Q2

FY 2026/27

EMBRACER GROUP INTERIM REPORT

APRIL-SEPTEMBER 2026

Cash EBIT increased to SEK 203 million

SECOND QUARTER, JULY-SEPTEMBER 2026 (COMPARED TO JULY-SEPTEMBER 2025)

- Net sales increased by 14% (20% organic growth) to SEK 4,127 million (3,628).
  The net sales split per operating segment:
  - Fellowship Entertainment: decreased by -3% (-2% organic growth) to SEK 1,045 million (1,072).
  - Embracer: increased by 21% (29% organic growth) to SEK 3,082 million (2,555).
- EBIT[1)] amounted to SEK 121 million (-141), an EBIT margin of 3% (-4%). Cash EBIT increased by 408% to SEK 203 million (-66) with a Cash EBIT margin of 5% (-2%). Adjusted EBIT increased to SEK 307 million (-1), corresponding to an Adjusted EBIT margin of 7% (0%).
- Cash flow from operating activities amounted to SEK 731 million (249). Net investments in intangible assets amounted to SEK -658 million (-793). Free cash flow after changes in working capital amounted to SEK 55 million (-508).
- Basic earnings per share was SEK 0.70 (-0.38) and diluted earnings per share SEK 0.70 (-0.38). Adjusted earnings per share was SEK 1.46 (-1.09). Adjusted earnings per share after full dilution was SEK 1.45 (-1.09).

SIX MONTHS, APRIL-SEPTEMBER 2026 (COMPARED TO APRIL-SEPTEMBER 2025)

- Net sales increased by 19% (25% organic growth) to SEK 8,070 million (6,799).
  The sales split per operating segment:
  - Fellowship Entertainment: decreased by -13% (-12% organic growth) to SEK 1,854 million (2,130).
  - Embracer: increased by 33% (43% organic growth) to SEK 6,216 million (4,669).
- EBIT[1)] amounted to SEK 42 million (-413), an EBIT margin of 1% (-6%). Cash EBIT increased by 252% to SEK 250 million (-165) with a Cash EBIT margin of 3% (-2%). Adjusted EBIT increased to SEK 458 million (17), an Adjusted EBIT margin of 6% (0%).
- Cash flow from operating activities amounted to SEK 1,121 million (567). Net investments in intangible assets amounted to SEK -1,316 million (-1,499). Free cash flow after changes in working capital amounted to SEK 58 million (-891).
- Basic earnings per share was SEK 0.88 (-2.39) and diluted earnings per share SEK 0.88 (-2.39). Adjusted earnings per share was SEK 2.51 (-1.93). Adjusted earnings per share after full dilution was SEK 2.49 (-1.93).

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

Key performance indicators, Group	Jul-Sep 2026	Jul-Sep 2025	Apr-Sep 2026	Apr-Sep 2025	Apr 2025-Mar 2026
Net sales, SEK m	4,127	3,628	8,070	6,799	15,906
EBIT, SEK m	121	-141	42	-413	-7,053
EBIT margin	3%	-4 %	1%	-6 %	-44%
Cash EBIT, SEK m	203	-66	250	-165	511
Cash EBIT, margin	5%	-2 %	3 %	-2 %	3%
Adjusted EBIT, SEK m	307	-1	458	17	905
Adjusted EBIT margin	7%	0%	6%	0 %	6%
Adjusted EBITDA SEKm	933	806	1,707	1,510	3,757
Adjusted EBITDA margin	23%	22 %	21%	22 %	24%
Cash flow from operating activities, SEK m	731	249	1,121	567	2,465
Net investments in intangible assets, SEK m	658	793	1,316	1,499	2,913
Net sales growth	14%	-19%	19%	-26 %	-25%
Headcount	4,936	6,165	4,936	6,165	5,740

[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

Q2 AHEAD OF PLAN AS PREPARATIONS GEAR UP FOR H2

In the second quarter, we delivered organic growth of 20% year-over-year, with a strong improvement in Cash EBIT and positive free cash flow. Both operating segments performed ahead of plan. Fellowship Entertainment's performance was driven by higher royalties from the highly successful release of Magic: The Gathering | The Hobbit. Embracer saw strong growth in both Mobile and Entertainment & Services. Following an encouraging first half of the year we reiterate our Cash EBIT forecast of at least SEK 1.0 billion in FY 2026/27. Preparations for our upcoming game launches and the planned spin-off of Fellowship Entertainment remain on track.

STRONG GROWTH ACROSS MULTIPLE BUSINESS AREAS

The second quarter built on our encouraging start to the year. Net sales amounted to SEK 4.1 billion, with organic growth of 20%. Cash EBIT improved strongly year-over-year to SEK 203 million, compared with SEK -66 million in the corresponding quarter last year. Free cash flow of SEK 55 million also exceeded our expectations.

Fellowship Entertainment delivered stable topline development, with Cash EBIT growing by 28% year-over-year to SEK 124 million. Our Licensing result offset lower net sales within Publishing & Development where we saw a solid catalog performance, but lower co-development contribution. The highly successful release of the trading card game *Magic: The Gathering | The Hobbit*, from our partners at Wizards of the Coast, was the key licensing contributor to the quarter. Publishing & Development delivered a solid catalog performance, led by the Kingdom Come: Deliverance, Remnant, Dead Island and METRO series. It is encouraging to see both parts of the business contributing, with the success of our strategic licensing partnerships supporting cash earnings as we build out and invest into our Publishing & Development pipeline.

The Embracer operating segment saw strong year-over-year growth and a Cash EBIT improvement to SEK 128 million from SEK -109 million last year. Mobile and Entertainment & Services saw net sales growth of around 40% year-over-year, with strong translation into earnings growth. Mobile was driven by the continued success of Sled Surfers and better traction for Glow Fashion Idol, while Entertainment & Services performed well across software, hardware and retro. The earnings improvement was also supported by cost actions and divestments over the past year.

REITERATING OUR FULL-YEAR FORECAST

Following an encouraging first half of the financial year, we reiterate our forecast of Cash EBIT of at least SEK 1.0 billion for FY 2026/27. Our focus remains on delivering consistently and translating the progress in our businesses into stronger cash earnings. In the third quarter, we expect Cash EBIT to be broadly in line with the third quarter last year. This balances an expected higher sales contribution from new game releases with sales mix effects and a strong catalog performance for Fellowship Entertainment in the comparison period.

Warhammer 40,000: Dawn of War IV´s closed beta delivered encouraging retention and strong fan engagement. Pre-orders continued to perform well, and with positive previews from press and creators, we move into our global marketing campaign with confidence ahead of the 3 December launch.

Fan anticipation for *Stage Tour* from RedOctane Games also continues to build. Following the release date announcement at Gamescom, early pre-orders for game and hardware bundles have been ahead of our expectations. Several hardware products have already past their launch allocation, and the release date trailer is approaching 25 million views, of which 20 million from the game's own channels. We expect *Stage Tour* to have different net sales and gross margin dynamics compared to most of our other titles within Fellowship Entertainment, given a high share of hardware bundles and physical products combined with licensed music and brands. We look forward to the launch on 10 December and to continue building *Stage Tour* with its community.

As we look to Q4 there is equal excitement.

Titan Quest II has its full launch on January 19, 2027. It is a good example of how we build on established franchises, welcoming back longtime fans of the original while bringing the series to a new generation of players. *Titan Quest II* has sold well over 500,000 units since its release in PC Early Access in August, 2025, and has built a solid track record on Steam, with more than 18,000 reviews, with a very positive user score. That gives us a strong base ahead of the full PC release and the console launches. Interest continues to build, with well over one million outstanding wishlists across platforms and net growth over the past month driven mainly by console.

METRO 2039 sold out its Collector's Edition within a week, and the game has now surpassed 2 million

wishlists, outpacing *Kingdom Come: Deliverance II* at a comparable stage. Our continued investment in the METRO catalog, including recent next-gen updates is also re-engaging existing fans ahead of launch. This is an exciting next step for the franchise, and we look forward to putting the game into players' hands on 4 February 2027.

Tomb Raider: Legacy of Atlantis is also building good momentum ahead of its launch on 12 February 2027. The franchise's 30th anniversary celebrations drove high engagement, and the game's teaser passed 7 million organic views in less than a week. Wishlists and pre-orders continue to exceed our targets and the Collector's Edition sold out immediately. We look forward to the mainstream launch campaign starting in December together with our partners at Amazon Games.

SPIN-OFF ON TRACK AS BOTH SEGMENTS SHARPEN THEIR FOCUS

The 2027 calendar year planned spin-off of Fellowship Entertainment is progressing well. We are now fully into the formation of Fellowship Entertainment. So far, the process has focused on topics ranging from engaging advisors, governance, structure and financing to studio collaboration, future development plans and organization. As we move into the second half of the financial year, focus will gradually shift toward planning for a Capital Markets Event and listing readiness. Our experience from our recent spin-offs gives comfort that we are well prepared and confident in the timeline laid out.

I continue to see great potential in bringing together Fellowship Entertainment's world-class studios with leading publishing and licensing capabilities. We have made important progress toward bringing our publishing capabilities together as one unit. This includes a leaner structure and a stronger, unified marketing and commercial organization focused on finding and driving players to our games. We have already seen signs of improved execution and results.

The operating segment Embracer continued to strengthen its operational performance in the second quarter. Within THQ Nordic, we formed a new retro and collectibles B2C-focused sub-group to improve governance, efficiency in procurement and business development, as well as resource sharing. The group includes Limited Run Games, DPI Merchandising, Game Outlet, Clear River Games and Grimfrost. The sub-group, which is part of the Entertainment & Services business area, has joint leadership and is measured on its combined result. On a rolling 12-month basis, the sub-group generated net sales of above SEK 1 billion with a mid-to-high single-digit Cash EBIT margin.

Within Mobile, it is encouraging to see DECA, through the acquisition of *Island Hoppers,* resuming its accretive M&A strategy, complementing its recent healthy organic growth.

We are confident in the direction of Embracer and that the business is well positioned to deliver sustainable, profitable growth in the years ahead.

MORE THAN A SPIN-OFF

The spin-off is an important milestone for both Fellowship Entertainment and Embracer, yet it will not define us on its own. What will define us is how well we deliver, year by year, for our players, partners and shareholders. With exciting game launches on the near-term horizon, and both operating segments becoming sharper in their focus, I am genuinely excited about what lies ahead. A big thank you to all our teams for their hard work and commitment, and to you, our shareholders, for your continued support.

