EMBRACER+ GROUP

Q4

FY 2025/26

EMBRACER GROUP Q4 & FULL YEAR REPORT

APRIL 2025-MARCH 2026

Adjusted EBIT amounted to SEK 360 million

FOURTH QUARTER, JANUARY-MARCH 2026 (COMPARED TO JANUARY-MARCH 2025)

- Net sales decreased by -24% (-10% organic growth) to SEK 3,931 million (5,177).
  The sales split per operating segment:
  - PC/Console Games: decreased by -46% (-37% organic growth) to SEK 1,554 million (2,860).
  - Mobile Games: decreased by -28% (2% organic growth) to SEK 682 million (943).
  - Entertainment & Services: increased by 23% (36% organic growth) to SEK 1,695 million (1,373).
- EBIT[1] amounted to SEK -7,304 million (4,431), an EBIT margin of -186% (86%). Adjusted EBIT decreased by -64% to SEK 360 million (997), corresponding to an Adjusted EBIT margin of 9% (19%).
- Cash flow from operating activities amounted to SEK 1,454 million (1,482). Net investments in intangible assets amounted to SEK -651 million (-786). Free cash flow after changes in working capital amounted to SEK 883 million (818).
- Basic earnings per share was SEK -32.28 (18.98) and diluted earnings per share SEK -32.28 (18.97). Adjusted earnings per share was SEK 0.52 (-0.70). Adjusted earnings per share after full dilution was SEK 0.51 (-0.70).

FULL YEAR, APRIL 2025-MARCH 2026 (COMPARED TO APRIL 2024-MARCH 2025)

- During Q3 FY 2025/26 Embracer Group has reclassed Coffee Stain Group as non-current assets held for distribution and discontinued operations as a consequence of the spin-off and listing that took place on December 11th 2025. More information is presented in note 7, on page 35.
- Net sales decreased by -25% (-3% organic growth) to SEK 15,906 million (21,314).
  The sales split per operating segment:
  - PC/Console Games: decreased by -29% (-17% organic growth) to SEK 6,631 million (9,394).
  - Mobile Games: decreased by -57% (-3% organic growth) to SEK 2,303 million (5,359).
  - Entertainment & Services: increased by 6% (15% organic growth) to SEK 6,972 million (6,561).
- EBIT[1] amounted to SEK -7,053 million (3,324), an EBIT margin of -44% (16%). Adjusted EBIT decreased by -68% to SEK 905 million (2,793), an Adjusted EBIT margin of 6% (13%).
- Cash flow from operating activities amounted to SEK 2,465 million (2,660). Net investments in intangible assets amounted to SEK -2,913 million (-3,389). Free cash flow after changes in working capital amounted to SEK 50 million (745).
- Basic earnings per share was SEK -32.76 (11.37) and diluted earnings per share SEK -32.76 (11.36). Adjusted earnings per share was SEK 0.39 (3.78). Adjusted earnings per share after full dilution was SEK 0.39 (3.70).

- A Cash EBIT of at least SEK 1.0 billion is forecasted for the financial year 2026/27.

Key performance indicators, Group	Jan-Mar 2026	Jan-Mar 2025	Apr 2025-Mar 2026	Apr 2024-Mar 2025
Net sales, SEK m	3,931	5,177	15,906	21,314
EBIT[1], SEK m	-7,304	4,431	-7,053	3,324
EBIT margin	-186%	86%	-44%	16%
Adjusted EBIT, SEK m	360	997	905	2,793
Adjusted EBIT margin	9%	19%	6%	13%
Cash flow from operating activities, SEK m	1,454	1,482	2,465	2,660
Net investments in intangible assets, SEK m	651	786	2,913	3,389
Net sales growth	-24%	-6%	-25%	-19%
Total game development projects	79	94	79	94
Total game developers	4,485	5,140	4,485	5,140
Total headcount	6,090	6,875	6,090	6,875

[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.

CEO COMMENTS

STRONG ENDING TO THE YEAR, WITH A CLEAR PATH FORWARD

In the fourth quarter, we delivered net sales of SEK 3.9 billion, with adjusted EBIT of SEK 360 million, continuing the strong trend for our core IPs and allowing us to exceed our full-year Adjusted EBIT forecast. The quarter also saw a stronger-than-expected free cash flow of SEK 860 million, with net cash in total increasing to SEK 3.8 billion. Over the past year, we have made important progress on portfolio actions and cost discipline, laying the groundwork for what comes next. Today, we announce the spin-off of Fellowship Entertainment, planned for calendar year 2027. We are now building two focused businesses, guided by the same priorities: consistent delivery, disciplined capital allocation, and stronger conversion of earnings into cash flow.

KINGDOM COME: DELIVERANCE II - A CONTINUED KEY DRIVER

PC/Console saw many of the positive trends from the previous quarter continuing. The momentum remained strong for our core IPs, driven primarily by a strong performance for *Kingdom Come: Deliverance II*. The quarter also saw the release of *REANIMAL* to a strong reception from fans and critics alike. As a new IP, the game performed well, with over one million copies sold since release. The incredible team at Tarsier Studios have captured the hearts and minds of players with this new IP and have something to really build on for the long-term.

Adjusted EBIT amounted to SEK 360 million in the quarter, and it was encouraging to see a stronger-than-expected earnings contribution from all segments in the quarter. Mobile saw a much-improved growth and margin trend, supported by the launch of *Sled Surfers*. Entertainment & Services continued its growth trajectory, supported by strong momentum for PLAION Partners. Our underlying operating results in PC/Console in the quarter are stronger than they look. In the quarter, we had a negative effect of over SEK -200 million from non-cash adjustments and reductions in active co-publishing and work-for-hire projects, as well as impairments of SEK -40 million on non-core IP hitting Adjusted EBIT.

CASH EBIT – A STEP TO BETTER REFLECT TRUE PERFORMANCE

For the full FY 2025/26, Embracer Group generated sales of SEK 15.9 billion and adjusted EBIT of SEK 905 million. Positively, after a strong Q4, we ended the full year with a positive free cash flow of SEK 50 million. FY 2025/26 was a transition year for us. With a quieter slate of major PC/console releases and some key titles shifting, we stayed focused on what matters most: raising our execution standards, investing wisely and continuing to strengthen the group. At the same time, we significantly advanced our structural roadmap, including the spin-off and listing of Coffee Stain Group in December 2025.

Beginning in the first quarter of FY 2026/27, Cash EBIT will be introduced alongside Adjusted EBIT as our primary measure of profitability. The key distinction is that Cash EBIT puts higher emphasis on cash investments as part of our business and hence does not include capitalization or amortization of development costs. In this way, it closely resembles EBITDAC, but Cash EBIT goes further, also deducting lease expenses. Game development represents our largest expenditure across the group and by adopting a profitability metric that more accurately reflects underlying cash flow we will provide clearer insights for both internal and external stakeholders. For the full FY 2025/26, Cash EBIT amounted to SEK 511 million.

METRO 2039 THE KEY HIGHLIGHT IN FY 2026/27, AS WE AIM FOR CASH EBIT OF AT LEAST SEK 1 BILLION

We were excited to announce *METRO 2039* last month, together with our friends at 4A Games in Ukraine and Malta, and our partners at Xbox. It was great to see gamer reaction across the world. *METRO 2039* is the fastest growing PLAION title by outstanding wishlists post-announce, with well over one million wishlists already. The game promises to be the most shocking *METRO* adventure yet, with a powerful single-player story that weaves exploration, survival, combat and stealth across a hauntingly beautiful but deadly world with unparalleled immersion. The game is planned for a release this winter and we can't wait to get the game into players' hands.

Looking into FY 2026/27, we currently expect to generate Cash EBIT of at least SEK 1.0 billion. This compares to a Cash EBIT of SEK 0.5 billion in FY 2025/26, or Adjusted EBIT of SEK 0.9 billion. We expect a similar difference in absolute terms between

Adjusted EBIT and Cash EBIT as seen in FY 2025/26. We expect a strong year of cash generation, driven by the underlying business and new releases. The year is anchored by *METRO 2039* and *Tomb Raider: Legacy of Atlantis*, both expected in the second half of the year. The main releases in the first half of the year include *Gothic 1 Remake* and *Warhammer 40,000: Dawn of War IV*. In Q1, we expect a negative Cash EBIT, similar to Q1 last year, with the potential that the catalog, which is delivering strongly, can offset this. As always, we will work hard to realize upside potential to the forecast throughout the year.

TWO COMPANIES, ONE GOAL

Over the past year, we have made strong progress in our strategic direction. We have divested several non-strategic and unprofitable businesses to improve focus and capital efficiency. We have reduced our capex run-rate by lowering investment in non-core IP, and reduced our opex run-rate through consolidation initiatives. Our publishing organization has become sharper and more cost efficient. Simplifying the group around a more focused portfolio will help us make better decisions faster and further improve profitability.

Following our announcements today, our direction is clear: to build a more disciplined, IP-first group with two distinct businesses, Fellowship Entertainment and Embracer, each with a focused mandate and a structure that supports transparency and execution. Starting in Q1 FY 2026/27, we will report on two segments so we can show progress and the key performance metrics. We are progressing toward a planned spin-out of Fellowship Entertainment at Nasdaq Stockholm during calendar year 2027, creating two clearly defined listed companies with compelling, differentiated investment cases, while increasing management focus to drive shareholder value.

Fellowship Entertainment is built around a clear strategic focus: worlds that players return to – again and again. This does not imply live service games, but rather game worlds that generate fans, not just customers. *The Lord of the Rings* alone represents one of the world's most enduring and valuable IPs. Fellowship will concentrate on active stewardship of premium franchises, including *Tomb Raider*, *Metro*, *Kingdom Come: Deliverance*, *Dead Island*, *Darksiders* and *Remnant*. We will ship standout games and build an IP management and licensing engine that expands those worlds across partnerships and adjacent categories to drive more recurring, higher-margin revenue. We have a multi-year pipeline of exciting new games and we currently see that Fellowship Entertainment will have at least two major game releases with full economics per year starting in FY 2027/28, driving growth and profitability.

Embracer will be a leaner home for proven entrepreneurs, supported by a more efficient structure, tighter cost control, and disciplined capital allocation. This will be combined with optionality from structural initiatives, including a continued profitability focus and M&A, to drive shareholder value. We are happy to announce that, in addition to Müge Bouillon's role as Group CFO she is appointed as Deputy CEO of Embracer Group, effective today. In this expanded role, she will be focusing on setting up an enhanced governance structure for Embracer. Across both companies, our priorities are consistent delivery, capital efficiency, and stronger conversion of earnings into cash flow.

