

Q4

FY 2024/25

EMBRACER GROUP Q4 & YEAR-END REPORT

APRIL 2024-MARCH 2025

Adjusted EBIT amounted to SEK 1,077 million

FOURTH QUARTER, JANUARY-MARCH 2025 (COMPARED TO JANUARY-MARCH 2024)

- > Net sales decreased by -6% (19% organic growth) to SEK 5,386 million (5,757).
The sales split per operating segment:
 - > PC/Console Games: decreased by -2% (22% organic growth) to SEK 3,069 million (3,126).
 - > Mobile Games: decreased by -31% (30% organic growth) to SEK 943 million (1,366).
 - > Entertainment & Services: increased by 9% (9% organic growth) to SEK 1,373 million (1,265).
- > EBIT¹⁾ amounted to SEK 4,322 million (-13,344), an EBIT margin of 80% (-232%). Adjusted EBIT increased by 3% to SEK 1,077 million (1,046), corresponding to an Adjusted EBIT margin of 20% (18%).
- > Cash flow from operating activities amounted to SEK 1,671 million (1,078). Net investments in intangible assets amounted to SEK -831 million (-1,461). Free cash flow after changes in working capital amounted to SEK 956 million (-272).
- > Basic earnings per share was SEK 18.77 (-58.93) and diluted earnings per share SEK 18.76 (-58.93). Adjusted earnings per share was SEK -0.19 (6.75). Adjusted earnings per share after full dilution was SEK -0.18 (6.25).

FULL YEAR, APRIL 2024-MARCH 2025 (COMPARED TO APRIL 2023-MARCH 2024)

- > Net sales decreased by -18% (-9% organic growth) to SEK 22,370 million (27,409).
The sales split per operating segment:
 - > PC/Console Games: decreased by -27% (-13% organic growth) to SEK 10,450 million (14,410).
 - > Mobile Games: decreased by -9% (-1% organic growth) to SEK 5,359 million (5,916).
 - > Entertainment & Services: decreased by -7% (-7% organic growth) to SEK 6,561 million (7,082).
- > EBIT¹⁾ amounted to SEK 3,535 million (-14,400), an EBIT margin of 16% (-53%). Adjusted EBIT decreased by -33% to SEK 3,344 million (4,984), an Adjusted EBIT margin of 15% (18%).
- > Cash flow from operating activities amounted to SEK 3,492 million (5,694). Net investments in intangible assets amounted to SEK -3,615 million (-6,811). Free cash flow after changes in working capital amounted to SEK 1,351 million (-819).
- > Basic earnings per share was SEK 12.31 (-67.28) and diluted earnings per share SEK 12.31 (-67.28). Adjusted earnings per share was SEK 5.93 (14.66). Adjusted earnings per share after full dilution was SEK 5.80 (13.56).

Key performance indicators, Group	Jan-Mar 2025	Jan-Mar 2024	Apr 2024-Mar 2025	Apr 2023-Mar 2024
Net sales, SEK m	5,386	5,757	22,370	27,409
EBIT ¹⁾ , SEK m	4,322	-13,344	3,535	-14,400
EBIT margin	80%	-232%	16%	-53%
Adjusted EBIT, SEK m	1,077	1,046	3,344	4,984
Adjusted EBIT margin	20%	18%	15%	18%
Cash flow from operating activities, SEK m	1,671	1,078	3,492	5,694
Net investments in intangible assets, SEK m	831	1,461	3,615	6,811
Net sales growth	-6%	-5%	-18%	-27%
Total game development projects	108	141	108	141
Total game developers	5,378	7,383	5,378	7,383
Total headcount	7,180	9,692	7,180	9,692

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.



KINGDOM COME: DELIVERANCE II LAUNCH CONTRIBUTES TO SOLID Q4 PERFORMANCE, WITH COFFEE STAIN GROUP TO BE SPUN OFF IN 2025

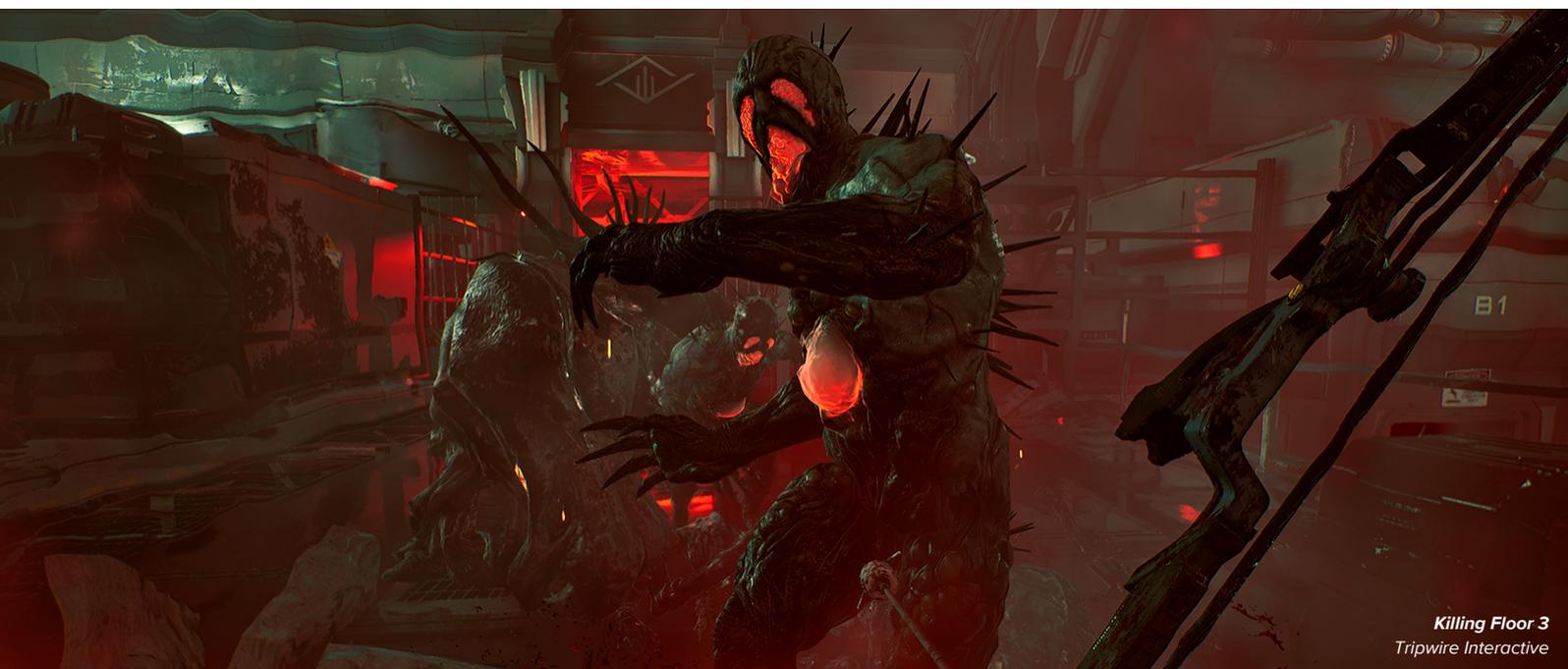
In a solid ending to the year, net sales grew by 19% organically to SEK 5.4 billion, while Adjusted EBIT grew by 44% year-on-year pro forma to SEK 1.1 billion, with a free cash flow of SEK 1.0 billion in Q4. Kingdom Come: Deliverance II continued to perform in Q4, and reached 3 million sold copies after quarter-end. Organic growth within Mobile accelerated to 30% year-on-year. By the end of 2025, we now plan to spin off Coffee Stain Group, a group of leading community-driven game developers and publishers. We have a strong financial position, and we remain focused on enhancing efficiency and long-term resilience ahead of the spin-off.

The solid Q4 results were driven by PC/Console Games and the performance of *Kingdom Come Deliverance II*. The game, developed by Warhorse Studios, reached three million sold copies after the quarter and has maintained a highly positive player and critic reception. Free updates and paid DLCs (Downloadable Content) are planned to release over the next 12 months, keeping players excited and deeply engaged. In the Mobile Games segment, organic growth accelerated significantly to 30% YoY, driven by recent game releases and increased user acquisition costs. We expect these investments will provide sustained long-term profitability.

For the full year, excluding the contribution from the divested assets, we reached net sales of SEK 19 billion, Adjusted EBIT of over SEK 2.4 billion and EBITDAC of SEK 2.1 billion. Over the last year, Embracer has made significant progress in the process of transforming the

Group. The divestment of Easybrain and Asmodee spin-off have been successfully completed, and we remain dedicated to further optimizing our business and unlocking value through the next spin-off.