Phil Rogers
Group CEO



FINANCIAL COMMENTS

NET SALES

Net sales, SEK m [1)]	Jul-Sep 2026	Jul-Sep 2025	Change	Apr-Sep 2026	Apr-Sep 2025	Apr 2025-Mar 2026
Fellowship Entertainment	**1,045**	**1,072**	**-3%**	**1,854**	**2,130**	**4,345**
Publishing & Development	*727*	*988*	*-26%*	*1,488*	*1,976*	*4,052*
Licensing	*317*	*84*	*277%*	*366*	*154*	*293*
Embracer	**3,082**	**2,555**	**21%**	**6,216**	**4,669**	**11,561**
PC/Console	*644*	*630*	*2%*	*1,372*	*1,063*	*2,399*
Mobile	*759*	*535*	*42%*	*1,369*	*1,055*	*2,310*
Entertainment & Services	*1,663*	*1,196*	*39%*	*3,431*	*2,163*	*6,134*
Other	*17*	*195*	*-91%*	*44*	*388*	*719*
Total	**4,127**	**3,628**	**14%**	**8,070**	**6,799**	**15,906**

[1)] For further information, see note 4, Revenue from contracts with customers.

Total net sales in the quarter amounted to SEK 4,127 million, corresponding to an increase of 14% year-over-year. Q2 organic growth amounted to 20%, The growth in the quarter was primarily driven by the business areas Entertainment & Services and Mobile within the Embracer operating segment.

The difference between net sales growth and organic growth for operating segment Embracer is primarily explained by the divestment of Arc Games and Cryptic Studios in November 2025.

	Jul-Sep 2026		Apr-Sep 2026	
Net sales growth	Net sales growth	Organic growth	Net sales growth	Organic growth
Fellowship Entertainment	-3%	-2%	-13%	-12%
Embracer	21%	29%	33%	43%
Total	**14%**	**20%**	**19%**	**25%**



METRO 2033 Redux
4A Games



EBIT, CASH EBIT AND ADJUSTED EBIT

EBIT amounted to SEK 121 million (-141) in the quarter, yielding an EBIT margin of 3% (-4%).

Cash EBIT increased by SEK 269 million YoY and amounted to SEK 203 million (-66) with a margin of 5% (-2%). The improved Cash EBIT is primarily driven by the Embracer operating segment, driven by strong net sales and lowered capex investments. Fellowship Entertainment also improved Cash EBIT, which is explained by strong growth in the Licensing business area.

Adjusted EBIT increased to SEK 307 million (-1) in the quarter, yielding a 7% margin (0%),

Items affecting comparability (IAC - see definitions page 39) amounted to SEK -19 million (-170) in the quarter and are mainly explained by actions resulting in the discontinuation of studios, teams and legal entities primarily within the Embracer operating segment and Corporate. IAC are presented in the table provided on page 42.

EBIT, SEK m	Jul-Sep 2026	Jul-Sep 2025	Change	Apr-Sep 2026	Apr-Sep 2025	Apr 2025-Mar 2026
Fellowship Entertainment	291	86	238%	354	227	-1,863
Embracer	-108	-224	52%	-192	-578	-4,849
Corporate	-63	-3	n.m.	-121	-62	-341
Total	**121**	**-141**	**186%**	**42**	**-413**	**-7,053**

Cash EBIT, SEK m	Jul-Sep 2026	Jul-Sep 2025	Change	Apr-Sep 2026	Apr-Sep 2025	Apr 2025-Mar 2026
Fellowship Entertainment	124	97	28%	92	249	416
Embracer	128	-109	217%	264	-302	317
Corporate	-49	-54	9%	-106	-112	-222
Total	**203**	**-66**	**408%**	**250**	**-165**	**511**

Adjusted EBIT, SEK m	Jul-Sep 2026	Jul-Sep 2025	Change	Apr-Sep 2026	Apr-Sep 2025	Apr 2025-Mar 2026
Fellowship Entertainment	387	249	55 %	546	487	1,137
Embracer	-30	-195	85 %	19	-355	-8
Corporate	-49	-55	11 %	-106	-114	-224
Total	**307**	**-1**	**n.m.**	**458**	**17**	**905**

n.m. = Percentage change is not meaningful due to the low comparative figure.

FORECAST

For the current financial year 2026/27, the Cash EBIT forecast of at least SEK 1.0 billion is reiterated.

SHARE OF THE GROUPS' NET SALES

25% (30%)

HEADCOUNT

2,061 (2,281)

STUDIOS

9 (9)

OPERATING SEGMENT

FELLOWSHIP ENTERTAINMENT

An IP-led entertainment segment built around some of the world's most beloved franchises. Stewards of The Lord of the Rings, The Hobbit and Tomb Raider intellectual property rights, along with IPs such as Darksiders, Dead Island, Kingdom Come Deliverance, Metro and Remnant, among many others. The operating segment is divided into two distinct business areas: Publishing & Development and Licensing.

Key performance indicators, Fellowship Entertainment	Jul-Sep 2026	Jul-Sep 2025	Apr-Sep 2026	Apr-Sep 2025	Apr 2025-Mar 2026
Net Sales[1], SEK m	1,045	1,072	1,854	2,130	4,345
Publishing & Development, SEK m	*727*	*988*	*1,488*	*1,976*	*4,052*
Licensing, SEK m	*317*	*84*	*366*	*154*	*293*
Net Sales growth	-3%	1%	-13%	0%	-21%
Publishing & Development - Type of income	727	988	1,488	1,976	4,052
New releases sales [2], SEK m	—	—	—	—	*26*
Catalog sales [2], SEK m	*511*	*564*	*1,004*	*1,200*	*2,829*
Other [3], SEK m	*217*	*425*	*484*	*777*	*1,196*
EBIT, SEK m	291	86	354	227	-1,863
EBIT margin	28%	8%	19%	11%	-43%
Cash EBIT, SEK m	124	97	92	249	416
Cash EBIT, margin	12%	9%	5%	12%	10%
Adjusted EBIT, SEK m	387	249	546	487	1,137
Adjusted EBIT, margin	37%	23%	29%	23%	26%
Gross profit [4] SEK m	826	878	1,514	1,777	3,556
Gross margin	79%	82%	82%	83%	82%

[1] *For further information, see note 4, Revenue from customers.*
[2] *See Definitions, quarterly information.*
[3] *Primarily Work-for-Hire and other game development projects.*
[4] *Excluding Items Affecting Comparability*

SEGMENT HIGHLIGHTS

Net sales in the quarter for operating segment Fellowship Entertainment amounted to SEK 1,045 million, a decrease of -3% compared to the same period last year, and organic growth of -2%. Net sales in the Publishing & Development business area amounted to SEK 727 million (988), a decline of -26% YoY, while net sales in Licensing amounted to SEK 317 million (84), an increase of 277% YoY.

In the Publishing & Development business area, there were no new games released in the second quarter. Revenue from catalog titles amounted to SEK 511 million (564), a decrease of -9% YoY. The top-5 catalog net sales drivers in the quarter included *Kingdom Come: Deliverance II, Remnant II, Kingdom Come: Deliverance*, *Dead Island 2 and Metro Exodus*. In the corresponding quarter in the previous financial year, *Kingdom Come: Deliverance II* drove a significant catalog net sales contribution, supported by the release of new downloadable content (DLC). Other net sales amounted to SEK 217 million (425) in the quarter, a decrease of -49% YoY. The decrease is primarily explained by fewer externally financed work-for-hire projects.

In the Licensing business area, the release of the trading card game *Magic: The Gathering* | *The Hobbit*, from Wizards of the Coast, performed strongly, exceeding management expectations. Despite being a much smaller product release in terms of the total number of SKUs (Stock Keeping Units) than *The Lord of the Rings: Tales of Middle-earth™*, released in 2023, it performed well, in line with that release.

The gross margin declined slightly YoY to 79% (82%), driven by sales mix effects in both business areas. EBIT amounted to SEK 291 million (86) yielding a 28% (8%) EBIT margin. Items affecting comparability amounted to SEK -1 million (-64). Cash EBIT amounted to SEK 124 million (97), yielding a 12% (9%) Cash EBIT margin. The higher Cash EBIT YoY was driven by strong growth within the Licensing business area, which offset a softer contribution from Publishing & Development due to limited new content releases. Adjusted EBIT amounted to SEK 387 million (249), yielding a 37% (23%) Adjusted EBIT margin.

Fellowship Entertainment is now entering a period with several new releases. Titles expected in the third and fourth quarter of FY 2026/27 within the Publishing & Development business area include *Warhammer 40,000: Dawn of War IV* (December 3, 2026), *Stage Tour* (December 10, 2026), *METRO 2039* (February 4, 2027) and *Tomb Raider: Legacy of Atlantis* (February 12, 2027).



Tomb Raider: Legacy of Atlantis
Amazon Games Studios | Crystal Dynamics | Flying Wild Hogs

OPERATING SEGMENT
EMBRACER

SHARE OF THE GROUPS' NET SALES

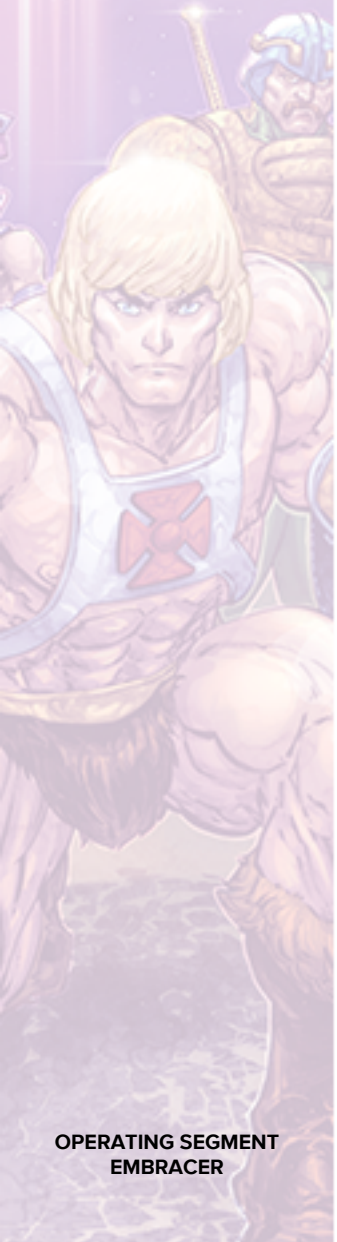
75% (70%)

HEADCOUNT

2,827 (3,831)

STUDIOS

30 (34)



An entrepreneurial games and entertainment segment with strong positions in PC/console and mobile games, game and film distribution, retro gaming and collectibles with established IPs, such as Gothic, REANIMAL, Wreckfest, Titan Quest, and Sled Surfers. The operating segment is built on specialist businesses, cash-generative catalogs, combining local autonomy with scale and shared capabilities within each niche. The Embracer operating segment is divided into four different business areas: PC/Console, Mobile, Entertainment & Services and Other.