Metro 2039
Deep Silver | 4A Games

NON-CASH IMPAIRMENTS

This quarter rendered a range of impairments totaling SEK 7.2 billion, of which SEK 6.0 billion related to goodwill and other M&A related intangibles as part of the annual impairment test. We have also taken a SEK 1.2 billion impairment of especially one larger unannounced ongoing game development project. This impairment is defined as an item affecting comparability, as it relates to projects where the studio or team has been discontinued. Our future will come with a sharper focus on our highest-conviction IPs, projects and studios. The past year has demanded hard choices, as we take the right steps to make Embracer Group more focused and resilient for the years ahead. For avoidance of doubt, all impairment are non-cash. Our equity ratio at the end of the year remains on a solid level, at 73%, or SEK 19.5 billion of total equity post-impairment.

As of the end of Q4 FY 2025/26, we had a net cash position of SEK 3.8 billion. We remain committed to distributing excess cash to shareholders. Leading up to the spin-off we will continue to evaluate the cash needs for both companies. Ultimately, each company's board will decide on the return of capital to shareholders.

THE RIGHT PATH FORWARD

To conclude, we now have the clear direction we've been building towards. An approach to deliver long-term value for our fans, our businesses and IPs, our people, and our shareholders. Our focus now is consistent delivery. I can't wait to continue the exciting path that we are on. Thank you all for your support.

Phil Rogers
Group CEO

FINANCIAL COMMENTS

NET SALES

Net sales, SEK m	Jan-Mar 2026	Jan-Mar 2025	Change	Apr 2025-Mar 2026	Apr 2024-Mar 2025
PC/Console Games	1,554	2,860	-46%	6,631	9,394
Mobile Games	682	943	-28%	2,303	5,359
Entertainment & Services	1,695	1,373	23%	6,972	6,561
Total	**3,931**	**5,177**	**-24%**	**15,906**	**21,314**

Total net sales in the quarter amounted to SEK 3,931 million, corresponding to a decrease of -24% year-over-year. The negative net sales growth in the quarter is primarily related to PC/Console where *Kingdom Come: Deliverance II* drove a significant net sales in the comparison quarter. Mobile Games also has a negative effect driven by the divestment of Easybrain. Entertainment & Services had a positive growth driven by strong new releases within PLAION Partners.

Both organic growth and pro forma growth amounted to -10% in the quarter. The decrease is mainly explained by PC/Console Games which had -37% for both organic and pro forma growth in the quarter, mainly due to the strong sales from *Kingdom Come: Deliverance II* in the comparison quarter. Entertainment & Services had a strong organic and pro forma growth of 36%, which is mainly explained by two strong releases from PLAION Partners in quarter. For Mobile Games, both organic and pro forma growth amounted to 2%,

	Jan-Mar 2026			Apr 2025-Mar 2026		
Net sales growth	Net sales growth	Organic growth	Pro forma growth	Net sales growth	Organic growth	Pro forma growth
PC/Console Games	-46%	-37%	-37%	-29%	-17%	-17%
Mobile Games	-28%	2%	2%	-57%	-3%	-3%
Entertainment & Services	23%	36%	36%	6%	15%	15%
Total	**-24%**	**-10%**	**-10%**	**-25%**	**-3%**	**-3%**

Screamer
Milestone | Milestone

EBIT AND ADJUSTED EBIT

EBIT amounted to SEK -7,304 million (4,431) in the quarter, yielding an EBIT margin of -186% (86%). The decrease compared to the previous year mainly relates to impairments in the quarter, and the gain related to the Easybrain divestment in the comparison quarter.

Items affecting comparability (IAC - see definitions page 42) amounted to SEK -7,519 million (3,958) in the quarter and are mainly explained by non-cash impairments of goodwill of SEK -5,830 million, further described in Note 5.

SEK -1,354 million relates to write-downs of other intangible assets . The amount is mainly related to one development project within PC/Console Games but also to several minor projects in PC/Console Games. Write-downs are defined as IAC if related to ongoing projects where the studio or team has been discontinued. Other IAC amounted to SEK -335 million which are mainly related to profitability actions resulting in the discontinuation of studios and teams and divestments. IAC are presented in the table provided on page 45.

Adjusted EBIT decreased by -64% and amounted to SEK 360 million (997) in the quarter, yielding a 9% margin (19%), with the lower margin year-over-year explained by the product mix. The decline is mainly explained by the PC/Console segment with the release of *Kingdom Come: Deliverance II* in the comparison quarter. In addition, there was a negative effect of over SEK -200 million from non-cash adjustments and reductions in active co-publishing and work-for-hire projects, as well as impairments of SEK -40 million on released games based on non-core IPs impacting Adjusted EBIT. Entertainment & Services had a strong quarter mainly explained by a strong organic growth. The comparison quarter in Mobile Games also includes a contribution of SEK 46 million from the divested assets in Easybrain, implying a strong underlying adjusted EBIT improvement YoY in the segment.

EBIT, SEK m	Jan-Mar 2026	Jan-Mar 2025	Change	Apr 2025-Mar 2026	Apr 2024-Mar 2025
PC/Console Games	-5,050	-2,289	-121%	-4,892	-4,067
Mobile Games	-1,775	8,264	-121%	-1,606	9,101
Entertainment & Services	-225	-1,109	80%	-113	-1,096
Corporate	-254	-434	41%	-443	-614
Total	**-7,304**	**4,431**	**-265%**	**-7,053**	**3,324**

Adjusted EBIT, SEK m	Jan-Mar 2026	Jan-Mar 2025	Change	Apr 2025-Mar 2026	Apr 2024-Mar 2025
PC/Console Games	204	949	-79%	387	1,341
Mobile Games	95	91	4%	292	1,383
Entertainment & Services	117	32	266%	451	324
Corporate	-56	-76	26%	-225	-256
Total	**360**	**997**	**-64%**	**905**	**2,793**

FORECAST

For the financial year 2026/27, a Cash EBIT of at least SEK 1.0 billion is forecasted.

Cash EBIT is defined as Adjusted EBIT, excluding depreciation and amortization expenses and instead deducting cash investments in intangible and tangible assets and cash payments for lease liabilities. See further details in the section "Definitions of alternative performance measures" (APMs) on page 42.

SHARE OF GROUP SALES

40% (55%)

INTELLECTUAL PROPERTY (IP)

207 (221)

INTERNAL HEADCOUNT

3,869 (4,649)

INTERNAL STUDIOS

43 (50)

OPERATING SEGMENT

PC/CONSOLE GAMES

The PC/Console Games operating segment includes the following operative groups: THQ Nordic, PLAION 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, Free-to-play, Asset Care, VR, Work-for-Hire and other game development.

Key performance indicators, PC/Console Games	Jan-Mar 2026	Jan-Mar 2025	Apr 2025-Mar 2026	Apr 2024-Mar 2025
Net Sales, SEK m	1,554	2,860	6,631	9,394
of which Digital products, SEK m	*1,237*	*2,134*	*4,466*	*5,916*
of which Physical products, SEK m	*137*	*195*	*485*	*903*
of which Other products [1], SEK m	*180*	*531*	*1,680*	*2,576*
Net Sales growth	-46%	2%	-29%	-30%
EBIT, SEK m	-5,050	-2,289	-4,892	-4,067
EBIT margin	-325%	-80%	-74%	-43%
Adjusted EBIT, SEK m	204	949	387	1,341
Adjusted EBIT, margin	13%	33%	6%	14%
Type of income				
New releases sales, SEK m	*379*	*1,376*	*893*	*1,906*
Back catalog sales [2], SEK m	*994*	*953*	*4,058*	*4,913*
Other[1], SEK m	*180*	*531*	*1,680*	*2,576*

[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 1,554 million, a decrease of -46% compared to the same period last year, and -37% both organically and pro forma. The negative organic growth was primarily impacted by lower net sales from new releases and other net sales. In the corresponding quarter in the previous financial year, *Kingdom Come: Deliverance II* drove a significant net sales contribution from new releases.

EBIT amounted to SEK -5,050 million (-2,289) yielding a -325% (-80%) EBIT margin. Items affecting comparability amounted to SEK -5,221 million (-3,060) and relates primarily to impairment of goodwill across several entities such as Tripwire and Vertigo, and impairments of ongoing projects. Adjusted EBIT amounted to SEK 204 million (949), yielding a 13% (33%) Adjusted EBIT margin. The lower Adjusted EBIT compared to the previous year is primarily driven by lower net sales from new releases and lower other net sales, as well as some minor impairments of SEK -40 million for released games based on non-core IPs.

Net sales from new releases amounted to SEK 379 million (1,376) in the quarter, a decrease of -72% YoY, explained by the successful release of *Kingdom Come: Deliverance II* in the comparison period. Among the new releases in the quarter, *REANMIAL*, developed by Tarsier Studios and published by THQ Nordic, was the key driver. *REANMIAL* received positive ratings from critics and users, delivering a solid release quarter for a new IP, with more than one million copies sold since the release.. *REANIMAL's* main expansion, *The Expanded World*, is planned to release in three chapters, with Chapter 1 in Q2 FY 2026/27. *Screamer*, that was released late in the quarter, and *Ride 6*, both developed and published by Milestone, also contributed to net sales.

Revenue from back catalog titles (including platform deals) amounted to SEK 994 million (953) in the quarter, an increase of 4% YoY. The top-5 back catalog net sales drivers in the quarter included *Kingdom Come: Deliverance II, Kingdom Come: Deliverance, MX vs. ATV: Legends, Dead Island 2*, and *Echoes of the End*. *Kingdom Come: Deliverance II* performed ahead of internal expectations, with solid momentum throughout the quarter.

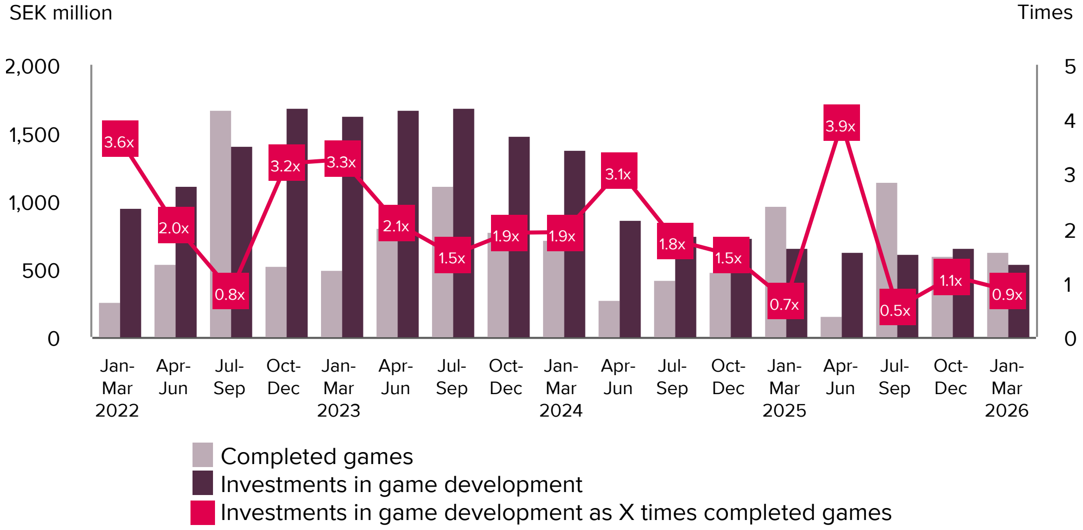
Other net sales amounted to SEK 180 million (531) in the quarter, a decrease of -66% YoY. The significant decrease YoY is primarily explained by adjustments and reductions in active co-publishing and work-for-hire projects within Crystal Dynamics - Eidos. It is also impacted by FX and the divestment of Lost Boys Interactive in the preceding quarter.

