no material impact on operations during the period.

Organization

On September 30, there were 113 (107) full-time employees, of whom 36 women (36) and 77 men (71). During the third quarter, the average number of employees in the organization was 113 (108)

of whom 36 women (36) and 77 men (72).

Seasonal variations

Fractal has a seasonal business that is characterized by higher sales during the second half of the year due to

important campaign periods. The first quarter includes the Chinese New Year. The company's product purchasing is adapted to take into account this seasonal variation.

Parent Company

The Parent Company's operations comprise Group management services performed for the Group's companies. The Parent Company's net sales amounted to SEK 2.1 million (1.3) in the third quarter. Operating loss amounted to SEK -0.8 million (-0.4) and loss for the period to SEK -0.5 million (-0.4).

The share

As of September 30, 2025, the number of shares in Fractal amounted to 29,170,500 (29,119,500). The largest shareholders were: Långholmen Holding AB 29.0%, Herenco Holding AB 14.2%, Nordnet Pensionsförsäkring AB 9.5%, Ramhill AB 6.3% and Tin Ny Teknik 6.3%.

Fractal's shares were allocated among 4,910 shareholders as of September 30, 2025.

Significant risks and uncertainties

Fractal has credit insurance for all its customers, but at present there is one customer without this insurance. The company is actively engaged in finding a solution to also insure this customer. Fractal is dependent on product launches progressing as planned and delays could potentially have a substantial impact on total sales volume. Changes in exchange rates, particularly USD/SEK, are very important for the Group's earnings as all sales as well as product purchasing take place in USD. Fractal is exposed to changes in raw material prices, primarily steel and plastic. The business is dependent on free global flows of goods, particularly between the major markets in North America and Europe and manufacturing in China. Further information about risks and uncertainties can be found in the annual report for 2024, available at www.fractal-design.com.

Accounting policies

The consolidated financial statements have been prepared in accordance with International Financial Reporting Standards (IFRS) as adopted by the EU and RFR 1 Supplementary Accounting Rules for Groups. This interim report was prepared in accordance with IAS 34, Interim Financial Reporting, and applicable provisions in the Swedish Annual Accounts Act. Disclosures in accordance with IAS 34.16A are, in addition to the financial statements and accompanying notes, also presented in other parts of the interim report. The Parent Company's report is prepared in accordance with the regulations in RFR 2 Accounting for Legal Entities and Chapter 9 of the Swedish Annual Accounts Act.

Assurance of the Board of Directors and the CEO

The Board of Directors and the CEO give their assurance that the interim report gives a true and fair view of the development of the Group's and Parent Company's operations, financial position and results of operations and describes significant risks and uncertainties facing the Parent Company and the Group companies. This report has been audited.

Stockholm, October 23, 2025

Hannes Wallin
Chairman of the Board

Magnus Yngen
Board member

Gustav Thott
Board member

Ola Nilsson
Board member

Jonas Holst
CEO

Audit

To the Board of Fractal Gaming Group AB (publ)

Corp. Reg. No. 559080-2970

Introduction

We have reviewed the condensed interim financial information (interim report) for Fractal Gaming Group AB as of September 30, 2025 and the nine-month 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 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 International Standard on Review Engagements, ISRE 2410 *Review of Interim Financial Statements Performed by the Independent Auditor of the Entity*. A review of interim financial information 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 practices and consequently does 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, for the Group in accordance with IAS 34 and the Annual Accounts Act, and for the Parent Company in accordance with the Annual Accounts Act.