Key performance indicators, Embracer	Jul-Sep 2026	Jul-Sep 2025	Apr-Sep 2026	Apr-Sep 2025	Apr 2025-Mar 2026
Net Sales[1], SEK m	3,082	2,555	6,216	4,669	11,561
PC/Console, SEK m	*644*	*630*	*1,372*	*1,063*	*2,399*
Mobile, SEK m	*759*	*535*	*1,369*	*1,055*	*2,310*
Entertainment & Services, SEK m	*1,663*	*1,196*	*3,431*	*2,163*	*6,134*
Other, SEK m	*17*	*195*	*44*	*388*	*719*
Net Sales growth	21%	-25%	33%	-34%	-27%
PC/Console - Type of income	644	630	1,372	1,063	2,399
New releases sales [2], SEK m	*191*	*252*	*501*	*321*	*1,058*
Catalog sales [2], SEK m	*383*	*314*	*723*	*577*	*1,020*
Other [3], SEK m	*70*	*64*	*147*	*165*	*321*
EBIT, SEK m	-108	-224	-192	-578	-4,849
EBIT margin	-4%	-9%	-3%	-12%	-42%
Cash EBIT, SEK m	128	-109	264	-302	317
Cash EBIT, margin	4%	-4%	4%	-6%	3%
Adjusted EBIT, SEK m	-30	-195	19	-355	-8
Adjusted EBIT, margin	-1%	-8%	0%	-8%	0%
Gross profit [4] SEK m	1,573	1,492	3,095	2,749	6,234
Gross margin	51%	58%	50%	59%	54%

[1] For further information, see note 4, Revenue from customers.
[2] See Definitions, quarterly information.
[3] Primarily Work-for-Hire and other game development projects.
[4] Excluding Items Affecting Comparability

SEGMENT HIGHLIGHTS

Net sales in the quarter for operating segment Embracer amounted to SEK 3,082 million, an increase of 21% compared to the same period last year, and organic growth of 29%. The strong growth was primarily driven by the business areas Entertainment & Services and Mobile. The difference between net sales growth and organic growth is primarily explained by the divestment of Arc Games and Cryptic Studios in November 2025.

In PC/Console, net sales amounted to SEK 644 million (630), an increase of 2% YoY. Net sales from new releases within PC/Console amounted to SEK 191 million (252), a decline of -24% YoY. The most significant new releases in the quarter were *Lord of the Rings: War in the North* from Aspyr and *Hot Wheels: Infinite Rush* from Milestone, combined with the release of *Gothic 1 Remake* earlier in the financial year. *Lord of the Rings: War in the North* was well received by players and performed above management expectations. *Hot Wheels: Infinite Rush* saw a mixed reception and underperformed management expectations in the quarter.

Catalog sales within the PC/Console business area amounted to SEK 383 million (314), an increase of 22% YoY. The top-5 catalog net sales drivers in the quarter included *REANIMAL*, *MX vs. ATV Legends*, *Way of the Hunter 2*[5], *Wreckfest*, and *Disney Epic Mickey: Rebrushed*. Other net sales amounted to SEK 70 million (64), an increase of 9% YoY.

[5] The full release of Way of the Hunter 2, including on console, occurred in the quarter, but the game is included in catalog sales as it was previously released in Early Access on PC.

In Mobile, net sales amounted to SEK 759 million (535), a 42% increase YoY, with improved profitability due to successful, balanced scaling of User Acquisition Costs (UAC). The growth was driven by *Sled Surfers*, which continued to perform strongly and held its scale through the quarter, while *Glow Fashion Idol* is showing durability with opportunities for improvement with upcoming expansions. DECA, through A Thinking Ape Entertainment, acquired the assets of the game *Island Hoppers* during the quarter. DECA continues to optimize the use of its talent and search for accretive add-on acquisitions.

In Entertainment & Services, net sales amounted to SEK 1,663 million (1,196), an increase of 39% YoY, driven by new releases and catalog titles, as well growth within hardware for PLAION Partners. PLAION Pictures and the physical businesses within THQ Nordic also grew strongly YoY.

In the Other business area, which mainly includes divested, unprofitable assets, net sales amounted to SEK 17 million (195), a decline of -91% YoY. The divestments of unprofitable assets over the past year contributes to the improved profitability in the Embracer segment compared to the same period last year.

The gross margin declined YoY to 51% (58%), driven by strong growth for distributed products within Entertainment & Services, which effects the sales mix. EBIT amounted to SEK -108 million (-224), yielding a -4% (-9%) EBIT margin. Items affecting comparability amounted to SEK -4 million (-159). Cash EBIT improved significantly YoY to SEK 128 million (-109), yielding a 4% (-4%) Cash EBIT margin. The improvement is primarily driven by higher sales within Entertainment & Services and Mobile and lower capex. Adjusted EBIT amounted to SEK -30 million (-195), yielding a -1% (-8%) Adjusted EBIT margin.

Titles expected in the third and fourth quarters of fiscal year 2026/27 in the PC/Console business area include: *Let's Sing 2027* (released on November 3) from Voxler, *DreamWorks Shrek 2 Remastered* (released November 10) from Aspyr Media, *Gothic 3 Classic* (November 24, 2026) from THQ Nordic, *Terranigma* (January 14, 2027) from Clear River Games, *Titan Quest II* (full release, including console expected on January 19, 2027) from THQ Nordic, *Arizona Sunshine* from Vertigo Games for PC and console (January 21, 2027) and *He-Man and the Masters of the Universe™: Dragon Pearl of Destruction* (February 4, 2027) from Clear River Games. In addition to this, a number of ports to new formats and previously unannounced game releases are also expected.



He-Man and the Masters of the Universe™: Dragon Pearl of Destruction
Clear River Games | Bitmap Bureau

OTHER FINANCIAL INFORMATION

NET PROFIT/LOSS FOR THE PERIOD

Net profit/loss for the quarter, continuing operations amounted to SEK 149 million (-79), an improvement of SEK 228 million compared to the same period previous year. The improvement is mainly driven by a higher EBIT explained by higher net sales and increased profitability. For the period April-September 2026 net profit/loss continuing operations amounted to SEK 189 million (-497), an increase of SEK 686 million also explained by higher net sales and increased profitability.

Net financial items amounted to SEK 132 million (127) in the quarter.

See Note 9 for further details on net financial items.

Income tax amounted to SEK -103 million (-66) in the quarter. Current income tax amounted to SEK -118 million (-113) and deferred tax amounted to SEK 14 million (46). Provision for Pillar 2 top-up tax amounted to SEK — million (—).



Hot Wheels Infinite Rush
Milestone

CONDENSED CASH FLOW

SEK m	Jul-Sep 2026	Jul-Sep 2025	Apr-Sep 2026	Apr-Sep 2025	Apr 2025-Mar 2026
Operating activities					
Cash flow from operating activities before changes in working capital	809	382	1,304	904	2,409
Cash flow from changes in working capital	-78	-132	-183	-336	56
Cash flow from operating activities	**731**	**249**	**1,121**	**567**	**2,465**
Cash flow from investing activities	-725	-914	-1,277	-1,706	-3,039
Cash flow from financing activities	-259	-70	-52	191	-1,506
Total cash flow, Continuing operations	**-253**	**-735**	**-208**	**-948**	**-2,080**
Total cash flow, Discontinued operations	**—**	**1**	**—**	**0**	**495**
Total cash flow, total Group	**-253**	**-734**	**-208**	**-948**	**-1,585**
Cash and cash equivalents at the beginning of period	4,997	6,879	4,957	7,097	7,097
Exchange-rate differences in cash and cash equivalents	85	-18	81	-23	-22
Cash and cash equivalents in Discontinued operations	—	-37	—	-37	-533
Cash and cash equivalents at the end of period	**4,830**	**6,090**	**4,830**	**6,090**	**4,957**

Cash flow from operating activities before working capital amounted to SEK 809 million (382) in the quarter.

Cash flow from changes in working capital amounted to SEK -78 million (-132). The change is mainly driven by increased trade receivables and inventory in the quarter.

Cash flow from investing activities amounted to SEK -725 million (-914) for the quarter, the change compared to the comparable quarter is mainly driven by lower investments in intangible assets. Cash flow from acquisition/divestment of subsidiaries amounted to SEK -44 million (-107). Investments in intangible assets amounted to SEK -658 million (-793), where SEK -583 million (-639) is invested in the portfolio of ongoing game development.

Free cash flow after changes in working capital amounted to SEK 55 million (-508) (see page 41), where the improvement from the comparable period is driven by improved profitability and lower capex.

Cash flow from financing activities amounted to SEK -259 million (-70) in the quarter, where the change is mainly driven by the share buyback program which amounted to SEK -224 million (-72). Proceeds from borrowings amounted to SEK 315 million (472) and reduced utilization of credit facilities amounted to SEK -301 million (-507). Payments received from and given to discontinued operations amounted to SEK — million (104).



NET CASH/DEBT AND AVAILABLE FUNDS

Net cash/Net debt, SEK m	Sep 30, 2026	Sep 30, 2025	Mar 31, 2026
Cash	4,830	6,127	4,957
Current liabilities to credit institutions	-1,032	-989	-792
Non-current liabilities to credit institutions	-531	-901	-366
Net Cash (+) / Net Debt (-)	**3,267**	**4,237**	**3,799**

As per September 30, 2026, the reported net cash amounted to SEK 3.3 billion, consisting of around SEK 4.8 billion in cash, SEK -1.0 billion related to current liabilities to credit institutions, as well as SEK -0.5 billion in non-current liabilities.

As per September 30, 2026, the Group had obligations related to historical acquisitions with an expected cash settlement of SEK 0.2 billion with an estimated maturity structure (see page 13).

Available funds, SEK m	Sep 30, 2026	Sep 30, 2025	Mar 31, 2026
Cash	4,830	6,127	4,957
Unutilized credit facilities	3,458	5,816	1,828
Available funds	**8,288**	**11,943**	**6,785**

Share buyback program

In the quarter Embracer Group repurchased 3,118,600 own Class B shares for a total amount of approximately of SEK 224 million, which all has been paid in cash. Since the start of the program on May 20, 2026, Embracer Group has repurchased a total of 4,672,100 Class B shares for an aggregate amount of approximately SEK 324 million, of which SEK 318 million has been paid in cash. This is part of the share buyback program of SEK 750 million that Embracer Group announced on May 20, 2026. The buyback program runs between May 20, 2026 and no later than March 31, 2027. The previous buyback program, amounting to SEK 500 million, ended in November, 2025.

During the quarter, the number of B shares and votes decreased by 9,046,406 as a result of the share cancellation resolved upon at the Annual General Meeting on September 24, 2026. As of September 30, 2026, the total number of shares in Embracer Group amounted to 219,806,721, comprising 9,000,000 Class A shares and 210,806,721 Class B shares. The total number of votes amounted to 300,806,721. As of the same date, Embracer Group's holdings of treasury shares correspond to 0.6% of the total number of shares outstanding.