By the end of 2025, we plan to spin off Coffee Stain Group (previous working name “Coffee Stain & Friends”), distributing its shares to Embracer’s shareholders and listing it on the Nasdaq First North Premier Growth Market in Stockholm. This strategic move will allow Coffee Stain Group to focus on its core strengths as passionate game developers and publishers, focused on delivering high quality experiences. Embracer will at the time of separation of Coffee Stain Group be renamed Fellowship Entertainment (previous working name “Middle Earth & Friends”). Fellowship Entertainment will be uniting top creators and intellectual properties, fostering creativity to build unforgettable experiences for the fans. The



Killing Floor 3
Tripwire Interactive

strategy is to transform into one powerhouse group with game development and publishing at its core, complemented with transmedia capabilities within IP licensing, comics, merchandise, film and distribution.

A BACK-END LOADED FY 2025/26, WITH A CONTINUED FOCUS ON QUALITY

In Q1 FY 2025/26, we expect a relatively stable Adjusted EBIT YoY in the PC/Console Games segment, with no significant new releases in the quarter. The value of completed games development within PC/Console is expected to reach around SEK 3.8 billion in FY 2025/26, of which SEK 0.3 billion in the first quarter. For the Mobile games segment, we expect limited topline growth YoY on a pro forma basis, with a somewhat higher pro forma Adjusted EBIT contribution sequentially compared to Q4, driven by lower UAC relative to net sales. For the Entertainment & Services segment, we expect no Adjusted EBIT contribution in Q1, with no noteworthy product releases expected in the quarter.

As of today, we expect to release 76 different games during FY 2025/26 that we have invested in, with a mix of new IPs, sequels, and remasters. We have a solid slate of exciting new releases in FY 2025/26, including *Metal Eden*, *Gothic 1 Remake*, *REANIMAL*, *Fellowship*, *Wreckreation*, the next *SpongeBob SquarePants* game, *NORSE: Oath of Blood*, *Deep Rock Galactic: Rogue Core* alongside a handful titles yet to be announced.

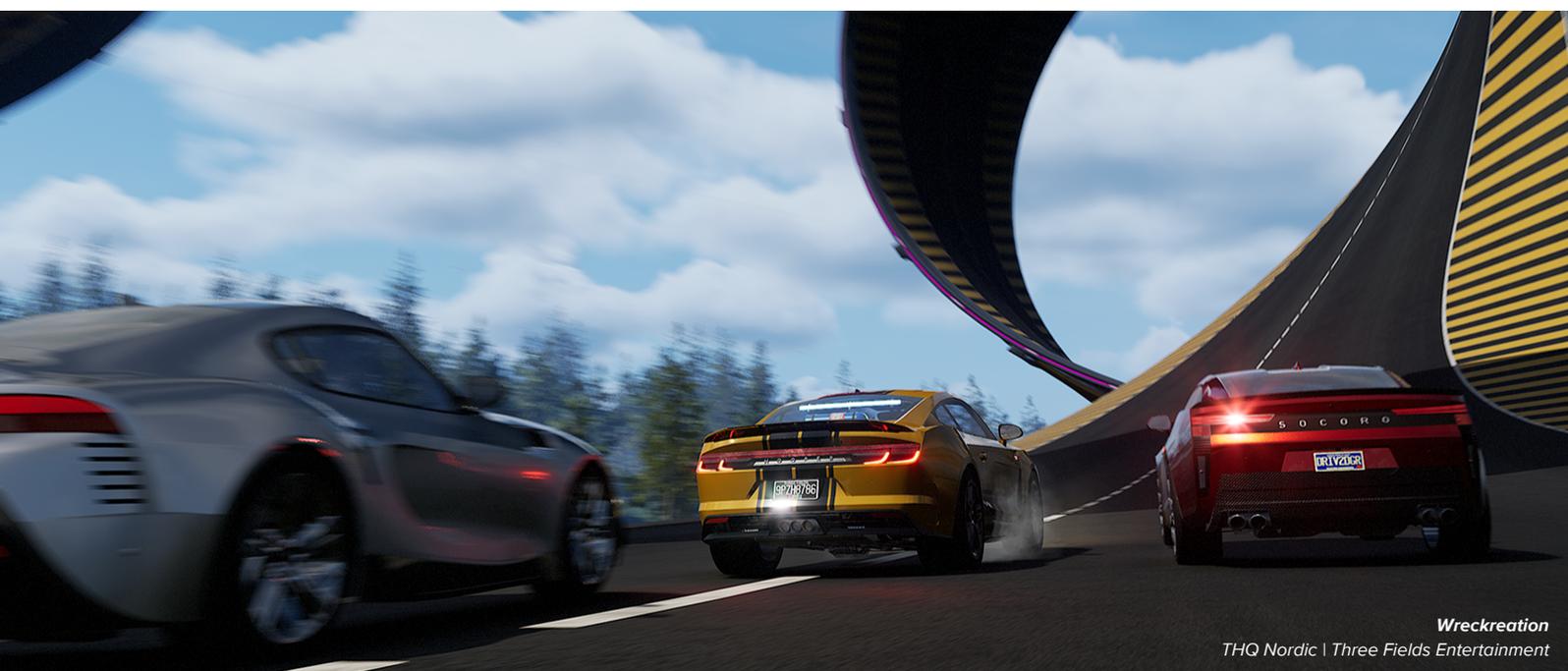
Our AAA game releases continue to be key financial drivers across specific years and quarters. In FY 2025/26, we currently have two AAA games. First, *Killing Floor 3* is now scheduled for Q2, with a 24 July release date, following a delay from the previous financial year. The development team has spent this extra time engaging directly with feedback from its community. Second, *Marvel 1943: Rise of Hydra* is now scheduled late in FY 2025/26. The game is developed

by Skydance Games, in a team led by award-winning industry icon Amy Hennig of the *Uncharted* franchise. The game is published by PLAION. We are expecting *Marvel 1943: Rise of Hydra* to drive notable revenues but to have lower margins due to shared economics with several other partners.

For the other previously expected third AAA title in FY 2025/26, management is now taking the more prudent view that the game will likely need a few more quarters to polish and subsequently would release in FY 2026/27. We expect this specific game to have financial dynamics more similar to *Kingdom Come: Deliverance II*. Overall, on a pro forma basis, we expect net sales to be slightly above FY 2024/25 with both EBITDAC and Adjusted EBIT to be broadly in line with FY 2024/25. Looking into the following two financial years, FY 2026/27 and FY 2027/28, we have 9 additional AAA games currently slated, excluding any AAA games financed by partners. Realistically, one or a couple of these games will slip into FY 2028/29, but we do see a clear increase in release cadence as compared to our average of just over 1 AAA game per year in the past five years.

STRENGTHENING THE BUSINESS AHEAD OF COFFEE STAIN GROUP SPIN-OFF

In preparation for the next spin-off, we are strengthening the business for long-term stability and growth, with our key studios, publishers and IPs at the center. As a result, we have adjusted the size and structure of several teams in the quarter, primarily within PC/Console publishing and distribution, as well as work-for-hire development. Additionally, changes are being made within Amplifier Game Invest to improve group profitability. This involves integrating successful and high-potential studios, including Tarsier Studios, into other operative groups within Embracer to support their continued growth, while underperforming games



Wreckreation
THQ Nordic | Three Fields Entertainment

and studios with negative cash flow have been closed or divested. The decision has also been made to dissolve Amplifier HQ. Ultimately, these changes will help us invest more into greater player experiences and support future growth.

The changes we have now made have rendered a number of items not affecting Adjusted EBIT. This primarily includes a gain from the sale of Easybrain, and also as part of the annual impairment tests IAC costs related to goodwill impairment, with a net effect of SEK +3.8 billion on reported EBIT. Furthermore, we have also impaired several earnout obligations, lowering both estimated obligations to be settled in cash and shares.

A ROBUST FOUNDATION IN TURBULENT MACROECONOMIC TIMES

After the quarter, we have seen positive incremental market developments, especially regards to mobile app store fee dynamics. Whilst our own execution and capital allocation is key, improving industry dynamics will be supportive in our strides to grow into a sharper, stronger and more future ready company.

We operate mainly as a digital business, with limited direct effects expected from tariff developments. The exposure is estimated at around 2% on an Adjusted EBIT basis and is concentrated to our Entertainment & Services segment. We are working actively with mitigating actions where relevant and we are closely monitoring macro and tariff developments for any potential impact on general consumer demand.

Backed by a strong financial position, management continues to be focused on executing in the right order. We are actively exploring opportunities to enhance strategic optionality, improve operational efficiency, and maximize shareholder value by evaluating divestments, acquisitions, mergers as well as further separations of

specialized public listed companies. We always strive for an optimal capital structure in our business, and we will return to the topic of capital distribution when we take the next step in shaping our future.

To conclude, I would like to send my thanks to all our team members, shareholders, customers, and business partners for their contributions to our continued success and growth.

