

Trophy Games lifts revenue and improves earnings in the third quarter

After market close yesterday, Trophy Games published its interim report for the third quarter, in which revenue grew 19%.

In the third quarter, Trophy Games reached revenue of DKK 47.5 million, while operating profit measured by EBITDA grew 31% to DKK 10 million. EBIT grew 44% to DKK 7.2 million. For the first three quarters of the year, revenue amounts to DKK 133.5 million, EBITDA to DKK 26.1 million and EBIT to DKK 16.7 million. In the first three quarters of the year, the company has thus already exceeded its full-year revenue from the previous financial year. One of the biggest growth drivers in the quarter was Truck Manager, which reached revenue of DKK 14.1 million, corresponding to growth of 69% compared with the same quarter last year.

Following the acquisition of Playrion, Trophy Games ended the third quarter with cash of DKK 49.9 million and no net interest-bearing debt. The acquisition was financed solely from the company's existing cash reserves. Playrion will be included in the figures from the fourth quarter, and the acquired company is reported to generate annual revenue of approximately DKK 30 million.

Trophy Games maintains the revised guidance published in connection with the acquisition of Playrion. The company thus expects revenue of DKK 170-180 million, EBITDA of DKK 29-35 million and EBIT of DKK 18-24 million. Based on the midpoint of the guidance, the company has thus realised 76% of revenue, 82% of EBITDA and 80% of EBIT after the first three quarters of the year. In the report, Trophy Games states that it plans to reduce marketing costs in the fourth quarter due to higher prices around Black Friday and Christmas. However, a smaller contribution from The Ranchers is expected compared with the third quarter.

In connection with the report, CEO Søren Gleie says:

The third quarter was a landmark quarter for Trophy Games. We increased revenue by 19% and significantly improved our earnings, and with the acquisition of Playrion we have completed the largest acquisition in our history. We have become considerably better at monetising our players, and we enter the final quarter of 2026 with our strongest product portfolio and pipeline of upcoming products to date.

Contacts

Email: markus@vaekstaktier.dk

Telephone: +45 50 42 99 18

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