OBLIGATIONS RELATED TO HISTORICAL ACQUISITIONS

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

Obligations related to historical acquisitions to be settled in cash

The table below gives an overview of obligations related to historical acquisitions in SEK million to be settled in cash as of September 30, 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 increased due to changes in exchange rates and interest rates.

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	54	21	75
2027/2028	38	20	58
2028/2029	39	9	48
2029/2030	32	—	32
2030/2031	8	—	8
	171	**50**	**221**

Obligations related to historical acquisitions to 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.

As of September 30, 2026, already issued Clawback shares amount to 2.2 million and is split into Contingent consideration classified as part of the purchase price (1,9 million) and Obligations in relation to future personnel costs related to acquisitions (0.3 million).

Embracer Group has the legal obligation that if certain targets are met to issue 1.6 million shares. If the conditions are met the total number of shares after full dilution will be 221 million. Based on expected target achievement per September 30, 2026, expected number of shares to be issued is very minor.

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 24 million (50), and profit before tax was SEK 255 million (15). Other income for the quarter amounted to SEK 2 million (21).

Income tax for the quarter were SEK -45 million (-2), and profit after tax was SEK 210 million (13).

The parent company's net sales for April-September 2026 were SEK 47 million (73), and profit/loss before tax was SEK 421 million (-172). Other income for April-September 2026 amounted to SEK 3 million (2).

Income tax for April-September 2026 were SEK -86 (28), and profit/loss after tax was SEK 335 million (-144).

Cash and current investments as of September 30, 2026 were SEK 3,287 million (4,991). Available funds amounted to SEK 5,637 million as of September 30, 2026. The parent company's equity at the end of the period was SEK 21,811 million (27,522).



The Lord of the Rings: War in the North™ - Legacy Edition
Aspyr

SIGNIFICANT EVENTS DURING THE QUARTER

- On September 22, 2026, Embracer Group announced that it had secured a new SEK 2,000 million revolving credit facility with a two-year tenor and an option to extend for two additional years.
- At the Annual General Meeting on September 24, 2026:
  - Yasmina Brihi, Jacob Jonmyren, Cecilia Qvist, Kicki Wallje-Lund, Brian Ward and Lars Wingefors were re-elected as directors of the board. Lars Wingefors was re-elected as the Chair of the Board.
  - Following the AGM, at the inaugural meeting, the board of directors appointed Kicki Wallje-Lund as deputy chair and Lars Wingefors as executive chair of the board.
  - The board also resolved that the Audit and Sustainability Committee shall comprise Jacob Jonmyren (to be appointed chair by the committee), Cecilia Qvist and Kicki Wallje-Lund, and that the Remuneration Committee shall comprise Jacob Jonmyren (chair), Yasmina Brihi and Cecilia Qvist.
  - PwC was re-elected as Embracer Group's auditor. PwC has announced that the authorized auditor Magnus Svensson Henryson will remain as the main responsible auditor.
- On November 6, 2026 Embracer Group announced that DECA, through its subsidiary A Thinking Ape Entertainment, acquired the full assets and rights to the mobile title *Island Hoppers* during the second quarter. The upfront purchase price amounts to approximately USD 4.5 million, plus a deferred payment of USD 0.5 million, contingent on the satisfaction of certain performance related conditions.



Stage Tour
RedOctane Games

SUSTAINABILITY AND GOVERNANCE

SUSTAINABILITY

Embracer Group's ESG Risk Rating from Morningstar Sustainalytics is 18.3, within the Low Risk category, and its MSCI ESG Rating was maintained at BBB, corresponding to average ESG performance relative to industry peers.

Sustainability and Enterprise Risk Management continued integrating sustainability-related risks from the double materiality assessment into the Group's risk management process. Together with Internal Control, work also began on formalizing key controls and an annual process calendar for sustainability reporting. In parallel, the Group is implementing a new sustainability reporting portal that links the double materiality assessment directly to the data points required under European Sustainability Reporting Standards (ESRS).

At the Gothenburg Book Fair, where games were a main theme for the first time, Embracer Group took part in panels on children's safety and rights in digital environments and on storytelling across media, as well as in a games policy summit. Player safety and trust are material sustainability matters for the Group and an area of growing regulatory attention.

GOVERNANCE

At the annual general meeting held on 24 September 2026, the shareholders re-elected Yasmina Brihi, Jacob Jonmyren, Cecilia Qvist, Kicki Wallje-Lund, Brian Ward and Lars Wingefors as directors of the board, whereby the Board now consists of six directors, of which three are men and three are women. Lars Wingefors was also re-elected as Chair of the board. Following the annual general meeting, at the inaugural meeting, the board of directors appointed Kicki Wallje-Lund as deputy chair of the board and Lars Wingefors as executive chair of the board. The board also resolved that the Audit and Sustainability Committee shall comprise Jacob Jonmyren (chair), Cecilia Qvist and Kicki Wallje-Lund and that the Remuneration Committee shall comprise Jacob Jonmyren (chair), Yasmina Brihi and Cecilia Qvist.

At the annual general meeting PwC was also re-elected as Embracer Group’s auditor and Magnus Svensson Henryson continues as the main responsible auditor.

During the quarter we also conducted our annual AI Literacy training for all staff.



Way of the Hunter 2
THQ Nordic | Nine Rocks 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 SEPTEMBER 30, 2026					Change from Jun 30, 2026
Name	Class A shares	Class B shares	Share of capital, %	Share of votes, %	Class A and B shares
1 Lars Wingefors AB	9,000,000	36,047,907	20.49%	41.90%	—
2 DNB Asset Management AS		21,443,848	9.76%	7.13%	2,458,545
3 Savvy Gaming Group		16,647,337	7.57%	5.53%	—
4 Matthew Karch		12,429,703	5.65%	4.13%	—
5 Alecta Tjänstepension		8,250,000	3.75%	2.74%	1,500,000
6 Andrey Iones		6,586,275	3.00%	2.19%	—
7 Vanguard		5,957,527	2.71%	1.98%	53,320
8 SEB Funds		5,918,137	2.69%	1.97%	-109,766
9 DNB Asset Management SA		5,538,735	2.52%	1.84%	424,911
10 Skandia Fonder		4,546,830	2.07%	1.51%	206,730
11 Fjärde AP-fonden		4,251,846	1.93%	1.41%	-109,262
12 Folksam		4,249,970	1.93%	1.41%	6,654
13 American Century Investment Management		3,873,599	1.76%	1.29%	1,419,839
14 Hartford Funds Management Company, LLC		3,430,949	1.56%	1.14%	-11,162
15 BlackRock		3,306,611	1.50%	1.10%	34,169
16 Handelsbanken Fonder		3,033,605	1.38%	1.01%	-169,719
17 Swedbank Robur Fonder		2,855,818	1.30%	0.95%	-877,139
18 Randy Pitchford		2,622,662	1.19%	0.87%	—
19 Tredje AP-fonden		2,336,809	1.06%	0.78%	137,630
20 Dimensional Fund Advisors		2,071,754	0.94%	0.69%	247,565
TOP 20	**9,000,000**	**155,399,922**	**74.79%**	**81.58%**	
OTHERS	**0**	**55,406,799**	**25.21%**	**18.42%**	
TOTAL	**9,000,000**	**210,806,721**	**100.00%**	**100.00%**	

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

INTERNATIONAL OWNERSHIP TOP 50 INSTITUTIONAL

AS OF SEPTEMBER 30, 2026 BY CAPITAL



RISKS AND UNCERTAINTY FACTORS

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

AUDITOR'S REVIEW

This Interim Report has been subject to limited review by the Company's auditor, see page 20 for the auditor´s review report.

FINANCIAL CALENDAR

Interim Report Q3, October-December 2026	February 11, 2027
Full Year Report Q4, January-March 2027	May 20, 2027
Annual Report 2026/27	Week 25, 2027

FOR MORE INFORMATION

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

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Fatekeeper
THQ Nordic | Paraglacial

SIGNATURES AND ASSURANCE

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

Karlstad, Sweden, November 11, 2026

Lars Wingefors
Chair of the Board

Kicki Wallje-Lund
Deputy Chair of the Board

Yasmina Brihi
Board member

Jacob Jonmyren
Board member

Cecilia Qvist
Board member

Brian Ward
Board member

Phil Rogers
CEO

This information is information that Embracer Group AB (publ) is obliged to make public pursuant to the EU Market Abuse Regulation 596/2014 and the Securities Markets Act (2007:528). The information was submitted for publication, through the agency of the contact persons set out above, at 2026-11-11 07:00 CET. 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.



METRO 2039
Deep Silver | 4A Games

AUDITOR'S REPORT

To the Board of directors in Embracer Group AB (publ), corporate identity number 556582-6558

INTRODUCTION

We have conducted a limited review of the condensed interim financial information (interim report) for Embracer Group AB (publ) as of September 30, 2026, and the six-month period ending on that date. The board of directors and the managing director are responsible for preparing and presenting this interim report in accordance with IAS 34 and the Swedish Annual Accounts Act. Our responsibility is to express a conclusion on this interim report based on our limited review.

THE FOCUS AND SCOPE OF THE LIMITED REVIEW

We have conducted our limited review in accordance with the International Standard on Review Engagements ISRE 2410, "Review of Interim Financial Information Performed by the Independent Auditor of the Entity." A limited review consists of making inquiries, primarily of persons responsible for financial and accounting matters, performing analytical procedures, and other review procedures. A limited review has a different focus and a significantly smaller scope compared to the focus and scope of an audit conducted in accordance with ISA and generally accepted auditing standards.

The review procedures taken in a limited review do not enable us to obtain the assurance that we would become aware of all significant matters that might have been identified in an audit. Therefore, the conclusion expressed based on a limited review does not have the assurance that a conclusion expressed based on an audit has.

CONCLUSION

Based on our limited review, nothing has come to our attention that causes us to believe that the interim report is not, in all material respects, prepared for the group in accordance with IAS 34 and the Annual Accounts Act and for the parent company in accordance with the Annual Accounts Act.