In Q1 FY 2026/27, on 5 June, *Gothic 1 Remake* is planned for release by internal development studio Alkimia Interactive and publisher THQ Nordic. Overall, the previews from critics ahead of the release have been positive and *Gothic 1 Remake* is a key release in the first quarter, which otherwise has limited new releases expected. Other announced important titles expected in FY 2026/27 include *Warhammer 40,000: Dawn of War IV*, *Wreckfest 2* (full release, including on console) and *Tomb Raider: Legacy of Atlantis*.

In April, 2026, *METRO 2039* was announced by PLAION and 4A Games, the development studio based in Ukraine and Malta, together with Xbox. Gamer reaction across the world was positive and *METRO 2039* is the fastest growing PLAION title by outstanding wishlists post-announce, with well over one million wishlists already. The game promises to be the most shocking *Metro* adventure yet, with a powerful single-player story that weaves exploration, survival, combat and stealth across a hauntingly beautiful but deadly world with unparalleled immersion. The game is planned for a release this winter.

GAME DEVELOPMENT INVESTMENTS AND COMPLETED GAMES

The finalized value of the completed and released games during the quarter amounted to SEK 633 million (973), driven by the release of *REANMIAL, Screamer* and *Ride 6*. In total, SEK 541 million (659) were invested in the quarter. The ratio of investments to completed games increased from 0.7x to 0.9x YoY. When new games are released, capitalized development costs are amortized, based on a degressive depreciation model over two years.



OPERATING SEGMENT PC/CONSOLE GAMES

ANNOUNCED PC/CONSOLE RELEASES AS OF MAY 20, 2026

Title	Publishing Label	IP Owner	Main Developer	Platforms
Deus Ex Remastered	Aspyr	Own	Internal	PC, PS5, XB X|S
Culdcept: The First	Clear River Games	External	External	PS5, XB X|S, Switch
FZ: Formation Z	Clear River Games	External	External	
Truxton Extreme	Clear River Games	Own	Internal	PC, PS5
METRO 2039	Deep Silver / PLAION	External	Internal	PC, PS5, XB X|S
Warhammer 40,000: Dawn of War IV	Deep Silver / PLAION	External	External	PC
TENSE	Demiurge Studios	Own	Internal	PC
Tomb Raider: Catalyst	External	Own	Internal	PC, PS5, XB X|S
Tomb Raider: Legacy of Atlantis	External	Own	Internal	PC, PS5, XB X|S
A Rat´s Quest: The Way Back Home Season 2	HandyGames	External	External	PC
Double Shake	Limited Run Games	External	External	PC, PS5, Switch
He-Man and the Masters of the Universe™: Dragon Pearl of Destruction	Limited Run Games	External	External	PC, PS5, Switch, PS4
Renaine	Limited Run Games	External	External	PC, Switch
Rugrats Retro Rewind Collection	Limited Run Games	External	External	PC, PS5, PS4, XB X|S, Switch
MARVEL 1943: Rise of Hydra	PLAION	External	External	TBC
Stage Tour	RedOctane Games	Own	Internal	PC
Darksiders 4	THQ Nordic	Own	Internal	PC, PS5, XB X|S
Destroy All Humans!	THQ Nordic	Own	Internal	Switch 2
Destroy All Humans! 2 - Reprobed	THQ Nordic	Own	Internal	Switch 2
Disney Epic Mickey: Rebrushed	THQ Nordic	External	Internal	Switch 2
Fatekeeper	THQ Nordic	Own	External	PC, PS5, XB X|S
Gothic Classic	THQ Nordic	Own	Internal	PS5, XB X|S
Gothic 1 Remake	THQ Nordic	Own	Internal	PC, PS5, XB X|S
Gothic II Complete Classic	THQ Nordic	Own	Internal	PS5, XB X|S
Gothic III Classic	THQ Nordic	Own	Internal	PS5, XB X|S
SpongeBob SquarePants: Titans of the Tide	THQ Nordic	External	Internal	Switch 2
Söldner: Secret Wars Remastered	THQ Nordic	Own	External	PC
The Eternal Life of Goldman	THQ Nordic	External	External	PC, PS5, XB X|S, Switch
The Guild Europa 1410	THQ Nordic	Own	Internal	PC
The 7th Guest Remake	Vertigo Games	Own	Internal	PC, PS5, XB X|S, Switch

** 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.

SHARE OF GROUP SALES

17% (18%)

INTELLECTUAL PROPERTY (IP)

30 (30)

INTERNAL HEADCOUNT

663 (743)

INTERNAL STUDIOS

8 (8)

OPERATING SEGMENT
MOBILE GAMES

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

Key performance indicators, Mobile Games	Jan-Mar 2026	Jan-Mar 2025	Apr 2025-Mar 2026	Apr 2024-Mar 2025
Net Sales, SEK m	682	943	2,303	5,359
Net Sales growth	-28%	-31%	-57%	-9%
EBIT, SEK m	-1,775	8,264	-1,606	9,101
EBIT margin	-260%	876%	-70%	170%
Adjusted EBIT, SEK m	95	91	292	1,383
Adjusted EBIT, margin	14%	10%	13%	26%
User Acquisition Cost (UAC), SEK m	353	575	1,071	2,508
User Acquisition Cost (UAC), % of Net Sales	52%	61%	47%	47%
Total installs, million	153	204	629	940
Total Daily Active Users (DAU), million	10	28	10	27
Total Monthly Active Users (MAU), million	109	222	116	214

SEGMENT HIGHLIGHTS

Net sales in the quarter for Mobile Games amounted to SEK 682 million, with both organic growth and pro forma growth of 2% YoY. The organic growth improved significantly versus the preceding quarter, driven by the successful continued scaling of recently released game *Sled Surfers*. Total net sales decreased by -28% YoY, primarily due to the divestment of Easybrain, which closed in January, 2025. The development of total downloads, DAU and MAU compared to the same period last year is heavily influenced by the divestment of Easybrain.

EBIT amounted to SEK -1,775 million (8,264), yielding a -260% (876%) EBIT margin. Items affecting comparability amounted to SEK -1,811 (8,424) and relates primarily to impairment of goodwill. In the comparison period, EBIT was positively impacted by items affecting comparability related to a net gain from the divestment of Easybrain. In the quarter, Adjusted EBIT amounted to SEK 95 million (91), yielding a 14% (10%) Adjusted EBIT margin. On a pro forma basis, excluding Easybrain, Adjusted EBIT amounted to SEK 45 million in the corresponding quarter in the previous financial year, implying a strong underlying earnings improvement year-over-year. UAC amounted to SEK 353 million (575), or 52% (61%) of net sales in the quarter.

CrazyLabs' newly released game *Sled Surfers* continued to scale strongly, materially outperforming internal expectations, and was the primary growth driver in the quarter. The payback on UAC for the game will be monitored continuously to optimize investment levels and scaling potential. The game *Glow Fashion Idol* has become a strong contributor to the portfolio and receives continued investment in feature development and UAC. DECA continues to focus on stable live operations across its games portfolio, and cost efficiency.

The top-5 revenue generating titles in the quarter were: *Sled Surfers, Glow: Fashion Idol, Lamar Idle Vlogger, Flop House* and *Party in My Dorm.*

DECA

SHARE OF GROUP SALES

43% (27%)

INTELLECTUAL PROPERTY (IP)

192 (193)

INTERNAL HEADCOUNT

1,156 (738)

INTERNAL STUDIOS

2 (3)

OPERATING SEGMENT

ENTERTAINMENT & SERVICES

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	Jan-Mar 2026	Jan-Mar 2025	Apr 2025-Mar 2026	Apr 2024-Mar 2025
Net Sales, SEK m	1,695	1,373	6,972	6,561
of which Digital products, SEK m [1]	*198*	*220*	*514*	*1,083*
of which Physical products, SEK m [1]	*1,426*	*1,061*	*6,016*	*5,144*
of which Other products, SEK m	*72*	*93*	*442*	*334*
Net Sales growth	23%	9%	6%	-7%
EBIT, SEK m	-225	-1,109	-113	-1,096
EBIT margin	-13%	-81%	-2%	-17%
Adjusted EBIT, SEK m	117	32	451	324
Adjusted EBIT, margin	7%	2%	6%	5%

[1] 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 1,695 million, an increase of 23% compared to the same period last year, or 36% organically and pro forma. The strong organic growth was primarily driven by PLAION Partners, driven in particular by two strong new releases from partners in the quarter.

EBIT amounted to SEK -225 million (-1,109), yielding a -13% (-81%) EBIT margin. Items affecting comparability amounted to SEK -288 million (-1,047) and is primarily related to impairment of goodwill. Adjusted EBIT amounted to SEK 117 million (32), yielding a 7% (2%) Adjusted EBIT margin. The higher Adjusted EBIT was driven by the strong organic growth within PLAION Partners.

Middle-earth Enterprises had no major new product releases within the quarter, but still generated a solid revenue and Adjusted EBIT. Collaboration and planning activities with internal PC/Console studios around the *The Lord of the Rings* IP continue with strong momentum. Several strategic initiatives remain ongoing to drive improved performance across the segment's physical businesses.

PLAION

DARK HORSE MEDIA

FREEMODE BY EMBRACER

OTHER FINANCIAL INFORMATION

NET PROFIT/LOSS FOR THE PERIOD

Net profit/loss for continuing operations for the quarter amounted to SEK -6,868 million (3,944), corresponding to a decrease of SEK 10,812 million. The decrease is mainly related to impairments in the current quarter and the gain from the divestment of Easybrain in the comparable quarter. For the period April to March net profit for continuing operations amounted to SEK -6,888 million (2,346), a decrease of SEK-9,234 million. The decrease is mainly explained by divestments in the comparable period which both contributed to net profit through operations but also with gains from the actual divestment.

Net financial items amounted to SEK 388 million (-634) in the quarter.

For the period April to March, net financial items amounted to SEK 158 million (-862).