May 22, 2025, Karlstad, Värmland, Sweden

Lars Wingefors
Co-founder & Group CEO



FINANCIAL COMMENTS

NET SALES

Net sales, SEK m	Jan-Mar 2025	Jan-Mar 2024	Change	Apr 2024-Mar 2025	Apr 2023-Mar 2024
PC/Console Games	3,069	3,126	-2%	10,450	14,410
Mobile Games	943	1,366	-31%	5,359	5,916
Entertainment & Services	1,373	1,265	9%	6,561	7,082
Total	5,386	5,757	-6%	22,370	27,409

Total net sales in the quarter amounted to SEK 5,386 million, corresponding to a decrease of -6%. The negative net sales growth in the quarter was primarily related to divestments of Saber Interactive ("Saber"), Gearbox Entertainment ("Gearbox") and Easybrain which are included in the comparison figures. The lower Net Sales contribution from divested companies during the quarter was however offset by the strong contribution from new releases within PC/Console Games, which in the quarter amounted to SEK 1,377 million (SEK 692 million).

Organic growth and the pro forma growth amounted to 19% in the quarter, mainly driven by PC/Console and contribution from the successful release of *Kingdom Come: Deliverance II* and the Mobile Games segment and continued strong sales performance from the new games in CrazyLabs supported by higher User Acquisition Cost (UAC).

Net sales growth	Jan-Mar 2025			Apr 2024-Mar 2025		
	Net sales growth	Organic growth	Pro forma growth	Net sales growth	Organic growth	Pro forma growth
PC/Console Games	-2%	22%	22%	-27%	-13%	-13%
Mobile Games	-31%	30%	30%	-9%	-1%	-1%
Entertainment & Services	9%	9%	9%	-7%	-7%	-7%
Total	-6%	19%	19%	-18%	-9%	-9%



EBIT AND ADJUSTED EBIT

EBIT amounted to SEK 4,322 million (-13,344) in the quarter, yielding an EBIT margin of 80% (-232%). The improvement compared to the previous year mainly relates to profit from divestments. Easybrain was divested in the quarter, and Saber and Gearbox were divested in the previous financial year.

IAC (Items affecting comparability - see definitions page [45](#)) amounted to SEK 3,779 million (-13,055) in the quarter. These items are mainly related to profit from divestment and impairments or write-downs. The divestment of Easybrain rendered a non-cash net gain of SEK 8,586 million, further described in [Note 7](#). In the preparation for the next spin-off, actions taken to further optimize the business and structure has driven several mainly non-cash effects impact the quarter. First, the annual impairment process has resulted in non-cash impairments of goodwill of SEK -3,727 million, mainly related to PC/Console, but also Mobile and Entertainment & Services, further described in [Note 5](#). Additionally, IAC related to impairment of acquired IP rights amounted to SEK -378 million while write-downs of intangible assets amounted to SEK -404 million. These write-downs are related to a range of game development projects across Amplifier and THQ Nordic. Write-downs are defined as IAC if related to projects where the studio or team has been discontinued. Other IAC amounted to SEK -371 million are mainly related to profitability actions resulting in the discontinuation of studios and teams. IAC are presented in the table provided on page [48](#).

Adjusted EBIT increased by 3% and amounted to SEK 1,077 million (1,046) in the quarter, yielding a 20% margin (18%). The increase in Adjusted EBIT in the quarter is primarily driven by the successful new release of *Kingdom Come: Deliverance II* in the PC/Console Games segment. In the Mobile Games segment, the lower Adjusted EBIT is primarily explained by the divestment of Easybrain, which was completed on 23 January 2025.

EBIT, SEK m	Jan-Mar 2025	Jan-Mar 2024	Change	Apr 2024-Mar 2025	Apr 2023-Mar 2024
PC/Console Games	-2,398	-6,004	60%	-3,855	-7,887
Mobile Games	8,264	256	3128%	9,101	1,029
Entertainment & Services	-1,109	-713	-56%	-1,096	-413
Corporate	-434	-6,884	94%	-614	-7,129
Total	4,322	-13,344	132%	3,535	-14,400

Adjusted EBIT, SEK m	Jan-Mar 2025	Jan-Mar 2024	Change	Apr 2024-Mar 2025	Apr 2023-Mar 2024
PC/Console Games	1,029	514	100%	1,892	2,441
Mobile Games	91	514	-82%	1,383	1,921
Entertainment & Services	32	48	-33%	324	853
Corporate	-76	-30	-153%	-256	-231
Total	1,077	1,046	3%	3,344	4,984





OPERATING SEGMENT PC/CONSOLE GAMES

The PC/Console Games operating segment includes the following five operative groups: THQ Nordic, PLAION, Amplifier Game Invest, Coffee Stain and Crystal Dynamics – Eidos. PC and console games have been a core business for Embracer Group ever since its inception. The segment develops and publishes games for PC and console. It includes AAA, AA+, Indie, MMO, Free-to-play, Asset Care, VR, Work-for-Hire and other game development.

SHARE OF GROUP SALES

57% (54%)

INTELLECTUAL PROPERTY (IP)

241 (255)

INTERNAL HEADCOUNT

4,918 (6,404)

INTERNAL STUDIOS

62 (73)

Key performance indicators, PC/Console Games	Jan-Mar 2025	Jan-Mar 2024	Apr 2024- Mar 2025	Apr 2023- Mar 2024
Net Sales, SEK m	3,069	3,126	10,450	14,410
of which Digital products, SEK m	2,339	2,034	6,990	9,609
of which Physical products, SEK m	195	306	903	1,490
of which Other products ¹⁾ , SEK m	535	787	2,558	3,311
Net Sales growth	-2%	-10%	-27%	7%
EBIT, SEK m	-2,398	-6,004	-3,855	-7,887
EBIT margin	-78%	-192%	-37%	-55%
Adjusted EBIT, SEK m	1,029	514	1,892	2,441
Adjusted EBIT, margin	34%	16%	18%	17%
Type of income				
New releases sales, SEK m	1,377	692	2,024	4,185
Back catalog sales ²⁾ , SEK m	1,157	1,648	5,869	6,914
Other ¹⁾ , SEK m	535	787	2,558	3,311

¹⁾ Primarily Work-for-Hire and other game development projects.

²⁾ See Definitions, quarterly information.

SEGMENT HIGHLIGHTS

Net sales in the quarter for PC/Console Games amounted to SEK 3,069 million, a decrease of -2% compared to the same period last year, but an increase of 22% organically and pro forma. The strong organic growth was primarily driven by the successful new release of *Kingdom Come: Deliverance II*. The negative net sales growth is explained by the divestment of Saber and Gearbox around a year ago.

EBIT amounted to SEK -2,398 million (-6,004) yielding a -78% (-192%) EBIT margin. Items affecting comparability amounted to SEK -3,239 million (-5,474) and mainly relates to impairment of goodwill and IP rights, as part of profitability actions in preparation for the next spin-off. Adjusted EBIT increased by 100% YoY in Q4, to SEK 1,029 million (514), yielding a 34% (16%) Adjusted EBIT margin. The divested companies Saber and Gearbox had a negative impact on Adjusted EBIT of SEK 59 million in the comparison quarter.

Net sales from new releases amounted to SEK 1,377 million in the quarter, an increase of 99% YoY. Among the new releases in the quarter, *Kingdom Come: Deliverance II* was by far the main driver. Other net sales drivers included *Tomb Raider IV-VI Remastered*, *Wreckfest 2* (PC early access) and *Hyper Light Breaker* (PC early access). Development now continues for both *Wreckfest 2* and *Hyper Light Breaker*, incorporating valuable feedback from the community and players, ahead of full release across multiple platforms.

THQNORDIC

amplifier

PLAION

Coffee
Stain

CRYSTAL
DYNAMICS
eidos
montreal



Revenue from back catalog titles (including platform deals) amounted to SEK 1,157 million (1,648) in the quarter, a decrease of -30% YoY, impacted by the divestment of Gearbox and Saber. In the corresponding quarter last year, divested assets contributed SEK 318 million. The top-10 back catalog net sales drivers in the quarter included *Kingdom Come: Deliverance*, *Payday 3*, *Star Trek Online*, *Alone in the Dark*, *Dead Island 2*, *MX vs. ATV Legends*, *Valheim*, *Disney Epic Mickey: Rebrushed* and *Deep Rock Galactic*.

Other net sales amounted to SEK 535 million (787) in the quarter, a decrease of -32% YoY, driven by the divestment of Gearbox and Saber. In the corresponding quarter last year, divested assets contributed SEK 269 million. Crystal Dynamics - Eidos had a strong contribution, supported by several ongoing external development projects.

Kingdom Come: Deliverance II, developed by internal studio Warhorse Studios and published by Deep Silver / PLAION was successfully released on 4 February. The game has maintained a highly positive player and critic reception, delivering a strong financial performance which exceeded management expectations. The game has sold over 3 million copies in just 3 months.