Stockholm, November 11, 2026

Öhrlings PricewaterhouseCoopers AB

Magnus Svensson Henryson
Authorized Public Accountant

CONSOLIDATED STATEMENT OF PROFIT OR LOSS

Amounts in SEK m	Note	Jul-Sep 2026	Jul-Sep 2025	Apr-Sep 2026	Apr-Sep 2025	Apr 2025-Mar 2026
Net sales	3 ,4	4,127	3,628	8,070	6,799	15,906
Other operating income	6	89	102	152	192	661
Total operating income		**4,216**	**3,730**	**8,223**	**6,990**	**16,567**
Work performed by the Company for its own use and capitalized		503	534	988	1,089	2,130
Goods for resale		-1,726	-1,255	-3,460	-2,263	-6,110
Other external expenses	7	-1,001	-884	-1,876	-1,630	-3,565
Personnel expenses		-1,096	-1,087	-2,236	-2,487	-5,086
Depreciation, amortization and impairment		-766	-1,143	-1,542	-2,041	-10,914
Other operating expenses	8	-8	-37	-54	-74	-79
Share of profit of an associate after tax		0	2	0	3	3
Operating profit/loss (EBIT)		**121**	**-141**	**42**	**-413**	**-7,053**
Net financial items	9	132	127	279	-143	158
Profit/loss before tax		**252**	**-13**	**321**	**-556**	**-6,896**
Income tax		-103	-66	-132	59	8
Profit for the year continuing operations		**149**	**-79**	**189**	**-497**	**-6,888**
Profit from Discontinued operation, net after tax [1)]	6	—	56	—	63	1,071
Net profit/loss for the period		**149**	**-23**	**189**	**-433**	**-5,817**
Net profit/loss for the period attributable to:						
Equity holders of the parent		149	-24	188	-435	-5,819
Non-controlling interests		0	0	1	1	2
Earnings per share						
Basic earnings per share (SEK)		0.70	—	0.88	—	—
Diluted earnings per share (SEK)		0.70	—	0.88	—	—
Basic earnings per share including Discontinued operation (SEK)		—	-0.11	—	-2.09	-27.67
Diluted earnings per share including Discontinued operation (SEK)		—	-0.11	—	-2.09	-27.67
Basic earnings per share excluding Discontinued operation (SEK)		—	-0.38	—	-2.39	-32.76
Diluted earnings per share excluding Discontinued operation (SEK)		—	-0.38	—	-2.39	-32.76

[1)] *Excluding non-controlling interests of discontinued operations*

CONSOLIDATED STATEMENT OF COMPREHENSIVE INCOME

Amounts in SEK m	Note	Jul-Sep 2026	Jul-Sep 2025	Apr-Sep 2026	Apr-Sep 2025	Apr 2025-Mar 2026
Net profit/loss for the period		**149**	**-23**	**189**	**-433**	**-5,817**
Other comprehensive income						
Items that may be reclassified to profit or loss (net of tax):						
Exchange differences on translation of foreign operations		251	-179	443	-356	-839
Cash flow hedges		-1	-1	0	4	0
Items that will not be reclassified to profit or loss (net of tax):						
Remeasurement of defined benefit plans for employees		—	0	—	0	1
Total other comprehensive income for the period, net of tax		**250**	**-180**	**444**	**-352**	**-837**
Total comprehensive income for the period, net of tax		**400**	**-203**	**632**	**-786**	**-6,654**
Total comprehensive income attributable to:						
Equity holders of the parent		400	-204	631	-787	-6,656
Non-controlling interests		0	0	1	1	2

CONSOLIDATED STATEMENT OF FINANCIAL POSITION

Amounts in SEK m	Note	Sep 30, 2026	Sep 30, 2025	Mar 31, 2026
ASSETS				
Non-current assets				
Goodwill		4,151	12,104	4,000
Intangible assets		11,035	13,505	10,649
Property, plant and equipment		428	497	451
Right-of-use assets		473	558	459
Investments in associates		5	250	6
Non-current financial assets		260	495	484
Deferred tax assets		1,745	1,695	1,662
Total non-current assets		**18,097**	**29,103**	**17,710**
Current assets				
Inventories		1,172	897	783
Trade receivables		2,606	1,785	2,175
Contract assets		246	184	75
Other receivables		1,006	1,164	839
Prepaid expenses		327	446	260
Cash and cash equivalents		4,830	6,127	4,957
Total current assets		**10,188**	**10,603**	**9,089**
TOTAL ASSETS		**28,285**	**39,707**	**26,798**

CONT.>>

>>CONTINUED

CONSOLIDATED STATEMENT OF FINANCIAL POSITION

Amounts in SEK m	Note	Sep 30, 2026	Sep 30, 2025	Mar 31, 2026
EQUITY AND LIABILITIES				
Equity				
Share capital		2	2	2
Other contributed capital		61,563	62,032	61,899
Reserves		597	638	154
Retained earnings, including net profit/loss		-42,372	-32,359	-42,560
Total equity attributable to equity holders of the parent		**19,791**	**30,313**	**19,495**
Non-controlling interests		35	56	36
Total equity		**19,826**	**30,369**	**19,530**
Non-current liabilities				
Liabilities to credit institutions		531	901	366
Other non-current liabilities		48	185	108
Lease liabilities		356	384	322
Other provisions		182	186	184
Contingent considerations	5	119	422	151
Non-current employee benefits		-1	4	—
Non-current liabilities to employees related to historical acquisitions	5	4	52	12
Deferred tax liabilities		674	1,041	644
Total non-current liabilities		**1,913**	**3,176**	**1,785**
Current liabilities				
Liabilities to credit institutions		1,032	989	792
Advances from customers		415	103	96
Trade payables		1,571	1,170	1,115
Lease liabilities		143	210	167
Contract liabilities		801	749	543
Contingent considerations	5	150	568	76
Tax liabilities		214	131	239
Current liabilities to employees related to historical acquisitions	5	34	486	262
Other current liabilities		489	400	445
Accrued expenses		1,697	1,358	1,747
Total current liabilities		**6,546**	**6,162**	**5,483**
TOTAL EQUITY AND LIABILITIES		**28,285**	**39,707**	**26,798**

CONSOLIDATED STATEMENT OF CHANGES IN EQUITY

	Equity attributable to equity holders of the parent						
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
Opening balance 2025-04-01	**2**	**62,061**	**990**	**-31,921**	**31,133**	**64**	**31,196**
Net profit/loss	—	—	—	-435	**-435**	1	**-433**
Other comprehensive income	—	—	-352	—	**-352**	0	**-352**
Total comprehensive income for the period	**—**	**—**	**-352**	**-435**	**-787**	**1**	**-786**
Transactions with the owners							
New share issue	—	—	—	—	**—**	—	**—**
Share-based remuneration according to IFRS 2	—	55	—	—	**55**	—	**55**
Repurchase of own shares	—	-84	—	—	**-84**	0	**-84**
Transactions with non-controlling interests	—	—	—	-4	**-4**	-8	**-12**
Total	**0**	**-30**	**—**	**-4**	**-33**	**-8**	**-42**
Closing balance 2025-09-30	**2**	**62,032**	**638**	**-32,359**	**30,313**	**56**	**30,369**
Opening balance 2026-04-01	**2**	**61,899**	**153**	**-42,560**	**19,495**	**36**	**19,530**
Net profit/loss	—	—	—	188	**188**	1	**189**
Other comprehensive income	—	—	444	—	**444**	0	**444**
Total comprehensive income for the period	**—**	**—**	**444**	**188**	**631**	**1**	**632**
Transactions with the owners							
New share issue	—	4	—	—	**4**	—	**4**
Share-based remuneration according to IFRS 2	—	-16	—	—	**-16**	—	**-16**
Repurchase of own shares	—	-324	—	—	**-324**	—	**-324**
Redemption of shares	0	—	—	0	**—**	—	**—**
Bonus issue	0	—	—	0	**—**	—	**—**
Dividend	—	—	—	—	**—**	—	**—**
Dividend to non-controlling interests	—	—	—	—	**—**	—	**—**
Transactions with non-controlling interests	—	—	—	—	**—**	-1	**-1**
Total	**0**	**-336**	**—**	**0**	**-336**	**-1**	**-337**
Closing balance 2026-09-30	**2**	**61,563**	**597**	**-42,372**	**19,791**	**35**	**19,826**

[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 [1]	Jul-Sep 2026	Jul-Sep 2025	Apr-Sep 2026	Apr-Sep 2025	Apr 2025-Mar 2026
Operating activities					
Profit/loss before tax	252	-13	321	-556	-6,896
Adjustments for non-cash items, etc.	638	669	1,078	1,750	9,754
Income tax paid	-81	-275	-95	-290	-449
Cash flow from operating activities before changes in working capital	**809**	**382**	**1,304**	**904**	**2,409**
Cash flow from changes in working capital					
Change in inventories	-205	-105	-345	-210	-137
Change in operating receivables	-243	-111	-354	517	374
Change in operating liabilities	370	84	516	-642	-180
Cash flow from operating activities	**731**	**249**	**1,121**	**567**	**2,465**
Investing activities					
Acquisition of property, plant and equipment	-23	-15	-42	-44	-91
Proceeds from sales of property, plant and equipment	—	—	—	—	16
Acquisition of intangible assets	-658	-793	-1,316	-1,506	-2,920
Proceeds from sales of intangible assets	—	—	—	6	6
Acquisition of subsidiaries, net of cash acquired [2]	-44	-45	-48	-58	-378
Divestment of subsidiaries, net of cash divested	—	-62	40	-62	377
Change in current investments	—	—	-2	—	—
Acquisition of financial assets	—	0	-2	-43	-51
Proceeds from sales of financial assets	—	—	93	0	—
Cash flow from investing activities	**-725**	**-914**	**-1,277**	**-1,706**	**-3,039**
Financing activities					
Repurchase of own shares	-224	-72	-318	-72	-500
Proceeds from borrowings	315	472	890	1,013	1,675
Payments received from and given to discontinued operations	—	104	—	198	-272
Repayment of loans	-301	-507	-524	-814	-2,163
Payment of lease liabilities	-49	-67	-100	-133	-246
Cash flow from financing activities	**-259**	**-70**	**-52**	**191**	**-1,506**
Total cash flow, Continuing operations	**-253**	**-735**	**-208**	**-948**	**-2,080**
Total cash flow, Discontinued operations	**—**	**1**	**—**	**0**	**495**
Total cash flow, total Group	**-253**	**-734**	**-208**	**-948**	**-1,585**
Cash and cash equivalents at the beginning of period	4,997	6,879	4,957	7,097	7,097
Exchange-rate differences in cash and cash equivalents	85	-18	81	-23	-22
Cash and cash equivalents in Discontinued operations	—	-37	—	-37	-533
Cash and cash equivalents at the end of period	**4,830**	**6,090**	**4,830**	**6,090**	**4,957**

[1] The total cash flow for discontinued operations is presented as a separate row in the cash flow statement. Details are disclosed in note 6.
[2] The change in the quarter refers to historical acquisitions.

NOTES

NOTE 1 MATERIAL ACCOUNTING PRINCIPLES

This interim report comprises of the Swedish parent company Embracer Group AB (publ), 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 2025/26. 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 2025/26. 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 26-35 that forms an integral part of this financial report.