See Note 11 for further details on net financial items.

Income tax amounted to SEK 48 million (148) in the quarter. Current income tax amounted to SEK -149 million (-106) and deferred tax amounted to SEK 202 million (254). Provision for Pillar 2 top-up tax amounted to SEK -5 million (—).

For the period April to March, income tax amounted to SEK 8 million (-115). Current income tax amounted to SEK -354 million (-488) and deferred tax amounted to SEK 369 million (459). Provision for Pillar 2 top-up tax amounted to SEK -7 million (-86).

Warhammer 40,000: Dawn of War IV
Deep Silver | King Art Games

CONDENSED CASH FLOW

SEK m	Jan-Mar 2026	Jan-Mar 2025	Apr 2025-Mar 2026	Apr 2024-Mar 2025
Operating activities				
Cash flow from operating activities before changes in working capital	609	1,455	2,409	3,207
Cash flow from changes in working capital	845	27	57	-547
Cash flow from operating activities	**1,454**	**1,482**	**2,465**	**2,660**
Cash flow from investing activities	-465	11,792	-3,039	14,246
Cash flow from financing activities	-930	-9,335	-1,506	-12,041
Total cash flow, Continuing operations	**59**	**3,939**	**-2,080**	**4,866**
Total cash flow, Discontinued operations	**—**	**4,668**	**495**	**5,274**
Total cash flow, total Group	**59**	**8,607**	**-1,585**	**10,141**
Cash and cash equivalents at the beginning of period	4,876	5,050	7,097	3,507
Exchange-rate differences in cash and cash equivalents	22	-107	-22	-97
Cash and cash equivalents in Discontinued operations	—	-6,491	-533	-6,491
Cash and cash equivalents at the end of period	**4,957**	**7,059**	**4,957**	**7,059**

Cash flow from operating activities before working capital amounted to SEK 609 million (1,455) in the quarter.

Cash flow from changes in working capital amounted to SEK 845 million (27) the difference is due to different levels of short-term assets and short-term liabilities at the beginning of current quarter and the comparable quarter.

Cash flow from investing activities amounted to SEK -465 million (11,792) for the quarter where cash flow from acquisition/divestment of subsidiaries amounted to SEK --216 million (-12,613). Investments in intangible assets amounted to SEK -651 million (-791), where SEK -561 million (-663) is invested in the portfolio of ongoing game development.

Free cash flow after changes in working capital amounted to SEK 883 million (818) (see page 45).

Cash flow from financing activities amounted to SEK -930 million (-9,335) in the quarter where proceeds from borrowings amounted to SEK 182 million (388) and reduced utilization of credit facilities amounted to SEK -1,061 million (-5,083). Payments received from and given to discontinued operations amounted to 0 million (-4,566).

The Lord of the Rings: The Confrontation
Fantasy Flight Games | Middle-earth Enterprises

NET CASH/DEBT AND AVAILABLE FUNDS

Net cash/Net debt, SEK m	Mar 31, 2026	Mar 31, 2025
Cash	4,957	7,097
Current investments	—	0
Current liabilities to credit institutions	-792	-545
Non-current liabilities to credit institutions	-366	-1,119
Net Cash (+) / Net Debt (-)	**3,799**	**5,434**

As per March 31, 2026, the reported net cash amounted to SEK 3.8 billion, consisting of around SEK 5.0 billion in cash, SEK -0.8 billion related to current liabilities to credit institutions, as well as SEK -0.4 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 March 31, 2026, the group had obligations related to historical acquisitions with an expected cash settlement of SEK 0.5 billion with an estimated maturity structure (see page 15).

Avaliable funds, SEK m	Mar 31, 2026	Mar 31, 2025
Cash	4,957	7,097
Current investments	—	0
Unutilized credit facilities	1,828	5,956
Available funds	**6,785**	**13,053**

Share buyback program

During the financial year Embracer repurchased 4,830,742 own Class B shares. 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 ended on November 6, 2025. As of March 31, 2026, Embracers's holdings of treasury shares correspond to 2,4% of the total number of shares outstanding.

Wreckfest 2
THQ Nordic | Bugbear Entertainment

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 6.

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 March 31, 2026. 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 266 million which is primarily driven by changed estimations of fulfillment degree on certain obligations.

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
2026/2027	75	266	341
2027/2028	31	19	50
2028/2029	32	8	40
2029/2030	25	—	25
2030/2031	8	—	8
	171	**293**	**464**

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 March 31, 2026, the debt amounted to SEK 275 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 March 31, 2026, 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 6.

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]	1,879	446	2,325
To be issued	1,505	174	1,679
Total number of shares	**3,384**	**621**	**4,004**

[1] *See definitions on page 46*

The number of shares to be issued as additional purchase price can vary but never exceed 1.7 million according to the agreements. If all shares are issued, the dilution in capital will amount to 0.73% and 0.54% of the voting rights as of March 31, 2026, and the total number of shares after full dilution will be 230 million. Expectations of shares to be issued as per March 31, 2026 based on target achievement is lower than 0.1 million. If shares are issued, the dilution in capital will amount to 0.03% and 0.02% of the voting rights as of March 31, 2026.

Specific items related to historical acquisitions

The forecast is based on the average exchange rates for the period April 2025 to March 2026. The forecast includes closed acquisitions as per March 31, 2026, which contain finalized purchase price allocations.

	26/27									
SEK m	**Q1**	**Q2**	**Q3**	**Q4**	**27/28**	**28/29**	**29/30**	**30/31**	**31/32**	**Total**
Amortization of surplus values of acquired intangible assets	141	135	104	99	347	335	313	289	287	**2,050**
Personnel costs related to acquisitions	9	9	9	9	29	24	16	—	—	**106**
Specific items related to historical acquisitions	**150**	**144**	**113**	**108**	**376**	**359**	**329**	**289**	**287**	**2,156**

REANIMAL
THQ Nordic | Tarsier Studios

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 42 million (23), and loss/profit before tax was SEK -1,612 million (-2,686). Other income for the quarter amounted to SEK 3 million (1).

Income tax includes "top-up" tax according to Pillar 2 - Income Inclusion Rule (IIR), amounting to SEK -5 million (0). Loss/Profit after tax was SEK -1,740 million (-2,577).

The parent company's net sales for April 2025-March 2026 were SEK 163 million (87), and loss before tax was SEK -3,361 million (-3,096). Other income for April 2025-March 2026 amounted to SEK 3 million (2).

Income tax includes "top-up" tax according to Pillar 2 - Income Inclusion Rule (IIR), amounting to SEK -7 million (-86). Loss after tax was SEK -3,468 million (-3,001).

Cash and current investments as of March 31, 2026 were SEK 3,695 million (5,648). Available funds amounted to SEK 4,045 million as of March 31, 2026. The parent company's equity at the end of the period was SEK 21,792 million (27,752).

The Lord of the Rings
Magic The Gathering: Tales of Middle-earth, © & TM Mee under lic. to Wizards of the Coast

SIGNIFICANT EVENTS DURING THE QUARTER

- On 15 January 2026, Embracer Group announced the appointment of Lee Guinchard as Chief Operating Officer and a member of the Executive Management Team.
- On 4 February 2026, Embracer announced that the nomination committee for the 2026 Annual General Meeting has been appointed. The committee comprises Per Fredriksson, appointed by Lars Wingefors AB and Chair of the committee; Ola Åhman, appointed by Savvy Gaming Group; Magnus Tell, appointed by Alecta; Andreas Wollheim, appointed by SEB Asset Management; and Erik Granström, appointed by Folksam.

SIGNIFICANT EVENTS AFTER THE QUARTER

- On 20 May 2026, the Board of Directors for Embracer Group announced the intention to separate the Group into two publicly listed companies through the spin-off of Fellowship Entertainment, with a listing on Nasdaq Stockholm planned during calendar year 2027.
- On 20 May 2026, Embracer Group announced that Müge Boullion, in addition to her role as Group CFO, had been appointed Deputy CEO of the company.

Tomb Raider: Legacy of Atlantis
Amazon Game Studios | Crystal Dynamics | Flying Wild Hog

SUSTAINABILITY AND GOVERNANCE

SUSTAINABILITY

During the period, Embracer Group continued to develop its work to promote the safety and well-being of children and young people in digital gaming environments. A long-term collaboration was initiated with the Prince Couple's Foundation, with the aim of strengthening knowledge, collaboration, and accountability related to safer games and gaming communities. The initiative brings together the technical expertise of the gaming industry with a child rights perspective from civil society and seeks to contribute to more coordinated and effective approaches in this area.

In parallel, work to integrate sustainability governance into the Group's overarching processes has continued. During the year, measures were initiated to better align sustainability reporting processes with the structures applied in financial reporting, including risk management and internal control. Certain control activities have been introduced and applied in parts of the reporting process. The work carried out within the framework of CSRD and the double materiality assessment provides a basis for further development of risk mapping and reporting in accordance with ESRS.

Furthermore, the Group has initiated work to update its climate targets in line with the Science Based Targets initiative (SBTi), as well as to develop an overarching transition plan. This work aims to clarify the Group's long-term direction for its climate efforts and to create improved conditions for a structured and transparent implementation over time.

GOVERNANCE

During the quarter, the Group worked on an e-learning within AI. The training is expected to be launched within the next quarter and will target all staff within the Group.

Way of the Hunter 2
THQ Nordic | Nine Rock Games

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 MARCH 31, 2026

	Name	Class A shares	Class B shares	Share of capital, %	Share of votes, %	Change from Dec 31, 2025 Class A and B shares
1	Lars Wingefors AB	9,000,000	36,047,907	19.69%	40.69%	190,000
2	DNB Asset Management AS		18,567,649	8.12%	5.99%	2,037,043
3	Savvy Gaming Group		16,647,337	7.28%	5.37%	—
4	Matthew Karch		12,429,703	5.43%	4.01%	—
5	Alecta Tjänstepension		6,750,000	2.95%	2.18%	—
6	Andrey Iones		6,586,275	2.88%	2.13%	—
7	SEB Funds		5,963,069	2.61%	1.92%	59,765
8	Vanguard		5,953,298	2.60%	1.92%	228,800
9	Embracer Group AB		5,580,294	2.44%	1.80%	—
10	Carnegie Fonder		5,260,000	2.30%	1.70%	10,000
11	DNB Asset Management SA		4,658,361	2.04%	1.50%	235,542
12	Skandia Fonder		4,336,091	1.90%	1.40%	607,602
13	Folksam		4,161,758	1.82%	1.34%	32,049
14	Wellington Management		3,482,896	1.52%	1.12%	3,482,848
15	BlackRock		3,315,138	1.45%	1.07%	220,214
16	Avanza Pension		3,167,833	1.38%	1.02%	65,852
17	Handelsbanken Fonder		3,083,110	1.35%	1.00%	349,618
18	Fjärde AP-fonden		2,969,157	1.30%	0.96%	2,337,644
19	American Century Investment Management		2,942,747	1.29%	0.95%	1,007,300
20	Norges Bank Investment Management		2,931,476	1.28%	0.95%	-2,487,470
	TOP 20	**9,000,000**	**154,834,099**	**71.61%**	**79.04%**	
	OTHERS	**0**	**64,943,866**	**28.39%**	**20.96%**	
	TOTAL	**9,000,000**	**219,777,965**	**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 MARCH 31, 2026 BY CAPITAL

OTHER INFORMATION

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 not been subject to review by the Company's auditor.