Since release, Warhorse Studios has embarked on a robust content roadmap that has already seen the addition of official modding support; multiple free updates including new features and game modes ; and the first of three premium / paid story DLCs (Downloadable Content) scheduled over the next 12 months, all aimed at maintaining strong player engagement.

Brushes With Death added significant story content for a compelling price, and has driven positive player engagement since launch as Expansion Pass holders return to the game as well generating positive stand-alone sales results. It has outperformed comparable DLC releases for other PLAION products across engagement and attach rate metrics, and we can't wait to see how our players respond to the next, even more ambitious, expansions coming later this year.

Crystal Dynamics recently signed an agreement with an external partner for one of its largest IPs. The company has accelerated business development, both with new and existing partners, to expand the project portfolio, including co-development, with more deployment of further internal development resources across the Embracer group.

After the quarter, PLAION reached an agreement with Starbreeze to divest the publishing rights for *Payday 3*. To finance the transaction, Starbreeze issued new shares to Embracer Group representing 10 percent of its outstanding share capital. As part of the transaction, SEK





29 million will be repaid to PLAION to settle certain claims and taking over the publishing rights.

In Q1 FY 2025/26, there are no material new releases. The new releases that are scheduled for release include *Monster Energy Supercross 25* and *MotoGP25* from Milestone and the PC early access release of *As We Descend*, published by Coffee Stain Publishing and developed by Box Dragon. *Metal Eden* and *Fellowship*, previously expected to be released in Q1, are now expected in the following quarters this financial year.

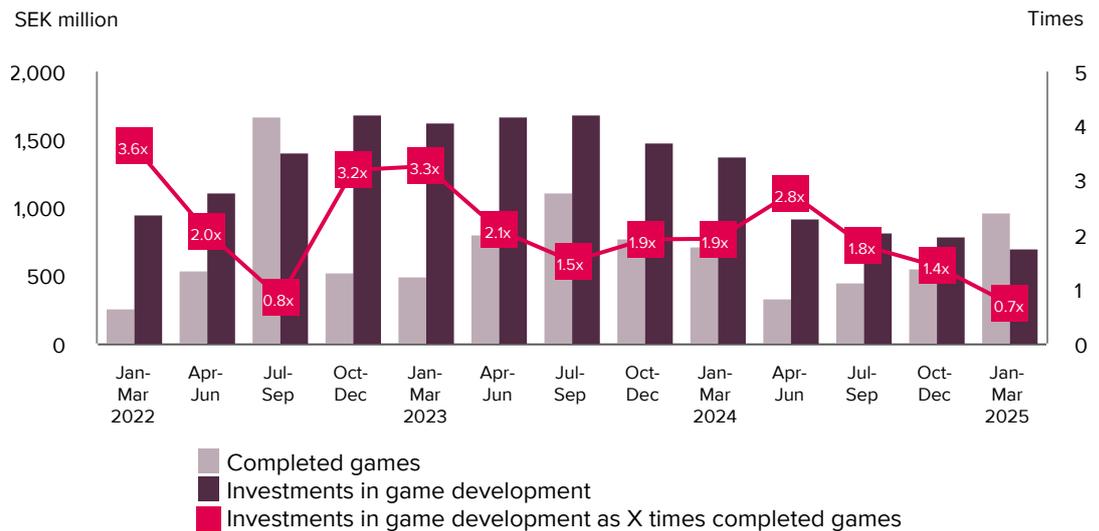
Killing Floor 3 was delayed and was not released in fiscal Q4 as previously planned. In early May, the game got a new release date and is now planned for a launch across platforms late in fiscal Q2, on 24 July 2025. The development team has been focused on using the additional time to address valuable feedback from the player community. The game is a co-op action and horror FPS (first person shooter) and is developed and published internally by Tripwire Interactive.

MARVEL 1943: Rise of Hydra is now scheduled for late in FY 2025/26. The game is published by PLAION and developed by Skydance Games, in collaboration with Marvel Games and is expected to be an important top line growth driver in the PC/Console Games segment.

MARVEL1943: Rise of Hydra is a narrative-driven, ensemble adventure game featuring Captain America, Azzuri, the Black Panther of the 1940s, Gabriel Jones of the Howling Commandos, and Nanali, a Wakandan spy embedded in Occupied Paris. The game hails from the Skydance Games team led by award-winning industry icon Amy Hennig (*Uncharted*) and Co-President Julian Beak.

GAME DEVELOPMENT INVESTMENTS AND COMPLETED GAMES

The finalized value of the completed and released games during the quarter amounted to SEK 974 million (718), driven by the release of *Kingdom Come: Deliverance II*, *Hyper Light Breaker* and *Wreckfest 2*. In total, SEK 704 million (1,382) were invested in the quarter. The ratio of investments to completed games decreased from 1.9x to 0.7x YoY, primarily due to *Kingdom Come: Deliverance II*. When new games are released, capitalized development costs are amortized, based on a degressive depreciation model over two years.





ANNOUNCED PC/CONSOLE RELEASES AS OF MAY 22, 2025

Title	Publishing Label	IP Owner	Main Developer	Platforms
<i>Fellowship</i>	Arc Games	Own	External	PC
<i>Frosthaven</i>	Arc Games	External	Internal	PC
<i>Chip 'n Clawz vs. The Brainioids</i>	Arc Games	Own	Internal	PC, PS5, XB XIS
<i>Rushing Beat X: Return of Brawl Brothers</i>	Clear River Games	External	External	TBC
<i>Truxton Extreme</i>	Clear River Games	Own	Internal	PS5
<i>Mamorukun ReCurse!</i>	Clear River Games	External	External	PS4, PS5, XB XIS, Switch
<i>Toaplan Arcade Collection Vol 1</i>	Clear River Games	Own	Internal	PC, PS5, XB XIS, Switch, PS4, XB1
<i>Toaplan Arcade Collection Vol 2</i>	Clear River Games	Own	Internal	PC, PS5, XB XIS, Switch, PS4, XB1
<i>Satisfactory (Console)</i>	Coffee Stain Publishing	Own	Internal	TBC
<i>As We Descend</i>	Coffee Stain Publishing	Own	Internal	PC
<i>TENSE</i>	Demiurge Studios	Own	Internal	PC
<i>Nitro Gen Omega</i>	DESTINYbit	Own	Internal	PC
<i>Bubsy in: The Purrfect Collection</i>	External	External	Internal	PC, PS5, XB XIS
<i>Tomb Raider (final title TBC)</i>	External	Own	Internal	TBC
<i>DarkSwarm</i>	Ghost Ship Publishing	External	External	PC
<i>Deep Rock Galactic: Rogue Core</i>	Ghost Ship Publishing	Own	Internal	PC
<i>Dinolords</i>	Ghost Ship Publishing	External	External	PC
<i>Guntouchables</i>	Ghost Ship Publishing	External	External	PC
<i>A Rat's Quest</i>	HandyGames	External	External	PC, PS4, XB1, Switch
<i>Lethal Honor - Order of the Apocalypse</i>	HandyGames	External	External	PC, PS5, XB XIS, Switch, PS4, XB1
<i>Double Shake</i>	Limited Run Games	External	External	PS5, Switch
<i>Fear Effect 1</i>	Limited Run Games	External	Internal	PC, PS5, Switch, PS4
<i>Fear Effect 2</i>	Limited Run Games	External	Internal	PC, PS5, Switch, PS4
<i>Fighting Force Collection</i>	Limited Run Games	External	Internal	PC, PS5, Switch, PS4
<i>Gex Trilogy</i>	Limited Run Games	External	Internal	PC, PS5, XB XIS, Switch, PS4, XB1
<i>Tomba 2</i>	Limited Run Games	External	Internal	PC, PS5, Switch, PS4
<i>Earthion</i>	Limited Run Games	External	External	PC, PS5, XB XIS, Switch, PS4
<i>Screamer</i>	Milestone	External	Internal	PC, PS5, XB XIS
<i>Tides of Tomorrow</i>	PLAION	Own	Internal	PC
<i>Metal Eden</i>	Deep Silver / PLAION	Shared	External	PC, PS5, XB XIS
<i>MARVEL 1943: Rise of Hydra</i>	PLAION	External	External	TBC
<i>Echoes of The End (final title TBC)</i>	PLAION	External	External	PC, PS5, XB XIS
<i>Gothic 1 Remake</i>	THQ Nordic	Own	Internal	PC, PS5, XB XIS
<i>REANIMAL</i>	THQ Nordic	Own	Internal	PC, PS5, XB XIS, Switch 2
<i>Söldner: Secret Wars Remastered</i>	THQ Nordic	Own	External	PC
<i>The Eternal Life of Goldman</i>	THQ Nordic	External	External	PC, PS5, XB XIS, Switch
<i>Titan Quest II</i>	THQ Nordic	Own	Internal	PC, PS5, XB XIS
<i>Wreckfest 2</i>	THQ Nordic	Own	Internal	PC, PS5, XB XIS
<i>Wreckreation</i>	THQ Nordic	External	External	PC, PS5, XB XIS
<i>Killing Floor 3</i>	Tripwire	Own	Internal	PC, PS5, XB XIS
<i>NORSE: Oath of Blood</i>	Tripwire	External	External	PC, PS5, XB XIS

* PC/Console titles from the operating segments Mobile Games and Entertainment & Services are also included in the release list.