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

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 2025/26.

In connection with the changed segment structure that came into effect on April 1, 2026, certain assessments have been made regarding the identification of operating segments in accordance with IFRS 8. See further comments in Note 3.

NOTE 3 OPERATING SEGMENTS

As of April 1, 2026, the Group has changed its internal reporting structure and thus the division into operating segments. The change reflects how the chief operating decision maker (CODM) reviews the operations to allocate resources and assess results. Embracer Group's CEO is identified as the Group's chief operating decision maker (CODM).

The Group has, for reporting and monitoring purposes, divided its operations into two operating segments: Fellowship Entertainment and Embracer, which are based on the internal organizational and governance model. Fellowship Entertainment encompasses operations focused on the development and management of established gaming brands (IPs), while Embracer encompasses a broader operational structure focused on efficiency, profitability and capital allocation.

Each segment is followed up through underlying business areas.

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

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

Jul-Sep 2026	Fellowship Entertainment	Embracer	Total segments	Eliminations	Corporate	Group total
Revenue from external customers	1,045	3,082	4,127	–	–	4,127
Revenue from transactions with other operating segment	6	–	6	-6	–	–
Total revenue	**1,050**	**3,082**	**4,133**	**-6**	**–**	**4,127**
Cash EBIT	**124**	**128**	**252**	**–**	**-49**	**203**
Depreciation, amortization and impairment	-105	-519	-624	–	-1	-625
Capex	350	331	681	–	–	681
Payment of lease liabilities	17	30	48	–	1	49
Adjusted EBIT	**387**	**-30**	**357**	**–**	**-49**	**307**
Amortization of surplus values of acquired intangible assets	-89	-53	-141	–	–	-141
Personnel costs related to acquisitions	-6	-21	-27	–	–	-27
Items affecting comparability	-1	-4	-5	–	-14	-19
EBIT	**291**	**-108**	**184**	**–**	**-63**	**121**
Net financial items						132
Profit/loss before tax						**252**

Jul-Sep 2025	Fellowship Entertainment	Embracer	Total segments	Eliminations	Corporate	Group total
Revenue from external customers	1,072	2,555	3,628	–	–	3,628
Revenue from transactions with other operating segment	12	1	13	-13	–	–
Total revenue	**1,084**	**2,557**	**3,641**	**-13**	**–**	**3,628**
Cash EBIT	**97**	**-109**	**-12**	**–**	**-54**	**-66**
Depreciation, amortization and impairment	-140	-666	-805	–	-2	-807
Capex	271	534	806	–	–	806
Payment of lease liabilities	21	45	66	–	1	67
Adjusted EBIT	**249**	**-195**	**54**	**–**	**-55**	**-1**
Amortization of surplus values of acquired intangible assets	-92	-87	-179	–	–	-179
Personnel costs related to acquisitions	-8	217	209	–	–	209
Items affecting comparability	-64	-159	-222	–	52	-170
EBIT	**86**	**-224**	**-138**	**–**	**-3**	**-141**
Net financial items						127
Profit/loss before tax						**-13**

Apr-Sep 2026	Fellowship Entertainment	Embracer	Total segments	Eliminations	Corporate	Group total
Revenue from external customers	1,854	6,216	8,070	–	–	8,070
Revenue from transactions with other operating segment	21	–	21	-21	–	–
Total revenue	**1,875**	**6,216**	**8,091**	**-21**	**–**	**8,070**
Cash EBIT	**92**	**264**	**356**	**–**	**-106**	**250**
Depreciation, amortization and impairment	-219	-1,027	-1,246	–	-3	-1,249
Capex	638	721	1,359	–	—	1,358
Payment of lease liabilities	34	62	97	–	2	100
Adjusted EBIT	**546**	**19**	**565**	**–**	**-106**	**458**
Amortization of surplus values of acquired intangible assets	-174	-119	-293	–	–	-293
Personnel costs related to acquisitions	-14	-25	-38	–	–	-38
Items affecting comparability	-4	-67	-70	–	-15	-85
EBIT	**354**	**-192**	**163**	**–**	**-121**	**42**
Net financial items						279
Profit/loss before tax						**321**

CONT. >>

>> NOTE 3 CONTINUED

Apr-Sep 2025	Fellowship Entertainment	Embracer	Total segments	Eliminations	Corporate	Group total
Revenue from external customers	2,130	4,669	6,799	–	–	6,799
Revenue from transactions with other operating segment	21	3	24	-24	–	–
Total revenue	**2,151**	**4,672**	**6,823**	**-24**	**–**	**6,799**
Cash EBIT	**249**	**-302**	**-53**	**–**	**-112**	**-165**
Depreciation, amortization and impairment	-346	-1,142	-1,488	–	-4	-1,492
Capex	542	999	1,541	–	–	1,541
Payment of lease liabilities	42	89	131	–	2	133
Adjusted EBIT	**487**	**-355**	**131**	**–**	**-114**	**17**
Amortization of surplus values of acquired intangible assets	-185	-179	-364	–	–	-364
Personnel costs related to acquisitions	-16	182	166	–	–	166
Items affecting comparability	-59	-226	-284	–	52	-232
EBIT	**227**	**-578**	**-352**	**–**	**-62**	**-413**
Net financial items						-143
Profit/loss before tax						**-556**

Apr 2025-Mar 2026	Fellowship Entertainment	Embracer	Total segments	Eliminations	Corporate	Group total
Revenue from external customers	4,345	11,561	15,906	–	–	15,906
Revenue from transactions with other operating segment	48	6	54	-54	–	–
Total revenue	**4,393**	**11,567**	**15,960**	**-54**	**–**	**15,906**
Cash EBIT	**416**	**317**	**733**	**–**	**-222**	**511**
Depreciation, amortization and impairment	-596	-2,249	-2,845	–	-7	-2,853
Capex	1,238	1,764	3,002	–	–	3,002
Payment of lease liabilities	78	161	240	–	5	246
Adjusted EBIT	**1,137**	**-8**	**1,128**	**–**	**-224**	**905**
Amortization of surplus values of acquired intangible assets	-367	-306	-673	–	–	-673
Personnel costs related to acquisitions	-40	190	149	–	–	149
Items affecting comparability	-2,594	-4,724	-7,318	–	-117	-7,435
EBIT	**-1,863**	**-4,849**	**-6,713**	**–**	**-341**	**-7,053**
Net financial items						158
Profit/loss before tax						**-6,896**

NOTE 4 REVENUE FROM CONTRACTS WITH CUSTOMERS

	Fellowship Entertainment		Embracer				
Jul-Sep 2026	Publishing & Development	Licensing	PC/Console Games	Mobile Games	Entertainment & Services	Other	Group total
Type of products							
Digital products	311	–	523	759	243	17	**1,852**
Physical products	200	–	51	–	1,410	–	**1,661**
Other [1]	217	317	70	–	10	–	**614**
Revenue from contracts with customers	**727**	**317**	**644**	**759**	**1,663**	**17**	**4,127**

	Fellowship Entertainment		Embracer				
Jul-Sep 2025	Publishing & Development	Licensing	PC/Console Games	Mobile Games	Entertainment & Services	Other	Group total [2]
Type of products							
Digital products	343	–	524	535	86	104	**1,593**
Physical products	221	–	42	—	1,093	15	**1,370**
Other [1]	425	84	64	—	17	75	**664**
Revenue from contracts with customers	**988**	**84**	**630**	**535**	**1,196**	**195**	**3,628**

	Fellowship Entertainment		Embracer				
Apr-Sep 2026	Publishing & Development	Licensing	PC/Console Games	Mobile Games	Entertainment & Services	Other	Group total
Type of products							
Digital products	650	–	1,095	1,369	553	35	**3,703**
Physical products	355	–	129	–	2,853	–	**3,337**
Other [1]	484	366	147	–	25	8	**1,032**
Revenue from contracts with customers	**1,488**	**366**	**1,372**	**1,369**	**3,431**	**44**	**8,070**

	Fellowship Entertainment		Embracer				
Apr-Sep 2025	Publishing & Development	Licensing	PC/Console Games	Mobile Games	Entertainment & Services	Other	Group total [2]
Type of products							
Digital products	829	–	826	1,055	100	211	**3,021**
Physical products	371	–	71	–	2,034	34	**2,510**
Other [1]	777	154	165	–	29	142	**1,267**
Revenue from contracts with customers	**1,976**	**154**	**1,063**	**1,055**	**2,163**	**388**	**6,799**

	Fellowship Entertainment		Embracer				
Apr 2025-Mar 2026	Publishing & Development	Licensing	PC/Console Games	Mobile Games	Entertainment & Services	Other	Group total [2]
Type of products							
Digital products	2,052	–	1,849	2,303	1,111	416	**7,732**
Physical products	803	–	229	–	4,951	64	**6,047**
Other [1]	1,196	293	321	7	72	238	**2,127**
Revenue from contracts with customers	**4,052**	**293**	**2,399**	**2,310**	**6,134**	**719**	**15,906**

[1] See Operating segment, page 6-8

[2] A correction is made of FY 25/26 figures with a reclassification from Physical products to Digital products and Other.

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In addition to the breakdown by revenue from contracts with customers, Embracer Group also monitor Fellowship Entertainment and Embracer segment in the categories below:

Jul-Sep 2026	Fellowship Entertainment Publishing & Development	Embracer PC/Console Games	Group total
Type of products			
Owned titles	594	433	**1,027**
External titles	134	211	**345**
Total	**727**	**644**	**1,371**
New releases	–	191	**191**
Catalog	511	383	**894**
Other	217	70	**287**
Total	**727**	**644**	**1,371**

Jul-Sep 2025	Fellowship Entertainment Publishing & Development	Embracer PC/Console Games	Group total
Type of products			
Owned titles	739	402	**1,141**
External titles	250	229	**479**
Total	**988**	**630**	**1,618**
New releases	–	252	**252**
Catalog	564	314	**878**
Other	425	64	**489**
Total	**988**	**630**	**1,618**

Apr-Sep 2026	Fellowship Entertainment Publishing & Development	Embracer PC/Console Games	Group total
Type of products			
Owned titles	1,223	922	**2,145**
External titles	265	450	**715**
Total	**1,488**	**1,372**	**2,860**
New releases	–	501	**501**
Catalog	1,004	723	**1,727**
Other	484	147	**631**
Total	**1,488**	**1,372**	**2,860**

Apr-Sep 2025	Fellowship Entertainment Publishing & Development	Embracer PC/Console Games	Group total
Type of products			
Owned titles	1,533	577	**2,110**
External titles	444	487	**931**
Total	**1,976**	**1,063**	**3,039**
New releases	–	321	**321**
Catalog	1,200	577	**1,777**
Other	777	165	**942**
Total	**1,976**	**1,063**	**3,039**

Apr 2025-Mar 2026	Fellowship Entertainment Publishing & Development	Embracer PC/Console Games	Group total
Type of products			
Owned titles	3,278	1,380	**4,658**
External titles	774	1,018	**1,792**
Total	**4,052**	**2,399**	**6,451**
New releases	26	1,058	**1,084**
Catalog	2,829	1,020	**3,849**
Other	1,196	321	**1,517**
Total	**4,052**	**2,399**	**6,451**

NOTE 5 FINANCIAL INSTRUMENT

Fair value measurement

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

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

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

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

Financial assets measured at fair value

Financial assets measured at fair value as of September 30, 2026	Level 1	Level 2	Level 3	Total
Investments	42	–	–	**42**

Financial assets measured at fair value as of September 30, 2025	Level 1	Level 2	Level 3	Total
Investments	65	–	–	**65**

Financial assets measured at fair value as of March 31, 2026	Level 1	Level 2	Level 3	Total
Investments	109	–	–	**109**

Financial liabilities measured at fair value

Financial liabilities measured at fair value as of September 30, 2026	Level 1	Level 2	Level 3	Total
Contingent consideration	–	–	269	**269**
Liabilities to employees related to historical acquisitions	–	–	38	**38**

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

Financial liabilities measured at fair value as of March 31, 2026	Level 1	Level 2	Level 3	Total
Contingent consideration	–	–	227	**227**
Liabilities to employees related to historical acquisitions	–	–	275	**275**

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 Group'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 as operational targets.