Gothenburg, October 23, 2025

KPMG AB

Maria Kylén

Authorized Public Accountant

Auditor in Charge

Income statement, Group

SEKm	Q3		Jan—Sep		Oct—Sep	Full year
	2025	2024	2025	2024	24/25	2024
Net sales	181.4	156.6	622.8	492.7	827.9	697.9
Capitalized development expenditure	2.7	2.6	9.5	8.9	14.3	13.6
Other operating income	-1.0	0.0	1.5	0.6	1.5	0.6
Total revenue	183.1	159.2	633.7	502.2	843.7	712.2
Operating expenses						
Goods for resale	-110.7	-98.7	-384.1	-293.4	-508.4	-417.8
Other external expenses	-32.2	-26.4	-99.0	-82.3	-129.9	-113.2
Personnel expenses	-26.5	-22.5	-79.8	-71.6	-105.5	-97.3
Depreciation and impairment of tangible and intangible non-current assets	-7.2	-5.9	-20.6	-17.7	-28.3	-25.4
Total operating expenses	-176.6	-153.5	-583.6	-465.0	-772.2	-653.6
Operating profit	6.6	5.7	50.2	37.2	71.5	58.6
Finance income	1.0	0.0	-	0.0	4.2	4.2
Finance costs	-	-4.8	-7.7	-3.2	-7.0	-2.4
Profit/loss after financial items	7.6	0.9	42.5	34.1	68.8	60.4
Income tax expense	-1.7	-0.4	-9.3	-7.7	-15.4	-13.8
Deferred tax liabilities	0.3	0.1	0.4	0.2	1.3	1.1
Profit for the period	6.2	0.6	33.6	26.5	54.7	47.7
Other comprehensive income						
Items that have been reclassified or can be reclassified to profit/loss for the period						
Foreign subsidiaries - foreign currency translation differences	-0.1	-0.3	-0.8	-0.4	-0.0	0.5
Other comprehensive income for the period	-0.1	-0.3	-0.8	-0.4	-0.0	0.5
Total comprehensive income for the period	6.1	0.3	32.7	26.2	54.7	48.2
Profit for the year attributable to:						
Parent Company's shareholders	6.2	0.6	33.6	26.5	54.7	47.7
Profit for the period	6.2	0.6	33.6	26.5	54.7	47.7
Total comprehensive income attributable to:						
Parent Company's shareholders	6.1	0.3	32.7	26.2	54.7	48.2
Total comprehensive income for the period	6.1	0.3	32.7	26.2	54.7	48.2
Average number of shares before dilution	29.2	29.1	29.2	29.1	29.1	29.1
Average number of shares after dilution	29.2	29.1	29.2	29.1	29.1	29.1
Earnings per share, SEK	0.2	0.0	1.2	0.9	1.9	1.6
Before and after dilution, SEK	0.2	0.0	1.2	0.9	1.9	1.6

Balance sheet, Group

SEKm	Sep 30, 2025	Sep 30, 2024	31 Dec 2024
ASSETS			
Non-current assets			
Goodwill	210.2	210.2	210.2
Capitalised development costs	57.7	46.6	50.0
Property, plant and equipment	36.5	33.1	40.7
Right-of-use assets	6.1	10.3	9.2
Deferred Tax Asset	-	0.2	-
Total non-current assets	310.5	300.2	310.1
Current assets			
Inventories	162.7	90.5	108.9
Accounts receivable	142.1	125.9	180.8
Prepaid expenses and accrued income	6.3	5.5	5.5
Other receivables	8.5	3.1	6.0
Cash and cash equivalents	36.4	29.8	50.6
Total current assets	356.0	254.9	351.8
TOTAL ASSETS	666.5	555.1	661.9
EQUITY AND LIABILITIES			
Shareholders' equity			
Share capital	0.5	0.5	0.5
Share premium	180.3	178.6	178.6
Reserves	-0.9	-1.0	-0.1
Retained earnings including profit/loss for the period	234.0	215.7	236.9
Equity attributable to the Parent Company's shareholders	413.9	393.8	415.9
Total equity	413.9	393.8	415.9
Non-current liabilities			
Long-term lease liabilities	2.4	6.0	5.0
Provisions	7.0	5.8	6.2
Deferred tax liabilities	3.4	4.5	3.4
Total non-current liabilities	12.8	16.2	14.6
Current liabilities			
Current lease liabilities	3.8	4.4	4.3
Accounts payable	200.1	110.8	186.9
Tax liabilities	0.2	3.0	8.4
Other liabilities	4.8	2.1	2.1
Accrued expenses and prepaid income	31.0	24.8	29.7
Total current liabilities	239.9	145.2	231.3
TOTAL EQUITY AND LIABILITIES	666.5	555.1	661.9