FINANCIAL CALENDAR

Annual Report 2025/26	Week 25, 2026
Interim Report Q1, April-June 2026	August 13, 2026
Annual General Meeting 2026	September 24, 2026
Interim Report Q2, July-September 2026	November 12, 2026
Interim Report Q3, October-December 2026	February 11, 2027
Full Year Report Q4, January-March 2027	May 20, 2027

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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The 7th Guest Remake
Vertigo Games | Vertigo Games

SIGNATURES AND ASSURANCE

The Board of Directors and Chief Executive Officer offer their assurance that this full year report and interim report for the fourth 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, May 20, 2026

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. The information was submitted for publication, through the agency of the contact persons set out above, at 2026-05-20 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.

Ride 6
Milestone | Milestone

CONSOLIDATED STATEMENT OF PROFIT OR LOSS

Amounts in SEK m	Note	Jan-Mar 2026	Jan-Mar 2025	Apr 2025-Mar 2026	Apr 2024-Mar 2025
Net sales	3 ,4	3,931	5,177	15,906	21,314
Other operating income	7	125	8,782	661	8,389
Total operating income		**4,055**	**13,959**	**16,567**	**29,703**
Work performed by the Company for its own use and capitalized		513	607	2,130	2,587
Goods for resale		-1,531	-1,455	-6,110	-6,604
Other external expenses	8	-946	-1,349	-3,565	-5,459
Personnel expenses	9	-1,290	-1,827	-5,086	-8,107
Depreciation, amortization and impairment	5	-8,022	-5,394	-10,914	-8,684
Other operating expenses	10	-83	-100	-79	-104
Share of profit of an associate after tax		0	-9	3	-8
Operating profit/loss (EBIT)		**-7,304**	**4,431**	**-7,053**	**3,324**
Net financial items	11	388	-634	158	-862
Profit/loss before tax		**-6,916**	**3,797**	**-6,896**	**2,461**
Income tax		48	148	8	-115
Profit for the year continuing operations		**-6,868**	**3,944**	**-6,888**	**2,346**
Profit from Discontinued operation, net after tax [1)]	7	42	3,594	1,071	3,617
Net profit/loss for the period		**-6,827**	**7,538**	**-5,817**	**5,963**
Net profit/loss for the period attributable to:					
Equity holders of the parent		-6,827	7,540	-5,819	5,964
Non-controlling interests		0	-2	2	-1
Earnings per share [2)]					
Basic earnings per share including Discontinued operation (SEK)		-32.08	36.26	-27.67	28.88
Diluted earnings per share including Discontinued operation (SEK)		-32.08	36.25	-27.67	28.87
Basic earnings per share excluding Discontinued operation (SEK)		-32.28	18.98	-32.76	11.37
Diluted earnings per share excluding Discontinued operation (SEK)		-32.28	18.97	-32.76	11.36

[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	Jan-Mar 2026	Jan-Mar 2025	Apr 2025-Mar 2026	Apr 2024-Mar 2025
Net profit/loss for the period		**-6,827**	**7,538**	**-5,817**	**5,963**
Other comprehensive income					
Items that may be reclassified to profit or loss (net of tax):					
Exchange differences on translation of foreign operations		277	-4,139	-839	-4,831
Cash flow hedges		-1	-2	0	-3
Items that will not be reclassified to profit or loss (net of tax):					
Remeasurement of defined benefit plans for employees		1	-2	1	-2
Total other comprehensive income for the period, net of tax		**277**	**-4,143**	**-837**	**-4,836**
Total comprehensive income for the period, net of tax		**-6,549**	**3,396**	**-6,654**	**1,126**
Total comprehensive income attributable to:					
Equity holders of the parent		-6,550	3,397	-6,656	1,127
Non-controlling interests		0	-2	2	-1

CONSOLIDATED STATEMENT OF FINANCIAL POSITION

Amounts in SEK m	Note	Mar 31, 2026	Mar 31, 2025
ASSETS			
Non-current assets			
Goodwill	5	4,000	12,373
Intangible assets		10,649	14,312
Property, plant and equipment		451	527
Right-of-use assets		459	645
Investments in associates		6	246
Non-current financial assets		484	447
Deferred tax assets		1,662	1,665
Total non-current assets		**17,710**	**30,215**
Current assets			
Inventories		783	707
Trade receivables		2,175	2,200
Contract assets		75	82
Other receivables		839	1,351
Prepaid expenses		260	481
Current investments		—	0
Cash and cash equivalents		4,957	7,097
Total current assets		**9,089**	**11,919**
Assets held for sale or distribution	7	—	—
TOTAL ASSETS		**26,798**	**42,134**

CONT.>>

>>CONTINUED

CONSOLIDATED STATEMENT OF FINANCIAL POSITION

Amounts in SEK m	Note	Mar 31, 2026	Mar 31, 2025
EQUITY AND LIABILITIES			
Equity			
Share capital		2	2
Other contributed capital		61,899	62,061
Reserves		153	990
Retained earnings, including net profit/loss		-42,560	-31,921
Total equity attributable to equity holders of the parent		**19,495**	**31,133**
Non-controlling interests		36	64
Total equity		**19,530**	**31,196**
Non-current liabilities			
Liabilities to credit institutions		366	1,119
Other non-current liabilities		108	103
Lease liabilities		322	438
Other provisions		184	186
Contingent considerations	6	151	822
Non-current employee benefits		0	5
Non-current liabilities to employees related to historical acquisitions	6	12	679
Deferred tax liabilities		644	1,226
Total non-current liabilities		**1,785**	**4,578**
Current liabilities			
Liabilities to credit institutions		792	545
Advances from customers		96	158
Trade payables		1,115	1,207
Lease liabilities		167	249
Contract liabilities		543	1,023
Contingent considerations	6	76	495
Tax liabilities		239	365
Current liabilities to employees related to historical acquisitions	6	262	164
Other current liabilities		445	498
Accrued expenses		1,747	1,656
Total current liabilities		**5,483**	**6,360**
Liabilities directly associated with assets classified as held for sale or distribution	7	—	—
TOTAL EQUITY AND LIABILITIES		**26,798**	**42,134**

CONSOLIDATED STATEMENT OF CHANGES IN EQUITY

Amounts in SEK m	Share capital	Other contributed capital	Reserves[1]	Retained earnings including profit for the period	Total equity attributable to equity holders of the parent	Non-controlling interests	Total equity
	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	—	—	—	5,964	**5,964**	-1	**5,963**
Other comprehensive income	—	—	-4,836	—	**-4,836**	1	**-4,836**
Total comprehensive income for the period	**—**	**—**	**-4,836**	**5,964**	**1,127**	**0**	**1,126**
Transactions with the owners							
New share issue	0	268	—	—	**268**	—	**268**
Share-based remuneration according to IFRS 2	—	862	—	—	**862**	—	**862**
Transactions with non-controlling interests	—	—	—	995	**995**	495	**1,489**
Dividend	—	—	—	-24,538	**-24,538**	—	**-24,538**
Dividend to non-controlling interests	—	—	—	—	**—**	-495	**-495**
Total	**0**	**1,130**	**—**	**-23,543**	**-22,413**	**0**	**-22,413**
Closing balance 2025-03-31	**2**	**62,061**	**990**	**-31,921**	**31,133**	**64**	**31,196**
Opening balance 2025-04-01	**2**	**62,061**	**990**	**-31,921**	**31,133**	**64**	**31,196**
Net profit/loss	—	—	—	-5,819	**-5,819**	2	**-5,817**
Other comprehensive income	—	—	-837	—	**-837**	0	**-837**
Total comprehensive income for the period	**—**	**—**	**-837**	**-5,819**	**-6,656**	**2**	**-6,654**
Transactions with the owners							
New share issue	0	389	—	—	**389**	—	**389**
Share-based remuneration according to IFRS 2	—	-52	—	—	**-52**	—	**-52**
Repurchase of own shares	—	-500	—	—	**-500**	—	**-500**
Dividend	—	—	—	-4,819	**-4,819**	—	**-4,819**
Transactions with non-controlling interests	—	—	—	0	**—**	-30	**-30**
Total	**0**	**-162**	**—**	**-4,820**	**-4,982**	**-30**	**-5,012**
Closing balance 2026-03-31	**2**	**61,899**	**153**	**-42,560**	**19,495**	**36**	**19,530**

[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]	Jan-Mar 2026	Jan-Mar 2025	Apr 2025-Mar 2026	Apr 2024-Mar 2025
Operating activities				
Profit/loss before tax	-6,916	3,797	-6,896	2,461
Adjustments for non-cash items, etc.	7,613	-2,269	9,754	1,447
Income tax paid	-88	-73	-449	-701
Cash flow from operating activities before changes in working capital	**609**	**1,455**	**2,409**	**3,207**
Cash flow from changes in working capital				
Change in inventories	15	131	-137	5
Change in operating receivables	1,004	1,063	374	237
Change in operating liabilities	-174	-1,166	-180	-788
Cash flow from operating activities	**1,454**	**1,482**	**2,465**	**2,660**
Investing activities				
Acquisition of property, plant and equipment	-23	-19	-91	-123
Proceeds from sales of property, plant and equipment	—	1	16	4
Acquisition of intangible assets	-651	-791	-2,920	-3,415
Proceeds from sales of intangible assets	—	5	6	26
Acquisition of subsidiaries, net of cash acquired [1]	-4	-18	-378	-702
Divestment of subsidiaries, net of cash divested	220	12,631	377	18,497
Change in current investments	—	—	—	—
Acquisition of financial assets	-7	-16	-51	-47
Proceeds from sales of financial assets	—	-1	—	6
Cash flow from investing activities	**-465**	**11,792**	**-3,039**	**14,246**
Financing activities				
Repurchase of own shares	—	—	-500	—
Proceeds from borrowings	182	388	1,675	7,272
Received dividend	—	—	—	9,885
Payments received from and given to discontinued operations	—	-4,566	-272	-4,118
Repayment of loans	-1,061	-5,083	-2,163	-24,763
Payment of lease liabilities	-51	-73	-246	-316
Cash flow from financing activities	**-930**	**-9,335**	**-1,506**	**-12,041**
Total cash flow, Continuing operations	**59**	**3,939**	**-2,080**	**4,866**
Total cash flow, Discontinued operations	**—**	**4,668**	**495**	**5,274**
Total cash flow, total Group	**59**	**8,607**	**-1,585**	**10,141**
Cash and cash equivalents at the beginning of period	4,876	5,050	7,097	3,507
Exchange-rate differences in cash and cash equivalents	22	-107	-22	-97
Cash and cash equivalents in Discontinued operations	—	-6,491	-533	-6,491
Cash and cash equivalents at the end of period	**4,957**	**7,059**	**4,957**	**7,059**

[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 7.