Contingent considerations	Apr-Sep 2026	Apr 2025-Mar 2026
Opening balance	**575**	**2,264**
Payment - shares to be issued	-4	-360
Payment - clawback shares	-7	-416
Payment - cash	-6	-377
FX effects	3	-33
Reclassifications	–	-71
Disposals/divestments	–	-21
Change in fair value recognized in consolidated statement of profit or loss	48	-411
Closing balance	**609**	**575**

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 -26 million and a lower discount factor of 1.5 percentage points will have an impact with SEK 28 million. The contingent considerations will be settled in cash or with shares. The amount of contingent consideration classified as financial liability amounts to SEK 269 million while the amount classified as equity amounts to SEK 339 million.

NOTE 6 ASSETS (DISPOSAL GROUPS) HELD FOR SALE OR DISTRIBUTION

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

Distribution to owners

During the last financial year Embracer Group assessed that the former subsidiary Coffee Stain qualified as discontinued operation and during the last financial year Coffee Stain was distributed to the shareholders in Embracer Group.

Income statement for Discontinued operations	Jul-Sep 2026	Jul-Sep 2025	Apr-Sep 2026	Apr-Sep 2025	Apr 2025-Mar 2026
Net sales	–	222	–	405	568
Other operating income	–	1	–	1	1
Total operating income	**–**	**223**	**–**	**406**	**569**
Work performed by the Company for its own use and capitalized	–	31	–	66	84
Goods for resale	–	-26	–	-45	-60
Other external expenses	–	-27	–	-56	-115
Personnel expenses	–	-56	–	-118	-153
Depreciation, amortization and impairment	–	-78	–	-163	-163
Other operating expenses	–	0	–	-7	-8
Share of profit of an associate	–	1	–	1	2
Operating profit (EBIT)	**–**	**68**	**–**	**83**	**157**
Net financial items	–	-16	–	-24	63
Profit before tax	**–**	**52**	**–**	**58**	**220**
Income tax	–	4	–	5	-6
Profit from operations	**–**	**56**	**–**	**63**	**213**
Profit (Loss) on remeasurements to fair value					
Profit from dividend of operations	–	—			861
Reclassification of foreign currency translation reserve	–	—	–		—
Net profit for the period, discontinued operations	**–**	**56**	**–**	**63**	**1,074**
Net profit/loss for the period attributable to:					
Equity holders of the parent	–	61	–	60	1,071
Non-controlling interests	–	-5	–	4	4

Cash flow statement for Discontinued operations	Jul-Sep 2026	Jul-Sep 2025	Apr-Sep 2026	Apr-Sep 2025	Apr 2025-Mar 2026
Cash flow from operating activities	–	155	–	294	352
Cash flow from investing activities	–	-45	–	-88	-117
Cash flow from financing activities	–	-109	–	-206	260
Cash flow for the period	**–**	**1**	**–**	**0**	**495**

NOTE 7 RELATED PARTY TRANSACTIONS

Related party transaction	Related party	Jul-Sep 2026	Jul-Sep 2025	Apr-Sep 2026	Apr-Sep 2025	Apr 2025-Mar 2026
Consulting service	Logvreten AB [1] (supplier)	0	0	0	0	0
Transportation services	Sola Service i Karlstad AB [2] (supplier)	-2	-3	-4	-6	-12
Transportation services	Sola Air AB [2] (supplier)	0	0	0	0	0
Transportation services	Empterwik Special Services Ltd [2]	-5	-8	-10	-10	-19
Rental income	Lars Wingefors AB [3] (purchaser)	–	0	–	0	0
Consulting service	LW Comics [2] (supplier)	0	0	0	0	0
Rental costs	Zakrisdals Fastigheter [2] (supplier)	0	–	0	–	–
Transportation services	FBO [2] (supplier)	0	–	0	–	–
Total		**-7**	**-11**	**-15**	**-16**	**-32**

[1] Kicki Walje-Lund has controlling influence over the company
[2] The company is part of Lars Wingefors AB
[3] Lars Wingefors AB is owned by Lars Wingefors, Erik Stenberg, Mikael Brodén, Klemens Kreuzer, Reinhard Pollice and Jacob Jonmyren.

NOTE 8 OTHER OPERATING EXPENSES

SEK m	Jul-Sep 2026	Jul-Sep 2025	Apr-Sep 2026	Apr-Sep 2025	Apr 2025-Mar 2026
Other operating expenses	6	-37	-4	-74	-78
Impairment costs related to restructuring	–	–	–	–	-1
Divestment of subsidiaries	-14	–	-50	–	–
FX gain/loss related to Personnel costs related to acquisitions	–	–	-1	–	–
Total	**-8**	**-37**	**-54**	**-74**	**-79**

NOTE 9 NET FINANCIAL ITEMS

SEK m	Jul-Sep 2026	Jul-Sep 2025	Apr-Sep 2026	Apr-Sep 2025	Apr 2025-Mar 2026
Interest income and other financial income	22	33	54	74	116
Interest expense and other financial expense	-23	-38	-38	-69	-129
Sum	**-1**	**-5**	**16**	**4**	**-13**
Change in fair value financial assets and liabilities	-29	221	-25	216	436
Realized and unrealized exchange rate gains/losses	162	-88	288	-364	-266
Total financial net	**132**	**127**	**279**	**-143**	**158**

PARENT COMPANY'S INCOME STATEMENT

Amounts in SEK m	Note	Jul-Sep 2026	Jul-Sep 2025	Apr-Sep 2026	Apr-Sep 2025	Apr 2025-Mar 2026
Net sales		24	50	47	73	163
Other operating income		2	21	3	2	3
Total operating income		**26**	**71**	**50**	**75**	**166**
Operating expenses						
Other external expenses		-25	-34	-51	-64	-125
Personnel expenses		-26	-62	-59	-94	-186
Depreciation, amortization and impairment of property, plant and equipment and intangible assets		0	-1	-1	-2	-3
Other operating expenses	P2	0	-1	0	-1	-202
Operating profit/loss		**-26**	**-26**	**-62**	**-85**	**-349**
Net financial items	P3	204	16	327	18	-3,520
Profit/loss after financial items		**178**	**-11**	**265**	**-67**	**-3,869**
Appropriations		77	26	157	-105	507
Profit/loss before tax		**255**	**15**	**421**	**-172**	**-3,361**
Income tax		-45	-2	-86	28	-107
Net profit/loss for the period		**210**	**13**	**335**	**-144**	**-3,468**

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

PARENT COMPANY BALANCE SHEET

Amounts in SEK m	Sep 30, 2026	Sep 30, 2025	Mar 31, 2026
ASSETS			
Non-current assets			
Intangible assets	**0**	**2**	**0**
Tangible assets	**2**	**3**	**2**
Shares in group companies	11,516	17,410	12,682
Receivables from group companies	4,554	9,788	6,048
Other financial assets	62	114	129
Deferred tax assets	85	211	167
Total financial assets	**16,216**	**27,524**	**19,026**
Total non-current assets	**16,218**	**27,530**	**19,029**
Current assets			
Receivables from group companies	7,918	3,620	6,610
Trade receivables	0	0	0
Other receivables	86	199	—
Prepaid expenses and accrued income	49	76	32
	8,054	**3,896**	**6,642**
Cash and cash equivalents	3,287	4,991	3,695
Total current assets	**11,340**	**8,886**	**10,338**
TOTAL ASSETS	**27,559**	**36,416**	**29,367**
EQUITY AND LIABILITIES			
Restricted equity	2	2	2
Unrestricted equity	21,809	27,520	21,791
Total equity	**21,811**	**27,522**	**21,792**
Untaxed reserves	**—**	**270**	**—**
Provisions	**76**	**90**	**73**
Long-term liabilities			
Liabilities to Group companies	119	1,180	114
Total long-term liabilities	**119**	**1,180**	**114**
Current liabilities			
Trade payables	12	15	11
Liabilities to group companies	5,320	7,256	7,204
Tax liabilities	94	35	139
Other current liabilities	97	18	5
Accrued expenses and prepaid income	30	30	29
Total current liabilities	**5,552**	**7,354**	**7,388**
TOTAL EQUITY AND LIABILITIES	**27,559**	**36,416**	**29,367**

Tax liabilities includes SEK 8 (88) 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 2025/26. For further description of the parent company´s applied accounting principles, see Note P1 in the Annual Report for FY 2025/26.

NOTE P2 OTHER OPERATING EXPENSES

SEK m	Jul-Sep 2026	Jul-Sep 2025	Apr-Sep 2026	Apr-Sep 2025	Apr 2025-Mar 2026
Other operating expenses	0	-1	0	-1	-4
Loss sale of subsidiaries	–	–	–	–	-198
Total	**0**	**-1**	**0**	**-1**	**-202**

NOTE P3 NET FINANCIAL ITEMS

SEK m	Jul-Sep 2026	Jul-Sep 2025	Apr-Sep 2026	Apr-Sep 2025	Apr 2025-Mar 2026
Dividend	–	–	–	0	1,313
Interest income	158	195	318	396	732
Interest expense	-69	-87	-144	-169	-330
Other financial items	-7	-11	16	-30	-34
FX effects	123	-49	218	-126	-109
Write-down subsidiaries	-1	-32	-81	-53	-5,095
Expected credit loss	–	1	–	1	2
Total	**204**	**16**	**327**	**18**	**-3,520**

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 Group'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 Group'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 Group believes that it is important to separate the operational performance of the business from the acquisition part. Certain APMs 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. From Q1 FY 2026/27, Embracer Group's mainly focus on the APM Cash EBIT. The individual APMs, definitions and 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.

