

## Embracer Group – Consensus estimates Q3 2025/2026

Estimates compiled by Modular Finance on behalf of Embracer Group.

Number of contributors: 10 (all of which have been updated or confirmed before the report)

KPI (MSEK, unless otherwise specified)	Q3 25/26E (Median)	Q3 25 /26E (Mean)
<b>Net sales</b>	<b>5,339</b>	<b>5,213</b>
Organic growth (%)	-7.00	-6.60
<b>Adjusted EBITDA</b>	<b>1,135</b>	<b>1,160</b>
<b>Adjusted EBIT</b>	<b>336</b>	<b>311</b>
Adjusted EBIT margin (%)	6.10	5.95
<b>Net sales per segment</b>		
PC/Console Games	1,843	1,859
Mobile Games	612	604
Entertainment & Services	2,764	2,750
<b>Adjusted EBIT per segment</b>		
PC/Console Games	85	61
Mobile Games	77	79
Entertainment & Services	227	227
Group functions and other	-55	-55

More consensus estimates can be found on Embracer Group's webpage: <https://embracer.com/investors/analysts-and-estimates/>

Embracer Group's Q3 report will be released on Thursday 12 February at 9:00 CET.