For latest release dates please refer to above mentioned publishers.

The release list does not include games where we only have physical distribution rights.

The release list does not include DLCs or Work-For-Hire projects.



OPERATING SEGMENT MOBILE GAMES

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

SHARE OF GROUP SALES

18% (24%)

INTELLECTUAL PROPERTY (IP)

30 (49)

INTERNAL HEADCOUNT

743 (1,081)

INTERNAL STUDIOS

8 (11)

Key performance indicators, Mobile Games	Jan-Mar 2025	Jan-Mar 2024	Apr 2024- Mar 2025	Apr 2023- Mar 2024
Net Sales, SEK m	943	1,366	5,359	5,916
Net Sales growth	-31%	4%	-9%	2%
EBIT, SEK m	8,264	256	9,101	1,029
EBIT margin	876%	19%	170%	17%
Adjusted EBIT, SEK m	91	514	1,383	1,921
Adjusted EBIT, margin	10%	38%	26%	32%
User Acquisition Cost (UAC), SEK m	575	478	2,508	2,466
User Acquisition Cost (UAC), % of Net Sales	61%	35%	47%	42%
Total installs, million	204	248	940	1,026
Total Daily Active Users (DAU), million	28	29	27	31
Total Monthly Active Users (MAU), million	222	229	214	258

SEGMENT HIGHLIGHTS

Net sales in the quarter for Mobile Games amounted to SEK 943 million, a decrease of -31% compared to the same period last year, driven by the divestment of Easybrain, but grew 30% organically and 30% pro forma. The organic growth notably accelerated sequentially from 3% in the previous quarter to 30% in this quarter, driven by recent game releases and increased User Acquisition Cost (UAC). Underlying market trends were largely stable compared to the previous quarter, with normal seasonal trends.

EBIT amounted to SEK 8,264 million (256), yielding a 876% (19%) EBIT margin, positively impacted by a net gain from the divestment of Easybrain of SEK 8,586 million, further described in [Note 7](#). Adjusted EBIT amounted to SEK 91 million (514), yielding a 10% (38%) Adjusted EBIT margin. User acquisition costs amounted to SEK 575 million (478), or 61% (35%) of net sales. The lower profitability YoY is driven mainly by significantly higher UAC relative to net sales. In the comparison period, UAC relative to net sales was historically low.

CrazyLabs continued its successful evolution from hyper casual game to hybrid casual game publishing. The hybrid casual business grew with the increased UAC scale of the games *Bus Frenzy - Traffic Jam* and *Coffee Mania*. The internally developed casual game, *Glow Fashion Idol*, started marketing across all major markets in the quarter and shows potential for growth throughout the year. The hybrid casual publishing business continued strong net sales performance in the quarter and is expected to continue stable performance with variations for seasonality and new game releases. *Glow Fashion Idol* will receive continued investment and product improvements throughout the year to continue its growth. Net sales coming from the UAC related to these projects are expected to recoup in 4-6 months on average and are predicted to generate continued profit from retained users thereafter. The live portfolio across the mobile games business has benefited from improved knowledge exchange and resource sharing across companies. Additionally, AI is increasingly improving efficiency and quality in servicing the live portfolio.

DECA



The Easybrain divestment was completed on 23 January 2025, thus contributing financially for part of the quarter. In total, divested assets contributed with net sales of SEK 207 million and Adjusted EBIT of SEK 46 million in the quarter.

The top-5 revenue generating titles in the quarter included four titles from DECA Games: *Bus Frenzy - Traffic Jam*, *Glow Fashion Idol*, *Alien Invasion* and *Coffee Mania*.



Bus Frenzy - Traffic Jam
CrazyLabs



OPERATING SEGMENT ENTERTAINMENT & SERVICES

The Entertainment & Services segment consists of three operative groups: Dark Horse Media, Freemode and PLAION's partner and film businesses. Dark Horse is a leading IP-focused creator, publisher, and distributor of comic books, art books & merchandise. Freemode is an ecosystem of fan-centric game and entertainment related businesses, including Middle-earth Enterprises and Limited Run Games.

Key performance indicators, Entertainment & Services	Jan-Mar 2025	Jan-Mar 2024	Apr 2024- Mar 2025	Apr 2023- Mar 2024
Net Sales, SEK m	1,373	1,265	6,561	7,082
of which Digital products, SEK m	220	180	1,083	643
of which Physical products, SEK m	1,061	1,049	5,144	5,469
of which Other products, SEK m	93	35	334	970
Net Sales growth	9%	-15%	-7%	34%
EBIT, SEK m	-1,109	-713	-1,096	-413
EBIT margin	-81%	-56%	-17%	-6%
Adjusted EBIT, SEK m	32	48	324	853
Adjusted EBIT, margin	2%	4%	5%	12%

SEGMENT HIGHLIGHTS

Net sales in the quarter for Entertainment & Services amounted to SEK 1,373 million, an increase of 9% compared to the same period last year, or 9% organically and pro forma. The positive organic growth was evenly distributed between PLAION Partner Publishing & Film, Dark Horse and Freemode in a quarter with limited new major product releases.

EBIT amounted to SEK -1,109 million (-713), yielding a -81% (-56%) EBIT margin. Items affecting comparability amounted to SEK -1,047 million (-667) and mainly relates to impairment of goodwill within Freemode and Dark Horse. Adjusted EBIT amounted to SEK 32 million (48), yielding a 2% (4%) Adjusted EBIT margin. The Adjusted EBIT margin was primarily explained by lower profitability for Freemode, due to the underperformance of licensing revenue from *The Lord of the Rings: The War of the Rohirrim* movie within Middle-earth Enterprises, as well as inventory write-downs within the wider Freemode group.

After the quarter, Warner Bros and New Line Cinema announced that *The Lord of the Rings: The Hunt for Gollum* will open in theaters on December 17, 2027. Andy Serkis is directing and repeating his role as Gollum. *The Hunt for Gollum* is the first live-action Middle-earth film since *The Hobbit: The Battle of the Five Armies* (2014). Middle-earth Enterprises has a growing business development pipeline within merchandise, location-based experiences, tabletop games, live stage productions, and video games, including potential collaborations with other major, globally recognized IPs.

Despite relatively challenging industry dynamics within comics and TV/film in FY 2024/25, Dark Horse delivered net sales growth YoY and profitability in Q4 and for the full year. The *Berserk* Manga continues to see an encouraging performance, with volume 42 released in March. Other titles with strong sales in the period includes *Gunsmith Cats*, *Trigun*, and *Avatar: The Last Airbender*. During the quarter, the digital comic service Dark Horse Digital was closed due to evolving reading preferences. It was also announced that e-commerce portal TFAW.com be closed





down on April 30, with both these closures expected to improve profitability. Dark Horse's e-commerce site Dark Horse Direct remains an important strategic direct-to-consumer platform.

Furthermore, Dark Horse Entertainment completed the production on season 4 of *Resident Alien* in the quarter, and is set to debut on USA Network and SYFY on June 6, 2025.

PLAION partner and film businesses had a solid development in Q4 and for the full year, with positive net sales growth and a significantly improved margin. PLAION had several successful releases from partners during the year, including the boxing game *Undisputed*, published both physically and digitally, as one of the top line drivers. PLAION also further strengthened its global partner business footprint, announcing that it is to take on distribution of Sony PlayStation's hardware and software in Poland, while its partnership with Ubisoft was extended to include Australia. Additionally, PLAION was appointed as Warner Bros Interactive Entertainment's new Italian distributor for physical games, expanding from the existing distribution deal for Australia, New Zealand, Nordic, Germany/Switzerland/Austria, and Spain.



Hobbiton™ Movie Set
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OTHER FINANCIAL INFORMATION

NET PROFIT/LOSS FOR THE PERIOD

Net profit/loss for the quarter amounted to SEK 3,900 million (-11,934), improved by SEK 15,834 million compared to the same period previous year. The improvement is mainly related to the divestment of Easybrain and lower impairment of goodwill.

For the period April to March net profit amounted to SEK 2,543 million (-13,340), an increase of SEK 15,883 million.

Net financial items amounted to SEK -649 million (1,045) in the quarter. Net interest income/expenses and other financial income/expenses amounted to SEK -44 million (-327). Changes in fair value of contingent considerations and related interest expenses including deferred considerations amounted to SEK 406 million (426). Exchange rate gain/losses amounted to SEK -1,012 million (946), mainly related to the revaluation of intercompany financial receivables.