Cash flow, Group

	Q3		Jan—Sep		Oct—Sep	Full year
SEKm	2025	2024	2025	2024	24/25	2024
Cash flows from operating activities						
Profit/loss after financial items	7.6	0.9	42.5	34.1	68.8	60.4
Adjustments for items not included in cash flow	7.0	6.5	22.5	17.3	30.5	25.2
Income tax paid	-1.1	-1.2	-18.6	-14.5	-20.3	-16.3
	13.5	6.2	46.4	36.9	78.9	69.4
Increase (+)/Decrease (-) of inventories	8.4	38.4	-53.8	69.1	-72.3	50.7
Increase (+)/Decrease (-) of operating receivables	13.0	-21.8	36.9	-19.5	-19.7	-76.0
Increase (+)/Decrease (-) of operating liabilities	-56.3	-9.7	17.3	-49.3	98.2	31.6
Net cash from operating activities	-21.4	13.2	46.8	37.2	85.2	75.6
Cash flows from investing activities						
Acquisition of property, plant and equipment	-3.1	-0.2	-6.6	-1.4	-17.9	-12.7
Acquisition intangible assets	-3.6	-3.6	-14.2	-11.9	-20.6	-18.3
Net cash used in investing activities	-6.8	-3.8	-20.8	-13.3	-38.6	-31.0
Cash flows from financing activities						
Share issue	-	-	1.7	-	1.7	-
Net change other short term interest-bearing liabilities	-	-	-	-10.0	-	-10.0
Net change, bank overdraft facility	-	-1.3	-	-2.5	-	-2.5
Repayment of borrowings	-1.0	-1.1	-3.1	-3.2	-4.2	-4.2
Paid dividend to non-controlling interests	-	-	-36.4	-	-36.4	-
Net cash used in financing activities	-1.0	-2.4	-37.8	-15.6	-38.9	-16.7
Net increase in cash and cash equivalents	-29.2	7.0	-11.9	8.3	7.7	27.9
Cash and cash equivalents at start of period	65.7	22.8	50.6	20.4	29.8	20.4
Effects of movements in exchange rates on cash held	-0.1	-	-2.3	1.2	-1.1	2.3
Cash and cash equivalents at end of period	36.4	29.8	36.4	29.8	36.4	50.6

Change in equity, Group

Amounts in SEKm	Share capital	Share premium	Reserves	Retained earnings including profit/loss for the year	Total	Non-controlling interest	Total equity
Balance at 2024-01-01	0.5	178.4	-0.6	189.2	367.5	-	367.5
Profit for the period				26.5	26.5		26.5
Translation differences			-0.4		-0.4		-0.4
Total comprehensive income for the period			-0.4	26.5	26.2		26.2
Premium paid when issuing stock options		0.2			0.2		0.2
Balance at 2024-09-30	0.5	178.6	-1.0	215.7	393.8	-	393.8
Balance at 2025-01-01	0.5	178.6	-0.1	236.9	415.9	-	415.9
Profit for the period				33.6	33.6		33.6
Translation differences			-0.8		-0.8		-0.8
Total comprehensive income for the period			-0.8	33.6	32.8		32.8
Share premium reserve	0.0	1.7			1.7		1.7
Dividend				-36.4	-36.4		-36.4
Balance at 2025-09-30	0.5	180.3	-0.9	234.0	413.9	-	413.9

Parent Company

Income statement

SEKm	Q3		Jan—Sep		Oct—Sep	Full year
	2025	2024	2025	2024	24/25	2024
Net sales	2.1	1.3	4.4	2.8	7.3	5.7
Other operating income	-	-	0.0	-	0.0	-
	2.1	1.3	4.4	2.8	7.3	5.7
Operating expenses						
Other external expenses	-0.8	-0.5	-1.7	-0.9	-2.6	-1.7
Personnel expenses	-2.1	-1.3	-4.4	-2.8	-7.2	-5.6
	-2.9	-1.7	-6.1	-3.6	-9.7	-7.3
Operating profit	-0.8	-0.4	-1.7	-0.8	-2.4	-1.6
<i>Net financial income and expenses</i>						
Result from shares in subsidiaries	-	-	37.0	-	37.0	-
Text	0.0	0.0	0.0	0.0	0.0	0.0
Finance costs	-0.0	-0.0	-0.1	-0.0	-0.1	-0.0
Profit/loss after financial items	-0.8	-0.4	35.2	-0.8	34.5	-1.6
Appropriations	-	-	-	-	15.1	15.1
Net income before taxes	-0.8	-0.4	35.2	-0.8	49.6	13.5
Income tax expense	-	-	-	-	-2.9	-2.9
Deferred tax liabilities	0.3	0.1	0.4	0.1	0.3	-
Profit for the period	-0.5	-0.4	35.7	-0.7	47.0	10.6

The Parent Company has no items that are recognized as other comprehensive income. Total comprehensive income is therefore the same as net profit for the period.