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 28-38 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.

Jan-Mar 2026	PC/Console Games	Mobile Games	Entertainment & Services	Total segments	Eliminations	Corporate	Group total
Revenue from external customers	1,554	682	1,695	3,931	–	–	3,931
Revenue from transactions with other operating segment	6	-	8	15	-15	–	–
Total revenue	**1,560**	**682**	**1,704**	**3,945**	**-15**	**–**	**3,931**
Adjusted EBIT	**204**	**95**	**117**	**415**	**–**	**-56**	**360**
Amortization of surplus values of acquired intangible assets	-50	-44	-53	-147	–	–	-147
Personnel costs related to acquisitions	18	-15	-	3	–	–	3
Items affecting comparability	-5,221	-1,811	-288	-7,321	–	-198	-7,519
EBIT	**-5,050**	**-1,775**	**-225**	**-7,049**	**–**	**-254**	**-7,304**
Net financial items							388
Profit/loss before tax							**-6,916**

Jan-Mar 2025	PC/Console Games	Mobile Games	Entertainment & Services	Total segments	Eliminations	Corporate	Group total
Revenue from external customers	2,860	943	1,373	5,177	–	–	5,177
Revenue from transactions with other operating segment	7	16	10	32	-32	–	–
Total revenue	**2,867**	**959**	**1,383**	**5,208**	**-32**	**–**	**5,177**
Adjusted EBIT	**949**	**91**	**32**	**1,073**	**–**	**-76**	**997**
Amortization of surplus values of acquired intangible assets	-86	-63	-88	-237	–	–	-237
Personnel costs related to acquisitions	-92	-188	-6	-287	–	–	-287
Items affecting comparability	-3,060	8,424	-1,047	4,317	–	-359	3,958
EBIT	**-2,289**	**8,264**	**-1,109**	**4,865**	**–**	**-434**	**4,431**
Net financial items							-634
Profit/loss before tax							**3,797**

Apr 2025-Mar 2026	PC/Console Games	Mobile Games	Entertainment & Services	Total segments	Eliminations	Corporate	Group total
Revenue from external customers	6,631	2,303	6,972	15,906	–	–	15,906
Revenue from transactions with other operating segment	29	36	32	96	-96	–	–
Total revenue	**6,660**	**2,338**	**7,004**	**16,002**	**-96**	**–**	**15,906**
Adjusted EBIT	**387**	**292**	**451**	**1,130**	**–**	**-225**	**905**
Amortization of surplus values of acquired intangible assets	-219	-206	-248	-673	–	–	-673
Personnel costs related to acquisitions	27	124	-1	149	–	–	149
Items affecting comparability	-5,086	-1,817	-315	-7,218	–	-217	-7,435
EBIT	**-4,892**	**-1,606**	**-113**	**-6,611**	**–**	**-443**	**-7,053**
Net financial items							158
Profit/loss before tax							**-6,896**

CONT. >>

>> NOTE 3 CONTINUED

Apr 2024- Mar 2025	PC/Console Games	Mobile Games	Entertainment & Services	Total segments	Eliminations	Corporate	Group total
Revenue from external customers	9,394	5,359	6,561	21,314	–	–	21,314
Revenue from transactions with other operating segment	21	40	35	95	-95	–	–
Total revenue	**9,415**	**5,398**	**6,596**	**21,409**	**-95**	**–**	**21,314**
Adjusted EBIT	**1,341**	**1,383**	**324**	**3,049**	**–**	**-256**	**2,793**
Amortization of surplus values of acquired intangible assets	-408	-371	-356	-1,135	–	–	-1,135
Personnel costs related to acquisitions	-1,189	-335	-18	-1,542	–	–	-1,542
Remeasurement of contingent consideration	4	–	–	4	–	–	4
Items affecting comparability	-3,815	8,424	-1,047	3,562	–	-358	3,204
EBIT	**-4,067**	**9,101**	**-1,096**	**3,938**	**–**	**-614**	**3,324**
Net financial items							-862
Profit/loss before tax							**2,461**

NOTE 4 REVENUE FROM CONTRACTS WITH CUSTOMERS

Jan-Mar 2026	PC/Console Games	Mobile Games	Entertainment & Services	Group total
Type of products				
Digital products	1,237	682	198	**2,116**
Physical products	137	–	1,426	**1,562**
Other [1]	180	–	72	**252**
Revenue from contracts with customers	**1,554**	**682**	**1,695**	**3,931**

Jan-Mar 2025	PC/Console Games	Mobile Games	Entertainment & Services	Group total
Type of products				
Digital products	2,134	943	220	**3,297**
Physical products	195	–	1,061	**1,256**
Other [1]	531	0	93	**624**
Revenue from contracts with customers	**2,860**	**943**	**1,373**	**5,177**

Apr 2025-Mar 2026	PC/Console Games	Mobile Games	Entertainment & Services [2]	Group total
Type of products				
Digital products	4,466	2,303	514	**7,283**
Physical products	485	–	6,016	**6,501**
Other [1]	1,680	–	442	**2,121**
Revenue from contracts with customers	**6,631**	**2,303**	**6,972**	**15,906**

Apr 2024-Mar 2025	PC/Console Games	Mobile Games	Entertainment & Services	Group total
Type of products				
Digital products	5,916	5,347	1,083	**12,346**
Physical products	903	–	5,144	**6,046**
Other [1]	2,576	12	334	**2,922**
Revenue from contracts with customers	**9,394**	**5,359**	**6,561**	**21,314**

[1] See Operating segment, page 7-11

[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	Jan-Mar 2026	Jan-Mar 2025	Apr 2025-Mar 2026	Apr 2024-Mar 2025
IP-rights				
Owned titles	1,210	2,211	4,746	5,912
Publishing titles	343	649	1,886	3,482
Total	**1,554**	**2,860**	**6,631**	**9,394**
New releases	379	1,376	893	1,906
Back catalog	994	953	4,058	4,913
Other	180	531	1,680	2,576
Total	**1,554**	**2,860**	**6,631**	**9,394**

NOTE 5 GOODWILL

Accumulated cost	Mar 31, 2026	Mar 31, 2025
Opening balance	**19,112**	**42,348**
Business combinations	—	—
Reclassification to Assets held for sale or distribution	—	41
Divestment and distribution of subsidiaries	-3,435	-22,088
FX effects	-430	-1,190
Closing balance	**15,246**	**19,112**

Accumulated impairment	Mar 31, 2026	Mar 31, 2025
Opening balance	-6,739	**-11,138**
Impairments for the year	-5,830	-3,727
Divestment and distribution of subsidiaries	1,175	7,692
Reclassifications	—	2
FX effects	148	432
Closing balance	**-11,246**	**-6,739**

Carrying amount at the end of the year	**4,000**	**12,373**

During the fourth quarter, indications of the need for impairment have been identified for cash-generating units (CGU). Historically the Group has identified cash-generating units (CGUs) at an operative group level. Management has reassessed this approach and concluded that CGUs should instead be identified at the segment level, since several of the operative groups are no longer able to generate cash flows that are largely independent which mainly is due to changes of how assets are utilized to generate revenue. Furthermore, due to these operational changes management are monitoring performance, profitability and cash flow on segment level and not on operative group level.

The annual impairment test of goodwill has subsequently led to impairment of goodwill in the CGU:s presented below. The impairments are allocated to the CGU:s as presented in the table.

Operating segment	Impairment for the year
PC/Console	-3,766
Mobile	-1,811
Entertainment & Services	-253
Total	**-5,830**

The impairment of goodwill in the PC/Console segment is primarily an effect of headcount reductions lowering the value of the workforce, reorganizations and prudent future expectations on certain markets. The impairment in Mobile is related to prudent future expectations on growth in the mobile market. For Entertainment & Services impairments is mainly an effect of headcount reductions lowering the value of the workforce and prudent future expectations on certain markets.

Furthermore, the discount rate used to discount future cash flows has increased since prior year to reflect increased market uncertainty.

Impairments for the period amounting to SEK -5,830 million (-3,727) have been reported on the line Depreciation, amortization and impairment in the Group's consolidated statement of profit or loss.

Reclassification of the assets & liabilities under IFRS 5 has been returned to the balances in Note 6. 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 March 31, 2026	Level 1	Level 2	Level 3	Total
Current investments	109	—	—	**109**

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 March 31, 2026	Level 1	Level 2	Level 3	Total
Contingent consideration	—	—	227	**227**
Liabilities to employees related to historical acquisitions	—	—	275	**275**

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.

Contingent considerations	Apr 2025-Mar 2026	Apr 2024-Mar 2025
Opening balance	**2,264**	**3,935**
Payment - shares to be issued	-360	-79
Payment - clawback shares	-416	-565
Payment - cash	-377	-243
FX effects	-33	-85
Reclassifications	-71	—
Disposals/divestments	-21	-252
Change in fair value recognized in consolidated statement of profit or loss	-411	-447
Closing balance	**575**	**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 -25 million and a lower discount factor of 1.5 percentage points will have an impact with SEK 27 million.

CONT. >>

>> NOTE 6 CONTINUED

The Group´s contingent considerations will be settled in cash or with issued shares. As at March 31, 2026, 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	
Expected settlement	Cash settlement	Newly issued shares		Newly issued shares	Total contingent consideration
Total	**171**	**56**	**227**	**348**	**575**

As of March 31, 2026	Classified as financial liability	Of which already issued	Classified as equity	Of which already issued
Maximum number of shares related to contingent consideration	2,616,724	1,187,196	766,839	691,677

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 2025-Mar 2026	Apr 2024-Mar 2025
Opening balance	**843**	**1,434**
Accrual of personnel cost in consolidated statement of profit or loss	-212	395
Payment - cash after the acquisition day	-318	-1,294
Change in fair value recognized in consolidated statement of profit or loss	4	32
Reclassifications	27	—
Disposals/divestments	-49	317
FX-effects	-20	-41
Closing balance	**275**	**843**

As of March 31, 2026, the Group’s liabilities to employees related to historical acquisitions will be settled in cash.