Income tax amounted to SEK 226 million (365) in the quarter. Current income tax amounted to SEK -34 million (48) and deferred tax amounted to SEK 261 million (317). Provision for Pillar II top-up tax amounted to SEK 0 million (—).

CONDENSED CASH FLOW

SEK m	Jan-Mar 2025	Jan-Mar 2024	Apr 2024- Mar 2025	Apr 2023- Mar 2024
Operating activities				
Cash flow from operating activities before changes in working capital	1,559	1,119	3,926	5,816
Cash flow from changes in working capital	112	-41	-434	-122
Cash flow from operating activities	1,671	1,078	3,492	5,694
Cash flow from investing activities	11,747	-1,664	14,016	-9,645
Cash flow from financing activities	-9,478	363	-12,648	2,741
Total cash flow, Continuing operations	3,940	-223	4,860	-1,210
Total cash flow, Discontinued operations	4,667	-96	5,280	-24
Total cash flow, total Group	8,607	-319	10,140	-1,234
Cash and cash equivalents at the beginning of period	5,049	3,683	3,507	4,662
Exchange-rate differences in cash and cash equivalents	-105	143	-95	80
Cash and cash equivalents in Discontinued operations	-6,454	-1,181	-6,454	-1,181
Cash and cash equivalents at the end of period	7,097	2,326	7,097	2,326

Cash flow from operating activities before working capital amounted to SEK 1,559 million (1,119) in the quarter.

Cash flow from changes in working capital amounted to SEK 112 million (-41).

Cash flow from investing activities amounted to SEK 11,747 million (-1,664) for the quarter where cash flow from acquisition/divestment of subsidiaries amounted to SEK 12,613 million (-132) driven by the divestment of Easybrain (See [Note 7](#)). Investments in intangible assets amounted to SEK -831 million (-1,494), where SEK -707 million (-1,391) is invested in the portfolio of ongoing game development.

Free cash flow after changes in working capital amounted to SEK 956 million (-272) (see page [48](#)). Compared to previous year, the primary effect is attributed to reduced Investments in intangible assets SEK -831 million (-1,494) and a positive working capital effect.

Cash flow from financing activities amounted to SEK -9,478 million (363) in the quarter where proceeds from borrowings amounted to SEK 388 million (631) and reduced utilization of credit facilities amounted to SEK -5,083 million (-828). The payments received from and given to discontinued operations (Asmodee) amounted to SEK -4,705 million (662).



NET CASH/DEBT AND AVAILABLE FUNDS

Net cash/Net debt, SEK m ¹⁾	Mar 31, 2025	Mar 31, 2024
Cash	7,097	3,507
Current investments	0	0
Current liabilities to credit institutions	-545	-8,994
Current account credit facilities	—	-35
Non-current liabilities to credit institutions	-1,119	-10,885
Net Cash (+) / Net Debt (-)	5,433	-16,407

¹⁾ Reclassification of the assets and liabilities under IFRS 5, as per [Note 7](#), has been returned to the balances when the net debt and available funds was calculated. The change in net debt and available funds for the previous year is, therefore, not affected by this reclassification as it does not have a cash effect before completion of the transactions.

As per March 31, 2025, the reported net cash amounted to SEK 5.4 billion, consisting of around SEK 7.1 billion in cash, SEK -0.5 billion related to current liabilities to credit institutions, as well as SEK -1.1 billion in non-current liabilities. The leverage target is to have net debt to Adjusted EBIT of 1.0x on a 12-month forward looking basis.

As per March 31, 2025, the group had non-interest-bearing deferred considerations and obligations related to historical business combinations with an expected cash settlement of SEK 2.1 billion with an estimated maturity structure (see page [17](#)).

During the quarter, on January 23, 2025, Embracer announced the closing of the Easybrain divestment. Post the transaction Embracer Group AB contributed EUR 400 million to Asmodee Group AB, as previously announced. Embracer Group AB also prepaid a bilateral loan of SEK 500 million in full and the outstanding gross debt under the revolving credit facility. The revolving credit facility was decreased from EUR 600 million to EUR 400 million simultaneously.

Available funds, SEK m	Mar 31, 2025	Mar 31, 2024
Cash	7,097	3,507
Current investments	0	0
Unutilized credit facilities	5,956	1,749
Available funds	13,053	5,256



OBLIGATIONS RELATED TO HISTORICAL ACQUISITIONS

In connection to certain business combinations, agreements have been entered regarding contingent considerations that are not classified as part of the transferred purchase consideration since there is a requirement for continued employment for the seller or other reasons for the contingent consideration to be accounted for as a separate transaction. More information is presented in [Note 6](#).

Obligations related to historical acquisitions to be settled in cash

The table below gives an overview of obligations related to historical acquisitions in SEK million to be settled in cash as of March 31, 2025. The present value of contingent considerations has been calculated based on expected outcome for financial and operational targets for each individual agreement. The financial liability 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 obligation has decreased with SEK 210 million driven by ordinary payments, divestments and changed estimations of fulfillment degree on certain obligations.

Financial year when settlement might occur	Contingent consideration classified as part of purchase price, SEK m	Obligations in relation to future personnel costs related to acquisitions, SEK m	Total obligations related to historical acquisitions, SEK m
2025/2026	392	176	568
2026/2027	224	659	883
2027/2028	118	0	118
2028/2029	124	86	210
2029/2030	96	21	117
2030/2031	87	13	100
2031/2032	48	12	60
	1,089	967	2,056

Contingent considerations classified as part of the purchase consideration and that are to be settled in cash are accounted for as debt in the group's balance sheet, divided into current and non-current debt. Obligations related to future personnel costs related to acquisitions which will be settled in cash are accounted for in the group's balance sheet, to the extent that it has been earned by the employee and is classified as debt. On March 31, 2025, the debt amounted to SEK 843 million, divided into current and non-current debt.

Obligations related to historical acquisitions to be settled in shares

The table below provides an overview of obligations related to historical acquisitions on March 31, 2025, which will be settled in shares. Contingent considerations classified as part of the purchase consideration is accounted for as either equity or debt in the group's balance sheet. Obligations related to future personnel costs related to acquisitions which will be settled in shares are accounted for in the group's balance sheet, to the extent that they have been earned by the employee and are classified as equity in the group's balance sheet. Additional information is available in [Note 6](#)

Number of shares, thousands	Contingent consideration classified as part of purchase price	Obligations in relation to future personnel costs related to acquisitions	Total obligations related to historical acquisitions
Already issued - clawback shares ¹⁾	3,338	505	3,843
To be issued	4,308	359	4,666
Total number of shares	7,645	864	8,509

¹⁾ See definitions on page 49

The number of shares to be issued as additional purchase price can vary but never exceed 5 million according to the agreements. If all shares are issued, the dilution in capital will amount to 1.50% and 2.03% of the voting rights as of March 31, 2025, and the total number of shares after full dilution will be 230 million. Expectations of shares to be issued as per March 31, 2025 based on target achievement is within the interval 0.5 to 0.9 million. If shares within this



interval are issued, the dilution in capital will amount to 0.21-0.40% and 0.16-0.29% of the voting rights as of March 31, 2025.

During the quarter the number of shares to settle historical obligations decreased mainly due to the divestment of Easybrain.

Specific items related to historical acquisitions

The forecast is based on the average exchange rates for the period April 2024 to March 2025. The forecast includes closed acquisitions as per March 31, 2025, which contain finalized purchase price allocations. The difference between actual cost in the current quarter and the forecast presented in the FY 2024/25 Q3-report is due to several changes related to estimations of fulfillment degree and timing of fulfillment.

SEK m	25/26				26/27	27/28	28/29	29/30	30/31	Total
	Q1	Q2	Q3	Q4						
Amortization of surplus values of acquired intangible assets	225	224	197	194	678	535	515	408	330	3,306
Personnel costs related to acquisitions	66	65	61	53	57	57	43	23	2	427
Specific items related to historical acquisitions	291	289	258	247	735	592	558	431	332	3,733



REANIMAL
THQ Nordic | Tarsier Studios

PARENT COMPANY

The parent company acquires and conducts operations through its subsidiaries and underlying companies.

The parent company's net sales for the quarter were SEK 23 million (19), and loss before tax was SEK -1,995 million (-6,398).

Income tax includes "top-up" tax according to Pillar II - Income Inclusion Rule (IIR), amounting to SEK 0 million. Loss after tax was SEK -1,896 million (-6,544).

The parent company's net sales for April 2024 - March 2025 were SEK 87 million (85), and loss before tax was SEK -2,405 million (-6,815).

Income tax includes "top-up" tax according to Pillar II - Income Inclusion Rule (IIR), amounting to SEK -86 million. Loss after tax was SEK -2,320 million (-6,829).

Cash and current investments as of March 31, 2025 were SEK 5,648 million (486). Available funds amounted to SEK 10,338 million as of March 31, 2025. The parent company's equity at the end of the period was SEK 28,434 million (54,800).