Balance sheet

SEKm	Sep 30, 2025	Sep 30, 2024	31 Dec 2024
ASSETS			
Non-current assets			
Shares in group companies	271.4	271.4	271.4
Deferred Tax Asset	-	0.2	-
Total non-current assets	271.4	271.6	271.4
Current assets			
Receivables from group companies	2.5	0.6	6.7
Other receivables	0.2	0.0	0.0
Prepaid expenses and accrued income	0.2	0.3	0.2
Cash and cash equivalents	2.1	0.6	1.0
Total current assets	5.1	1.5	7.9
TOTAL ASSETS	276.6	273.1	279.3
EQUITY AND LIABILITIES			
Shareholders' equity			
Restricted equity			
Share capital	0.5	0.5	0.5
Total restricted equity	0.5	0.5	0.5
Non-restricted equity			
Share premium	180.3	178.6	178.6
Retained earnings	46.5	72.3	72.3
Profit for the period	35.7	-1.1	10.6
Total non-restricted equity	262.5	249.8	261.5
Shareholders' equity	263.0	250.3	262.0
Untaxed reserves	10.5	15.6	10.5
Current liabilities			
Debt to group companies	-	3.4	-
Accounts payable	0.2	0.1	-
Tax liabilities	-	1.3	3.7
Other liabilities	0.6	0.4	0.4
Accrued expenses and prepaid income	2.4	2.0	2.7
Total current liabilities	3.1	7.2	6.8
TOTAL EQUITY AND LIABILITIES	276.6	273.1	279.3

Operating segment and revenue distribution

Fractal monitors net sales and product profit by product category. Sales are also monitored by geography, for which separate disclosures are provided in the report.

Note 1 – Net sales and earnings by segment

SEKm	Q3		Jan–Sep		Oct–Sep	Full year
	2025	2024	2025	2024	24/25	2024
Net sales	181.4	156.6	622.8	492.7	827.9	697.9
- Cases	153.6	142.2	541.1	450.3	717.0	626.2
- Other	27.7	14.5	81.6	42.5	110.9	71.7
Product profit	70.7	59.1	238.7	200.9	318.8	281.1
- Cases	62.3	54.8	214.9	185.8	288.4	259.3
- Other	8.4	4.3	23.8	15.1	30.4	21.8
Capitalized development expenditure	2.7	2.6	9.5	8.9	14.3	13.6
Other operating income	-1.0	0.0	1.5	0.6	1.5	0.6
Other external expenses	-32.2	-26.4	-99.0	-82.3	-129.9	-113.2
Personnel expenses	-26.5	-22.5	-79.8	-71.6	-105.5	-97.3
Depreciation and impairment of tangible and intangible non-current assets	-7.2	-5.9	-20.6	-17.7	-28.3	-25.4
Operating profit	6.6	5.7	50.2	37.2	71.5	58.6
Finance income	1.0	0.0	1.0	3.4	6.3	8.6
Finance costs	-	-4.8	-8.8	-6.5	-9.0	-6.8
Net financial income and expenses	1.0	-4.8	-7.7	-3.1	-2.7	1.8
Net income before taxes	7.6	0.9	42.5	34.1	68.8	60.4

Note 2 – Distribution of revenue

The Group generates revenue primarily from the sale of premium PC gaming products in the form of cases, gaming chairs, headsets, power supply units, cooling products and fans. Sales are made to distributors, resellers and system integrators and purchases are made from contracted manufacturers. Ownership of the sold products normally transfers to the customer on physical delivery of each product. Other revenue mainly consists of currency exchange differences regarding sales and purchases and are not included in the table below, which describes the nature of the revenue streams.

Disaggregation of revenue from agreements with customers

The disaggregation of net sales in product areas, geographic markets and time of reporting is summarized below. Product areas and geographic markets coincide with those mentioned in the segment reporting.

Group	Cases Jan–Sep		Other Jan–Sep		Total Jan–Sep	
	2025	2024	2025	2024	2025	2024
SEKm						
Geographic market						
Americas	196.4	172.7	17.1	5.1	213.5	177.9
EMEA	277.0	227.4	52.4	25.5	329.5	252.9
APAC	67.7	50.1	12.1	11.9	79.8	62.0
Time of revenue recognition						
Goods recognized at a point in time	541.1	450.3	81.6	42.5	622.8	492.7
Goods and services recognized over time	-	-	-	-	-	-
Total net sales	541.1	450.3	81.6	42.5	622.8	492.7

Note 3 – Financial instruments at fair value

The Group's financial instruments are recognized at amortized cost. The carrying amount offers a reasonable estimate of fair value.

Definitions

This report contains key financial figures in accordance with the framework applied by Fractal, which is based on IFRS. In addition, other key figures (alternative performance measures) are used by management and other stakeholders to analyze trends and the performance of the Group's operations that cannot be identified or derived from the financial statements. Fractal's stakeholders should not regard these alternative performance measures as a substitute, but rather as a complement to the financial statements which are prepared in accordance with IFRS. A list of definitions and key figures used and referred to in this report is presented below.