NOTE 7 ASSETS (DISPOSAL GROUPS) HELD FOR SALE OR DISTRIBUTION

Divestment of group companies

During Q4 FY 2025/26 the divestment of Anime Ltd closed. Furthermore, several inactive subsidiaries were liquidated during the quarter. Below table presents the effect in the quarter from divestments of subsidiaries and includes purchase price adjustments for divestments closed in previous quarters.

	Jan-Mar 2026
Divestment of entities	**Total**
Total consideration	**63**
Carrying amount of net assets sold	139
Gain (loss) on sale before income tax and reclassification of foreign currency translation reserve	**-76**
Reclassification of foreign currency translation reserve	-5
Income tax expense on gain	—
Gain (loss) on sale after income tax	**-81**
Net cash consideration received	**222**
Less: Cash and cash equivalents in divested companies	-2
Impact on the Groups' cash and cash equivalents	**220**

The net gain is recognized as Other operating income in the consolidated statement of profit or loss.

The carrying amount of the assets and liabilities at the date of each sale were:

	Jan-Mar 2026
Assets and liabilities included in the sale	**Total**
Goodwill	37
Intangible assets	93
Property, plant and equipment	1
Right-of-use assets	—
Other non-current financial assets	12
Trade receivables	23
Other current assets	40
Cash and cash equivalents	2
Total assets	**209**
Lease liabilities	—
Trade payables	-12
Other liabilities	-58
Total liabilities	**-70**
Net assets	**139**

CONT. >>

NOTE 7 CONTINUED

IFRS 5 Non-current Assets Held for Sale and Discontinued Operations

Distribution to owners

At an extra general meeting held 3 November 2025 the formal decision to distribute all shares in Coffee Stain Group AB to the shareholders in Embracer was taken. In December the shareholders received one Coffee Stain share for each Embracer share. Coffee Stain Group was listed on Nasdaq First North Premier Growth Market in Stockholm on 11 December 2025, with an opening price of SEK 26.62 per share. The amounts for continuing and discontinued operations in the consolidated financial statements are presented after elimination of intragroup transactions and balances unless the similar types of transactions and balances are expected to continue also after the disposal. The continuing operations within PC/Console Games will continue to perform development services towards Coffee Stain Group after the distribution.

At the distribution of the Coffee Stain shares, Embracer recognized a capital gain of SEK 861 million within discontinued operations. The gain represents the difference between Coffee Stains fair value and the carrying amount of Coffee Stain's net assets at the time of the distribution. As part of the distribution all historical translation differences allocated to Coffee Stain Group, amounting to SEK 0 million have been recycled to the income statement as Profit for discontinued operations.

Assets and liabilities included in disposal groups held for sale or distribution as of March 31, 2026	Apr 2025-Mar 2026	Apr 2024-Mar 2025
Goodwill	—	—
Intangible assets	—	—
Property, plant and equipment	—	—
Right-of-use assets	—	—
Other non-current assets	—	—
Inventories	—	—
Other current assets	—	—
Cash and cash equivalents	—	—
Total assets included in disposal group held for sale or distribution	**—**	**—**
Non-current interest-bearing liabilities	—	—
Non-current non-interest-bearing liabilities	—	—
Current interest-bearing liabilities	—	—
Current non-interest-bearing liabilities	—	—
Total liabilities included in disposal group held for sale or distribution	**—**	**—**
Net assets	**—**	**—**

CONT. >>

NOTE 7 CONTINUED

Income statement for Discontinued operations	Jan-Mar 2026	Jan-Mar 2025	Apr 2025-Mar 2026	Apr 2024-Mar 2025
Net sales	—	1,491	568	14,158
Other operating income	—	-1	1	6
Total operating income	**—**	**1,490**	**569**	**14,164**
Work performed by the Company for its own use and capitalized	—	56	84	272
Goods for resale	—	-881	-60	-7,940
Other external expenses	-45	-147	-115	-1,896
Personnel expenses	—	-240	-153	-2,039
Depreciation, amortization and impairment	—	-266	-163	-1,411
Other operating expenses	—	1	-8	-12
Share of profit of an associate	—	3	2	32
Operating profit (EBIT)	**-45**	**16**	**157**	**1,170**
Net financial items	87	-214	63	-925
Profit before tax	**42**	**-198**	**220**	**245**
Income tax	—	68	-6	-364
Profit from operations [1]	**42**	**-130**	**213**	**-119**

Profit (Loss) on remeasurements to fair value				
Profit from dividend of operations	—	2,611	861	2,611
Reclassification of foreign currency translation reserve	—	1,112	—	1,112
Net profit for the period, discontinued operations	**42**	**3,594**	**1,074**	**3,605**
Net profit/loss for the period attributable to:				
Equity holders of the parent	42	-127	1,071	3,617
Non-controlling interests	—	-3	4	-13

[1] The profit from operations in Q4 FY 25/26 consists of adjustments for development services and fair value measurements transactions between continuing and discontinued operations.

Cash flow statement for Discontinued operations	Jan-Mar 2026	Jan-Mar 2025	Apr 2025-Mar 2026	Apr 2024-Mar 2025
Cash flow from operating activities	—	147	352	1,720
Cash flow from investing activities	—	-63	-117	-455
Cash flow from financing activities	—	4,584	260	4,010
Cash flow for the period	**—**	**4,668**	**495**	**5,274**

NOTE 8 RELATED PARTY TRANSACTIONS

Related party transaction	Related party	Jan-Mar 2026	Jan-Mar 2025	Apr 2025-Mar 2026	Apr 2024-Mar 2025
Consulting service	Logvreten AB [1] (supplier)	0	0	0	-1
Transportation services	Sola Service i Karlstad AB [2] (supplier)	-3	-4	-12	-17
Transportation services	Sola Air AB [2] (supplier)	0	–	0	–
Transportation services	Empterwik Special Services Ltd [2] (supplier)	-5	-6	-19	-22
Sale of goods/services	Bröderna Wingefors AB [2] (supplier)	–	–	–	0
Rent income	Lars Wingefors AB [3] (purchaser)	0	–	0	–
Consulting service	LW Comics [2] (supplier)	0	–	0	0
Total		**-8**	**-10**	**-32**	**-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 9 PERSONNEL EXPENSES

SEK m	Jan-Mar 2026	Jan-Mar 2025	Apr 2025-Mar 2026	Apr 2024-Mar 2025
Personnel expenses	-1,293	-1,512	-5,217	-6,550
Personnel costs related to acquisitions - Excluding FX gain/loss [1]	4	-315	131	-1,558
Total	**-1,290**	**-1,827**	**-5,086**	**-8,107**

1) Personnel costs related to acquisitions has a positive effect in Apr-March 2026 due to several changes related to estimations of fulfillment degree and timing of such fulfillment.

NOTE 10 OTHER OPERATING EXPENSES

SEK m	Jan-Mar 2026	Jan-Mar 2025	Apr 2025-Mar 2026	Apr 2024-Mar 2025
Other operating expenses	-1	-113	-78	-104
Impairment costs related to restructuring	-1	–	-1	–
Divestment of subsidiaries	-81	—	—	—
FX gain/loss related to Personnel costs related to acquisitions	–	13	–	–
Total	**-83**	**-100**	**-79**	**-104**

During the quarter, a net loss was reported on the divestment of subsidiaries. However, with previously reported profits in preceding quarters in FY 25/26 the accumulated result from divestments for the financial year is positive.

NOTE 11 NET FINANCIAL ITEMS

SEK m	Jan-Mar 2026	Jan-Mar 2025	Apr 2025-Mar 2026	Apr 2024-Mar 2025
Interest income and other financial income	21	51	116	121
Interest expense and other financial expense	-21	-92	-129	-645
Sum	**0**	**-41**	**-13**	**-524**
Change in fair value financial assets and liabilities	285	396	436	489
Interest deferred consideration	—	—	—	-9
Realized and unrealized exchange rate gains/losses	103	-989	-266	-818
Total financial net	**388**	**-634**	**158**	**-862**

PARENT COMPANY'S INCOME STATEMENT

Amounts in SEK m	Note	Jan-Mar 2026	Jan-Mar 2025	Apr 2025-Mar 2026	Apr 2024-Mar 2025
Net sales		42	23	163	87
Other operating income		3	1	3	2
Total operating income		**46**	**25**	**166**	**89**
Operating expenses					
Other external expenses		-24	-34	-125	-139
Personnel expenses		-33	-35	-186	-135
Depreciation, amortization and impairment of property, plant and equipment and intangible assets		-1	-1	-3	-4
Other operating expenses	P2	-365	-97	-202	-389
Operating profit/loss		**-377**	**-142**	**-349**	**-578**
Net financial items	P3	-1,693	-2,517	-3,520	-2,570
Profit/loss after financial items		**-2,070**	**-2,659**	**-3,869**	**-3,148**
Appropriations		458	-26	507	52
Profit/loss before tax		**-1,612**	**-2,686**	**-3,361**	**-3,096**
Income tax		-128	109	-107	95
Net profit/loss for the period		**-1,740**	**-2,577**	**-3,468**	**-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	Mar 31, 2026	Mar 31, 2025
ASSETS		
Non-current assets		
Intangible assets	**0**	**3**
Tangible assets	**2**	**5**
Shares in group companies	12,682	15,258
Receivables from group companies	6,048	12,100
Other financial assets	129	95
Deferred tax assets	167	181
Total financial assets	**19,026**	**27,634**
Total non-current assets	**19,029**	**27,642**
Current assets		
Receivables from group companies	6,610	3,096
Trade receivables	0	0
Other receivables	0	269
Prepaid expenses and accrued income	32	62
	6,642	**3,427**
Cash and cash equivalents	3,695	5,648
Total current assets	**10,338**	**9,075**
TOTAL ASSETS	**29,367**	**36,716**
EQUITY AND LIABILITIES		
Restricted equity	2	2
Unrestricted equity	21,791	27,751
Total equity	**21,792**	**27,752**
Untaxed reserves	**0**	**270**
Provisions	**73**	**101**
Long-term liabilities		
Liabilities to credit institutions	—	—
Liabilities to Group companies	114	1,220
Other long-term liabilities	—	—
Total long-term liabilities	**114**	**1,220**
Current liabilities		
Trade payables	11	30
Liabilities to group companies	7,204	7,231
Tax liabilities	139	70
Other current liabilities	5	4
Accrued expenses and prepaid income	29	38
Total current liabilities	**7,388**	**7,372**
TOTAL EQUITY AND LIABILITIES	**29,367**	**36,716**

Tax liabilities includes SEK 94 (86) 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	Jan-Mar 2026	Jan-Mar 2025	Apr 2025-Mar 2026	Apr 2024-Mar 2025
Other operating expenses	-167	-101	-4	-363
Loss sale of subsidiaries	-198	4	-198	-26
Total	**-365**	**-97**	**-202**	**-389**

Other operating expenses are higher in the quarter compared to the year-to-date period, primarily due to the reversal in the current quarter of items that were recognized as a net in other operating income in prior periods.