Name	Definition	Reason for Use
Cash EBIT margin	Cash EBIT as a percentage of net sales.	
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.
Free cash flow after working capital	Cash flow for the period, excluding cash flow from financing activities (except for lease payments), 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 include 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 have 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

EBIT - DERIVATION Amounts in SEK m	Jul-Sep 2026	Jul-Sep 2025	Apr-Sep 2026	Apr-Sep 2025	Apr 2025-Mar 2026
EBIT	**121**	**-141**	**42**	**-413**	**-7,053**
Depreciation, amortization and impairment	766	1,143	1,542	2,041	10,914
EBITDA	**887**	**1,002**	**1,584**	**1,628**	**3,860**
Personnel costs related to acquisitions	27	-209	38	-166	-149
Items affecting comparability [1)]	19	13	85	47	46
Adjusted EBITDA	**933**	**806**	**1,707**	**1,510**	**3,757**
Depreciation, amortization and impairment	-766	-1,143	-1,542	-2,041	-10,914
Items affecting comparability [1)]	0	157	0	185	7,389
Amortization of surplus values of acquired intangible assets	141	179	293	364	673
Adjusted EBIT	**307**	**-1**	**458**	**17**	**905**
Depreciation, amortization and impairment	766	1,143	1,542	2,041	10,914
Items affecting comparability [1)]	0	-157	0	-185	-7,388
Amortization of surplus values of acquired intangible assets	-141	-179	-293	-364	-673
Capex	-681	-805	-1,358	-1,541	-3,002
Payment of lease liabilities	-49	-67	-100	-134	-246
Cash EBIT	**203**	**-66**	**250**	**-165**	**511**

FREE CASH FLOW AFTER WORKING CAPITAL Amounts in SEK m	Jul-Sep 2026	Jul-Sep 2025	Apr-Sep 2026	Apr-Sep 2025	Apr 2025-Mar 2026
Cash EBIT	**203**	**-66**	**250**	**-165**	**511**
Paid tax and other items	-116	-318	-107	-440	-713
Change in working capital	-31	-124	-85	-286	7
Free cash flow after working capital	**55**	**-508**	**58**	**-891**	**-193**

ADJUSTED EARNINGS PER SHARE - DERIVATION Amounts in SEK m	Jul-Sep 2026	Jul-Sep 2025	Apr-Sep 2026	Apr-Sep 2025	Apr 2025-Mar 2026
Net profit for the period attributable to equity holders of the parent	**149**	**-80**	**188**	**-498**	**-6,890**
Adjustments					
Personnel costs related to acquisitions	27	-209	38	-166	-149
Amortization of surplus values of acquired intangible assets	141	179	293	364	673
Change in fair value and interest expense contingent consideration.	28	-224	36	-232	-448
Items affecting comparability [1)]	19	170	85	232	7,435
Adjustments before tax	**214**	**-84**	**452**	**198**	**7,511**
Tax effects on adjustments	-30	-80	-68	-134	-532
Adjustments after tax	**184**	**-165**	**384**	**64**	**6,978**
Total continuing operations	**333**	**-244**	**572**	**-434**	**88**
Average number of shares, million	228	225	228	225	227
Adjusted Earnings per share, SEK	**1.46**	**-1.09**	**2.51**	**-1.93**	**0.39**
Average number of shares after full dilution, million	230	231	230	231	228
Adjusted Earnings per share after full dilution, SEK	**1.45**	**-1.09**	**2.49**	**-1.93**	**0.39**

[1)] See below for further explanation on items affecting comparability

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ITEMS AFFECTING COMPARABILITY, IAC Amounts in SEK m	Jul-Sep 2026	Jul-Sep 2025	Apr-Sep 2026	Apr-Sep 2025	Apr 2025-Mar 2026
Revenue related to games reported as IAC	–	3	1	10	23
Other external expenses	-2	-11	-10	-15	-129
Personnel expenses	-4	-23	-26	-45	-200
Profit or loss sale of subsidiaries	-14	34	-50	35	303
Other operating income/expenses	–	-16	–	-32	-43
Total IAC affecting EBITDA	**-19**	**-13**	**-85**	**-47**	**-46**
Write-down intangible assets	–	-157	–	-185	-1,559
Write-down tangible assets	–	0	–	0	0
Impairment of goodwill	–	–	–	–	-5,830
Total IAC affecting EBIT	**-19**	**-170**	**-85**	**-232**	**-7,435**

ORGANIC GROWTH - DERIVATION Amounts in SEK m	Jul-Sep 2026	Jul-Sep 2025	Change
Net sales	**4,127**	**3,628**	**14%**
Net sales from acquired/divested companies [1]	–	-156	
Difference in exchange rate	–	-23	
Organic growth	**4,127**	**3,449**	**20%**

PRO FORMA GROWTH - DERIVATION Amounts in SEK m	Jul-Sep 2026	Jul-Sep 2025	Change
Net sales	**4,127**	**3,628**	**14%**
Net sales from acquired/divested companies [2]	–	-156	
Difference in exchange rate	–	-23	
Pro forma growth	**4,127**	**3,449**	**20%**

[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.*

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 net sales	Net sales and transfer of products, physical and digital, through digital/electronic channels.
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.
Headcount	Total number of employees and contractors engaged by the Group. External game developers are excluded.
Net sales split –Fellowship Entertainment Segment (Publishing & Development) and Embracer Segment (PC/Console)	
Owned titles	Net sales of game titles that are owned IPs or titles that are controlled by the group.
External 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 fiscal year.
Catalog	Net sales of game titles that are not released in the current fiscal year
Physical product	Product sold/transferred through physical channels.
Physical net sales	Net sales and transfer of products, physical and digital, through physical channels.
Studios	Number of individual studio brands.
Total installs	Total accumulated installs in the period.
UAC (User Acquisition Cost)	Marketing costs for business area Mobile Games in Embracer Segment.

INFORMATION BY FINANCIAL YEAR AND QUARTER

	2023/24 [2]	2024/25 [3]	2025/26 [3]					2026/27	
	Full year	Full year	Apr-Jun	Jul-Sep	Oct-Dec	Jan-Mar	Full year Cont. op	Apr-Jun	Jul-Sep
Net sales, SEK m	27,409	21,314	3,171	3,628	5,176	3,931	15,906	3,943	4,127
Sales growth, Group, YoY %	-27%	-19%	-32%	-19%	-26%	-24%	-25%	24%	14%
Organic growth, YoY, %	-2 %	-9 %	-1 %	7 %	-8 %	-10 %	-3 %	33 %	20 %
Gross Margin, %	73 %	69 %	68 %	65 %	55 %	61 %	62 %	56 %	58 %
EBIT, SEK m	-14,400	3,324	-272	-141	663	-7,304	-7,053	-79	121
EBIT, margin, %	-53%	16%	-9%	-4%	13%	-186%	-44%	-2%	3%
Cash EBIT, SEK m	—	2,187	-99	-66	350	326	511	47	203
Cash EBIT, margin %	—	10 %	-3%	-2%	7%	8%	3%	1%	5%
Adjusted EBIT, SEK m	4,984	2,793	18	-1	528	360	905	151	307
Adjusted EBIT, margin, %	18%	13%	1%	0%	10%	9%	6%	4%	7%
Adjusted EBITDA, SEK m	8,931	6,011	703	806	1,196	1,051	3,757	774	933
Adjusted EBITDA, margin, %	33 %	28 %	22%	22%	23%	27%	24%	20%	23%
Basic shares weighted average, million [1]	198	206	208	209	212	213	210	213	213
Diluted shares weighted average [1]	198	207	208	209	212	213	211	213	213
Average number of shares, million [1]	220	225	225	225	228	229	227	229	228
Average number of shares after full dilution, million [1]	237	230	230	231	229	230	228	230	230
Basic earnings per share, SEK	-67.28	11.37	-2.01	-0.38	2.25	-32.28	-32.76	0.18	0.70
Diluted earnings per share, SEK	-67.28	11.36	-2.01	-0.38	2.25	-32.28	-32.76	0.18	0.70
Adjusted Earnings per share, SEK [1]	14.66	3.78	-0.84	-1.09	1.77	0.52	0.39	1.04	1.46
Adjusted Earnings per share after full dilution, SEK	13.56	3.70	-0.84	-1.09	1.76	0.51	0.39	1.03	1.45
Cash flow from operating activities, SEK m	5,694	2,660	318	250	443	1,454	2,465	390	731
Specific items related to historical acquisitions									
Amortization of surplus values of acquired intangible assets	-2,203	-1,135	-185	-179	-162	-147	-673	-152	-141
Other specific items related to historical acquisitions	-1,926	-1,538	-43	209	-20	3	149	-11	-27
Total	-4,129	-2,673	**-228**	**30**	**-181**	**-144**	-523	**-174**	**-195**
Investments									
External game development and advances, SEK m	1,154	454	89	105	158	42	394	45	80
Internal capitalized development, SEK m	5,165	2,587	556	534	528	513	2,130	485	503
Sub-total - Investment in Game development, all segments	6,319	3,041	**645**	**639**	**685**	**555**	2,524	**530**	**583**
Other intangible assets/IP-rights, SEK m	537	354	63	152	78	96	388	128	75
Tangible assets, SEK m	225	122	28	15	23	23	90	19	23
Total	7,082	3,517	**736**	**806**	**787**	**674**	3,002	**677**	**681**
Completed games [4]									
Completed games, SEK m	3,423	2,233	165	1,145	601	637	2,549	420	365
Other KPIs									
Total Game development projects	141	94	106	98	87	79	79	72	61
Headcount	8,305	6,187	6,261	6,165	5,927	5,740	5,740	4,991	4,936
Number of studios	70	46	44	43	41	40	40	39	39

[1] The number of shares for FY 2023/24 and 2024/25 have been recalculated due to the 1:6 reversed split carried out January 15, 2025.
[2] Excluding previous operating segment Tabletop Games
[3] Excluding discontinued operations
[4] Includes all segments in the Group

Embracer Group is a global games and entertainment group headquartered in Karlstad, Sweden. Through its creative, entrepreneurial businesses, the Group develops, publishes, and distributes PC, console and mobile games, complemented by operations in other areas of entertainment. The Group engages nearly 5,000 people across close to 30 countries and is home to a broad portfolio of owned and controlled intellectual properties, including globally recognized franchises.

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