Non-IFRS metrics	Description	Justification for the use of metrics
Net sales, USD million	Amounts invoiced in USD relating to sales, adjusted for distributor and reseller discounts that are also denominated in other currencies.	Fractal's sales are invoiced in full in USD. The purpose of presenting the key figure is to present the organic growth for the Group.
Product profit	Net sales less goods for resale.	Demonstrates product profitability of the core business.
Product margin, %	Product profit in relation to net sales.	Demonstrates product profitability of the core business in relation to net sales.
Operating profit (EBIT)	Fractal's reported operating profit (EBIT).	Operating profit (EBIT) is a performance metric that along with EBITDA, shows the earnings generated by the day-to-day activities.
Operating margin (EBIT margin), %	Operating profit (EBIT) in relation to net sales.	Enables comparisons of profitability irrespective of capital structure or tax situation.
EBITDA	Operating profit (EBIT) with a reduction of depreciation and impairment of tangible and intangible non-current assets.	EBITDA together with operating profit (EBIT) provides an overall picture of the generation of earnings from the day-to-day activities.
EBITDA margin, %	EBITDA in relation to net sales.	This key figure is used for analysis of the generation of earnings by Fractal.
Adjusted EBITDA	EBITDA adjusted for items affecting comparability.	Adjusted EBITDA is a performance metric that is considered relevant to the understanding of Fractal's financial performance from the day-to-day activities. This metric shows the financial performance of the day-to-day activities without any influence from significant cost or income items that affect the possibility of making comparisons over time, as described under "items affecting comparability" below.
Adjusted EBITDA margin, %	Adjusted EBITDA in relation to net sales.	Adjusted EBITDA margin is a key figure that is considered relevant to understanding Fractal's financial performance from the day-to-day activities without any impact from significant cost or income items that affect the ability to make comparisons over time.
Items affecting comparability	Income and cost items that are reported separately as a result of their nature and amount.	Items affecting comparability are used to explain differences in the historical profit/loss. Separate reporting and specification of items affecting comparability enables readers of the financial statements to understand and evaluate the adjustments made in the presentation of adjusted operating profit (adjusted EBIT) and adjusted EBITDA.
Net working capital	Net working capital is calculated as net working capital assets less net working capital liabilities. Net working capital assets are calculated as the sum of inventories, accounts receivable and prepaid expenses and accrued income as well as other receivables. Net working capital liabilities are calculated as the sum of accounts	This metric shows how much net working capital is tied up in Fractal's business.

Non-IFRS metrics	Description	Justification for the use of metrics
	payable and tax liabilities, accrued expenses and prepaid income as well as other liabilities.	
Operating cash flow	EBITDA less acquisition of property, plant and equipment and capitalized development expenditure and adjustments for changes in inventories, operating receivables and operating liabilities.	Operating cash flow is used by Fractal as a metric for how much cash flow the business generates.
Cash conversion, %	Operating cash flow in relation to EBITDA.	Fractal uses this key ratio to monitor how effectively the Group manages ongoing investments and net working capital.
Interest-bearing net debt	Interest-bearing debt less cash and cash equivalents. Interest-bearing debt consists of the sum of overdraft facility, and debt to Group companies.	Interest-bearing net debt is a measure that shows the total indebtedness of the company.
USD/SEK, average	Net sales in SEK million in relation to net sales in USD million.	The average USD/SEK exchange rate has a significant impact on company net sales and operating profit.
Net sales growth, %	Growth in net sales for the period, calculated as an increase in net sales compared to the preceding year, expressed as a percentage.	Shows change in net sales for the business during the period compared to the preceding period.
Organic net sales growth, %	Growth in net sales in USD million for the period, calculated as the change in net sales in USD million compared to the preceding year, expressed as a percentage.	Shows organic business growth during the period compared to the preceding period.
Equity ratio	Equity in relation to total assets	Shows how large a share of assets are financed by equity and can be used as an indicator of the company's ability to pay over the long term.

Key Performance Indicators (KPIs)	Description	Justification for the use of metrics
Sales out, USD sellers to end consumers (Sales Out), USD	Sales out measured in USD, reported by Fractal's resellers.	Sales out measured in USD is used by Fractal as an indicator of the underlying demand for the company's products.



Financial calendar

Interim report, January–December 2025
Publication of 2025 Annual Report
Interim report, January–March 2026
Annual General Meeting
Interim report, January–June 2026
Interim report, January–September 2026

February 5, 2026
April 21, 2026
May 7, 2026
May 19, 2026
August 19, 2026
November 6, 2026

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