NOTE P3 NET FINANCIAL ITEMS

SEK m	Jan-Mar 2026	Jan-Mar 2025	Apr 2025-Mar 2026	Apr 2024-Mar 2025
Dividend	1,176	2,739	1,313	12,923
Interest income	177	226	732	960
Interest expense	-80	-131	-330	-527
Other financial items	-32	7	-34	-126
FX effects	114	-474	-109	-432
Write-down subsidiaries	-3,049	-4,952	-5,095	-15,452
Expected credit loss	1	68	2	85
Total	**-1,693**	**-2,517**	**-3,520**	**-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 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 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.	
Cash EBIT	Adjusted EBIT excluding operational depreciation and amortization expenses, less investments in intangible and tangible assets and payments of IFRS 16 lease liabilities.	Cash EBIT in order to provide a true and fair picture of the underlying operational performance that is closer to cash flow generation by excluding depreciation and amortization expenses and instead deducting cash investments in intangible and tangible assets and cash payments for lease liabilities.

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Name	Definition	Reason for Use
EBIT margin	EBIT as a percentage of net sales.	
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	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	Jan-Mar 2026	Jan-Mar 2025	Apr 2025-Mar 2026	Apr 2024-Mar 2025
EBIT	**-7,304**	**4,431**	**-7,053**	**3,324**
Depreciation, amortization and impairment	8,022	5,394	10,914	8,684
EBITDA	**719**	**9,825**	**3,860**	**12,008**
Personnel costs related to acquisitions	-3	287	-149	1,542
Remeasurement of contingent consideration	—	—	—	-4
Items affecting comparability [1]	335	-8,289	46	-7,535
Adjusted EBITDA	**1,051**	**1,823**	**3,757**	**6,011**
Depreciation, amortization and impairment	-8,022	-5,394	-10,914	-8,684
Items affecting comparability [1]	7,184	4,330	7,389	4,330
Amortization of surplus values of acquired intangible assets	147	237	673	1,135
Adjusted EBIT	**360**	**997**	**905**	**2,793**

ADJUSTED EARNINGS PER SHARE - DERIVATION Amounts in SEK m	Jan-Mar 2026	Jan-Mar 2025	Apr 2025-Mar 2026	Apr 2024-Mar 2025
Net profit for the period attributable to equity holders of the parent	**-6,869**	**3,946**	**-6,890**	**2,347**
Adjustments				
Personnel costs related to acquisitions	-3	287	-149	1,542
Remeasurement of contingent consideration	—	—	—	-4
Amortization of surplus values of acquired intangible assets	147	237	673	1,135
Change in fair value contingent consideration	-303	-376	-452	-555
Interest expense contingent consideration	-15	-23	4	72
Items affecting comparability [1]	7,519	-3,958	7,435	-3,203
Adjustments before tax	**7,345**	**-3,833**	**7,511**	**-1,013**
Tax effects on adjustments	-358	-271	-532	-484
Adjustments after tax	**6,986**	**-4,103**	**6,978**	**-1,498**
Total continuing operations	**118**	**-158**	**88**	**849**
Average number of shares, million [2]	229	225	227	225
Adjusted Earnings per share, SEK	**0.52**	**-0.70**	**0.39**	**3.78**
Average number of shares after full dilution, million [2]	230	230	228	230
Adjusted Earnings per share after full dilution, SEK	**0.51**	**-0.70**	**0.39**	**3.70**

[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**	**Jan-Mar 2026**	**Jan-Mar 2025**	**Change**
Net sales	**3,931**	**5,177**	**-24%**
Net sales from acquired/divested companies [1]	—	-383	
Difference in exchange rate	—	-420	
Organic growth	**3,931**	**4,374**	**-10%**

PRO FORMA GROWTH - DERIVATION **Amounts in SEK m**	**Jan-Mar 2026**	**Jan-Mar 2025**	**Change**
Net sales	**3,931**	**5,177**	**-24%**
Net sales from acquired/divested companies [2]	—	-383	
Difference in exchange rate	—	-420	
Pro forma growth	**3,931**	**4,374**	**-10%**

[1] *Net sales from companies acquired or divested 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**	**Jan-Mar 2026**	**Jan-Mar 2025**	**Apr 2025-Mar 2026**	**Apr 2024-Mar 2025**
Cash flow for the period	**59**	**3,939**	**-2,080**	**4,866**
Cash flow from financing activities	**930**	**9,335**	**1,506**	**12,041**
Net cash flow from acquired/divested companies	-216	-12,613	1	-17,795
Investments in other companies	—	—	33	—
Payment personnel cost related to acquisitions	7	40	318	1,250
Cash flow effect IAC	103	116	272	383
Free cash flow after working capital	**883**	**818**	**50**	**745**

ITEMS AFFECTING COMPARABILITY, IAC **Amounts in SEK m**	**Jan-Mar 2026**	**Jan-Mar 2025**	**Apr 2025-Mar 2026**	**Apr 2024-Mar 2025**
Revenue related to games reported as IAC	13	—	23	—
Other external expenses	-97	-35	-129	-35
Personnel expenses	-133	-81	-200	-131
Profit or loss sale of subsidiaries	-81	8,658	303	7,951
Other operating income/expenses	-36	-253	-43	-250
Total IAC affecting EBITDA	**-335**	**8,289**	**-46**	**7,534**
Write-down intangible assets	-1,354	-729	-1,559	-729
Write-down tangible assets	—	-1	0	-1
Impairment of goodwill	-5,830	-3,601	-5,830	-3,601
Total IAC affecting EBIT	**-7,519**	**3,958**	**-7,435**	**3,203**

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 [4]	2025/26 [4]				
	Full year	Full year	Full year	Full year	Full year Cont. op	Apr-Jun	Jul-Sep	Oct-Dec	Jan-Mar	Full year
Net sales, SEK m	9,000	17,067	37,665	27,409	21,314	3,171	3,628	5,176	3,931	15,906
Sales growth, Group, YoY %	71%	90%	121%	-27%	-19%	-32%	-19%	-26%	-24%	-25%
EBIT, SEK m	2,058	-1,126	194	-14,400	3,324	-272	-141	663	-7,304	-7,053
EBIT, margin, %	23%	-7%	1%	-53%	16%	-9%	-4%	13%	-186%	-44%
Adjusted EBIT, SEK m	2,858	4,465	6,366	4,984	2,793	18	-1	528	360	905
Adjusted EBIT, margin, %	32%	26%	17%	18%	13%	1%	0%	10%	9%	6%
Adjusted EBITDA, SEK m	4,016	5,942	9,866	8,931	6,011	703	806	1,196	1,051	3,757
Adjusted EBITDA, margin, %	45%	35%	26%	33%	28%	22%	22%	23%	27%	24%
Basic shares weighted average, million[1]	120	151	178	198	206	208	209	212	213	210
Diluted shares weighted average[1]	120	154	180	198	207	208	209	212	213	211
Average number of shares, million[1]	133	172	209	220	225	225	225	228	229	227
Average number of shares after full dilution, million[1]	133	181	227	237	230	230	231	229	230	228
Basic earnings per share, SEK	-20.97	6.47	25.00	-67.28	11.37	-2.01	-0.38	2.25	-32.28	-32.76
Diluted earnings per share, SEK	-20.97	6.36	24.72	-67.28	11.36	-2.01	-0.38	2.25	-32.28	-32.76
Adjusted Earnings per share, SEK [1]	18.87	22.07	26.43	14.66	3.78	-0.84	-1.09	1.77	0.52	0.39
Adjusted Earnings per share after full dilution, SEK	18.82	20.95	24.33	13.56	3.70	-0.84	-1.09	1.76	0.51	0.39
Cash flow from operating activities, SEK m	3,825	4,070	5,383	5,694	2,660	318	250	443	1,454	2,465
Organic growth, YoY, %	— %	— %	— %	-2 %	-9%	-1%	7%	-8%	-10%	-3%
Gross Margin, %	60%	72%	63%	73%	69%	68%	65%	55%	61%	62%
Specific items related to historical acquisitions										
Amortization of surplus values of acquired intangible assets	-510	-1,316	-2,973	-2,203	-1,135	-185	-179	-162	-147	-673
Transaction costs, SEK m	-150	-367	-290	-8	—	—	—	—	—	—
Personnel costs related to acquisitions	-181	-4,277	-2,631	-1,904	-1,542	-43	209	-20	3	149
Remeasurement of participation in associated companies, SEK m	41	416	—	3	—	—	—	—	—	—
Remeasurement of contingent consideration, SEK m	—	-46	—	-18	4	—	—	—	—	—
Total	-801	-5,591	-5,894	-4,129	-2,673	-228	30	-181	-144	-523
Investments										
External game development and advances, SEK m	697	1,233	1,291	1,154	454	89	105	158	48	400
Internal capitalized development, SEK m	1,291	2,293	4,788	5,165	2,587	556	534	528	513	2,130
Sub-total - Investment in Game development, all segments	1,988	3,526	6,079	6,319	3,041	645	639	685	561	2,531
Other intangible assets/IP-rights, SEK m	151	190	416	537	354	63	152	78	96	388
Tangible assets, SEK m	71	344	500	225	122	28	15	23	23	90
Total	2,210	4,060	6,995	7,082	3,517	736	806	787	680	3,008
Completed games										
Completed games, PC/Console, SEK m	837	1,218	3,248	3,421	2,165	162	1,142	598	633	2,535
Other KPIs										
Game development projects, PC/Console										
Announced Game Dev projects	53	64	56	43	30	32	26	24	19	19
Unannounced Game Dev projects	107	159	165	98	64	74	72	63	60	60
Total	160	223	221	141	94	106	98	87	79	79
Headcount										
Total internal game developers	4,036	7,240	9,971	5,996	4,452	4,552	4,470	4,297	4,135	4,135
Total external game developers	1,079	1,346	1,455	1,387	688	670	490	442	350	350
Total internal employees, non-development	1,210	4,174	5,175	2,309	1,735	1,709	1,695	1,630	1,605	1,605
Total	6,325	12,760	16,601	9,692	6,875	6,931	6,655	6,369	6,090	6,090
Number of studios										
Total number External Studios	66	63	56	41	19	15	12	9	6	6
Total number Internal Studios	60	118	138	86	61	58	57	55	53	53
Total	126	181	194	127	80	73	69	64	59	59
IP-rights	225	815	896	497	444	444	440	429	429	429

[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 operating segment Tabletop Games
[4] 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 400 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, DECA Games, Dark Horse, Freemode and Crystal Dynamics – Eidos. The Group includes 53 internal game development studios and engages over 6,000 talents across nearly 30 countries.

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