Embracer Group AB
Stockholm, Sweden

SIGNIFICANT EVENTS DURING THE QUARTER

- > On January 7 Embracer held an extra general meeting where the following decisions were taken:
 - > Embracer issued five B shares (equalization shares) with a subscription price of SEK 1 per share to make the total share number divisible by six for the reverse share split.
 - > Articles of association to set the minimum number of shares at 220,000,000 and the maximum at 880,000,000.
 - > Reverse share split, consolidating six shares into one. Total shares decreased from 1,350,718,237 to 225,119,707 (9,000,000 A shares, 216,119,707 B shares).
 - > The distribution of all shares in Asmodee held by Embracer, where one Embracer share entitled the holder to one Asmodee share of the same class.
- > On January 9 Embracer announced the record date, 16 January 2025, for the reverse share split in Embracer.
- > On January 23, Embracer announced the closing of the Easybrain divestment.
- > On January 27 Embracer announced the trading of Asmodee B shares on Nasdaq Stockholm to commence on February 7 2025.
- > On January 29 Embracer announced a trading update for Q3, as it had experienced a stronger-than-expected performance during this period, based on preliminary figures.
- > On 3 February Embracer announced that the members of the Nomination Committee for Embracer have been appointed in accordance with the principles for appointment of the Nomination Committee. The following members were appointed:
 - > Per Fredriksson, appointed by Lars Wingefors AB, is the Chair of the committee
 - > Ola Åhman, appointed by Savvy Gaming Group
 - > Henrik Olsson, appointed by Canada Pension Plan Investment Board
 - > Magnus Tell, appointed by Alecta
 - > Anna Henricsson, appointed by Handelsbanken Fonder
- > On February 7, the class B shares in Asmodee Group AB (publ) begun trading on Nasdaq Stockholm under ticker symbol ASMDEE.

SIGNIFICANT EVENTS AFTER THE QUARTER

- > No significant events after the quarter.



SUSTAINABILITY AND GOVERNANCE

SUSTAINABILITY

The Group's fifth annual employee survey, completed this quarter, showed an improved average satisfaction rate of 78, up from 76 in FY 2023/24. The survey uses a six-scale self-assessment format and recalculates results from 0 to 100. Despite the Group's significant transformation satisfaction increased across all aspect areas; Work Environment, Collaboration, Engagement, and Management Culture. The employee Net Promoter Score (eNPS) was 20 compared to 17 last year. We acknowledge this improvement and see opportunities for further enhancement. Over 5,000 employees from more than 100 entities participated, with a 77% (83%) response rate. The survey results provide crucial data for analyzing employee satisfaction and engagement, informing priorities for future activities. Senior management teams at both global and local levels discuss these findings to guide actions.

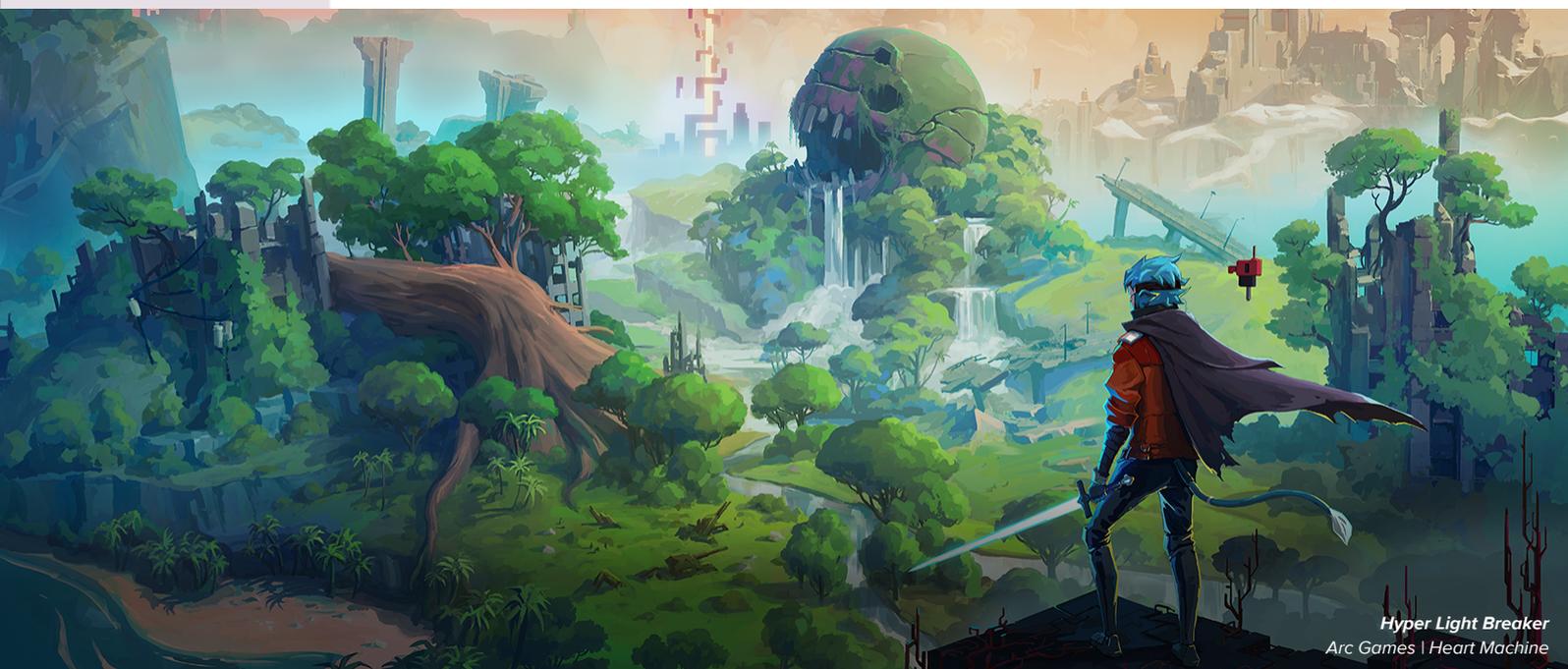
During the year, we have maintained momentum on our sustainability agenda, despite significant changes and the necessary focus on business development and improving operational efficiency. Sustainability remains a core priority in our long-term strategy, integrating our values, managing risks, and acting on business opportunities. We understand that structural adjustments and enhancements in internal communication are inevitable as the group evolves, yet our commitment to sustainability is unwavering. We have a strong framework that provides a solid foundation in our work, which we remain committed to and that provides guidance.

More information about the year's efforts will be available in the upcoming Sustainability Report. The report will be inspired by the European Sustainability Reporting Standards (ESRS), meaning the disclosure of the requirements for selected ESRS standards on a voluntary basis. We apply this approach to develop sufficient internal processes and routines to manage the new reporting requirements of CSRD, while also being prepared for any changes to the directive through the Omnibus package. The data collection process is completed and submitted data have been consolidated without delay.

GOVERNANCE

During the quarter we re-conducted our annual Code of Conduct training where 5,052 people out of a total of 6,645¹⁾ employees so far have participated in completing the training.

¹⁾ Our total headcount amounts to 6645 people excluding staff from the operative groups Easybrain and Asmodee divested during the quarter.



Hyper Light Breaker
Arc Games | Heart Machine

ANALYSTS FOLLOWING EMBRACER GROUP

For an updated list of analysts covering Embracer Group, please refer to our website embracer.com.

THE SHARE

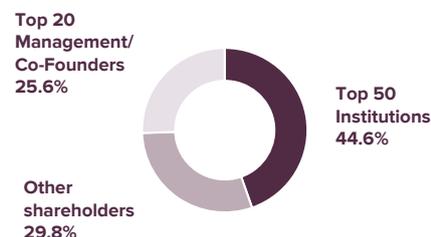
Name	Class A shares	Class B shares	Share of capital, %	Share of votes, %	Change from
					Dec 31, 2024
TOP 20 OWNERS AS OF MARCH 31, 2025					
1 Lars Winge-fors AB	8,710,034	35,039,721	19.43%	39.90%	
2 Savvy Gaming Group		16,647,337	7.39%	5.44%	
3 DNB Asset Management AS		8,845,830	3.93%	2.89%	-1,658,187
4 Alecta Tjänstepension		7,850,000	3.49%	2.56%	
5 Matthew Karch		7,429,703	3.30%	2.43%	6,001,370
6 Andrey Iones		6,586,275	2.93%	2.15%	6,586,275
7 PAI Partners		6,507,428	2.89%	2.13%	
8 Canada Pension Plan Investment Board (CPP)		6,346,046	2.82%	2.07%	-1,053,859
9 SEB Funds		5,823,172	2.59%	1.90%	485,628
10 Vanguard		5,757,489	2.56%	1.88%	70,706
11 Carnegie Fonder (Didner & Gerge Fonder)		5,424,962	2.41%	1.77%	191,629
12 Handelsbanken Fonder		5,391,614	2.39%	1.76%	-462,219
13 Swedbank Robur Fonder		5,288,005	2.35%	1.73%	1,575,955
14 Norges Bank Investment Management		3,484,727	1.55%	1.14%	-208,952
15 Avanza Pension		3,432,684	1.52%	1.12%	2,371,868
16 Första AP-fonden		3,333,332	1.48%	1.09%	583,332
17 BlackRock		3,236,211	1.44%	1.06%	1,193,696
18 Folksam		2,883,794	1.28%	0.94%	-4,335
19 Randy Pitchford		2,622,662	1.17%	0.86%	1,360,504
20 DNB Asset Management SA		2,528,992	1.12%	0.83%	-583,359
TOP 20	8,710,034	144,459,984	68.04%	75.64%	
OTHERS	289,966	71,659,723	31.96%	24.36%	
TOTAL	9,000,000	216,119,707	100.00%	100.00%	

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

INTERNATIONAL OWNERSHIP TOP 50 INSTITUTIONAL AS OF MARCH 31, 2025 BY CAPITAL



INSTITUTIONAL OWNERSHIP VS MANAGEMENT AS OF MARCH 31, 2025 BY CAPITAL



TOP 20 MANAGEMENT & CO-FOUNDER OWNERS AS OF MARCH 31, 2025

Owner ¹⁾	Co-Founder	Class A shares	Class B shares	Share of capital, %	Share of votes, %
1 Lars Wingefors AB	Embracer Group	8,710,034	35,039,721	19.43%	39.90%
2 Founders/Management	Easybrain		7,295,051	3.24%	2.38%
3 Ken Go	DECA Games		1,475,989	0.66%	0.48%
4 Founders/Management	4A		815,357	0.36%	0.27%
5 Management	CrazyLabs		733,786	0.33%	0.24%
6 Founders	Ghostship Games		654,694	0.29%	0.21%
7 Founders/Management	Aspyr		591,624	0.26%	0.19%
8 Anton Westbergh	Coffee Stain		430,444	0.19%	0.14%
9 Richard Stitselaar and Kimara Rouwit	Vertigo Games		386,475	0.17%	0.13%
10 Klemens Kundratitz	PLAION		375,976	0.17%	0.12%
11 Dennis Gustafsson	Tuxedo Labs		234,671	0.10%	0.08%
12 William Munk II	Tripwire		184,599	0.08%	0.06%
13 David Hensley	Tripwire		184,599	0.08%	0.06%
14 Klemens Kreuzer	THQ Nordic		145,833	0.06%	0.05%
15 John Coleman	Vertigo Games		73,252	0.03%	0.02%
16 Stefan Ljungqvist	Experiment 101		60,060	0.03%	0.02%
17 Luisa Bixio	Milestone		52,390	0.02%	0.02%
18 Lee Guinchard	Embracer Freemode		36,296	0.02%	0.01%
19 Martin de Ronde	Vertigo Games		34,191	0.02%	0.01%
20 Founders	Digixart		7,568	0.00%	0.00%
TOP 20		8,710,034	48,812,576	25.55%	44.40%
ALL OTHER SHAREHOLDERS		289,966	167,307,131	74.45%	55.60%
TOTAL		9,000,000	216,119,707	100.00%	100.00%

¹⁾ Holdings by management above are in general owned through various wholly owned companies. Holdings include clawback shares that are issued but subject to restrictions and in some cases these shares are not part of the transferred consideration in the PPA but is classified as remuneration for future services.



RISKS AND UNCERTAINTY FACTORS

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

AUDITOR'S REVIEW

This Interim Report has not been subject to review by the Company's auditor.

FINANCIAL CALENDAR

Annual Report 2024/25	Week 25, 2025
Interim Report Q1, April-June 2025	August 14, 2025
Annual General Meeting 2025	September 18, 2025
Interim Report Q2, July-September 2025	November 13, 2025
Interim Report Q3, October-December 2025	February 12, 2026
Full Year Report Q4, January-March 2026	May 20, 2026

FOR MORE INFORMATION

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

For any questions on this report, please contact:

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Beatrice Flink Forsgren, Head of Brand & Communication

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SIGNATURES AND ASSURANCE

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

Karlstad, Sweden, May 22, 2025

Kicki Wallje-Lund
Chair of the Board

Yasmina Brihi
Board member

Bernt Ingman
Board member

Jacob Jonmyren
Board member

Cecilia Qvist
Board member

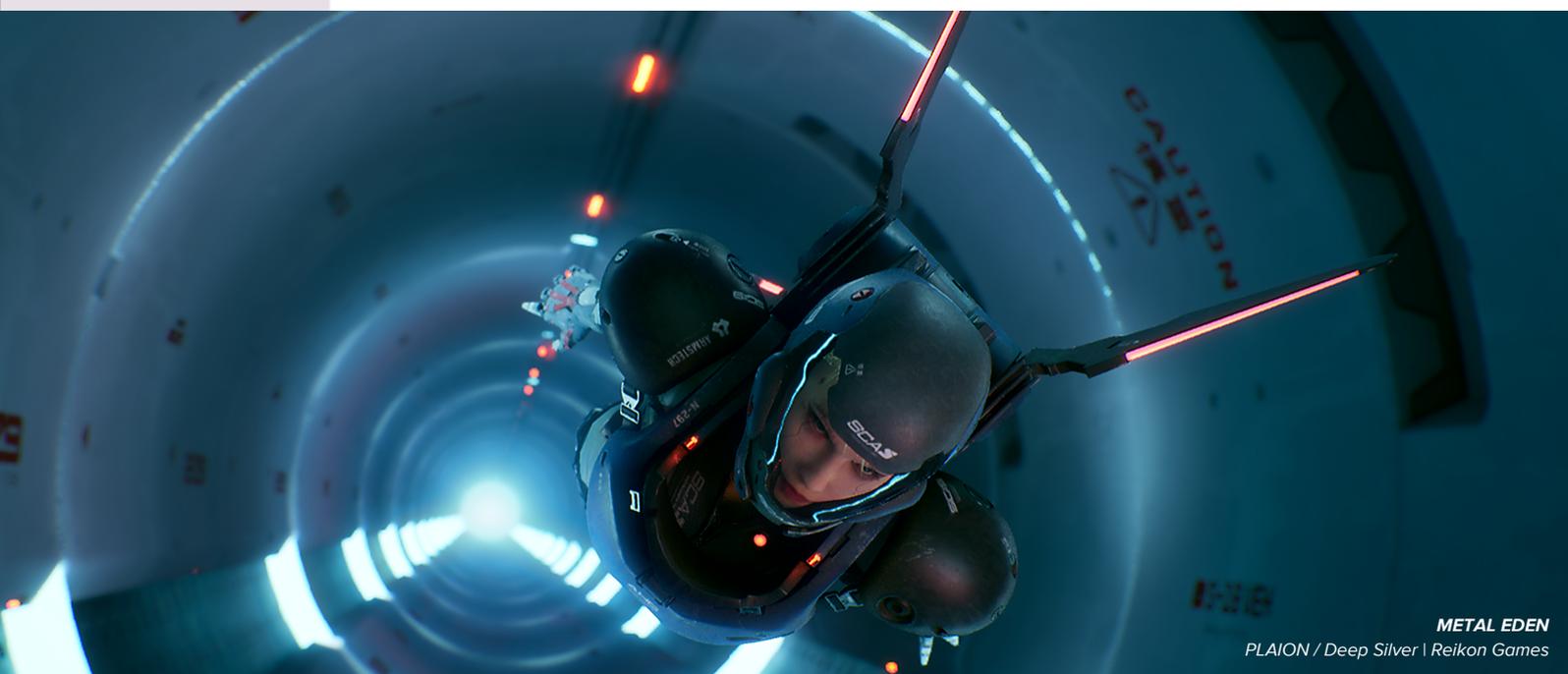
Brian Ward
Board member

Lars Wingefors
CEO and Board member

This information is information that Embracer Group AB (publ) is obliged to make public pursuant to the EU Market Abuse Regulation 596/2014. The information was submitted for publication, through the agency of the contact persons set out above, at 2025-05-22 07:00 CEST. The persons above may also be contacted for further information.

This report contains forward-looking statements that reflect the Board of Directors' and management's current views with respect to certain future events and potential financial performance. Forward-looking statements are subject to risks and uncertainties. Results could differ materially from forward-looking statements as a result of, among other factors, (i) changes in economic, market and competitive conditions, (ii) success of business initiatives, (iii) changes in the regulatory environment and other government actions, (iv) fluctuations in exchange rates and (v) business risk management.

This report is based solely on the circumstances at the date of publication and except to the extent required under applicable law or applicable marketplace regulations, Embracer Group AB is under no obligation to update the information, opinions or forward-looking statements in this report.



METAL EDEN
PLAION / Deep Silver | Reikon Games

CONSOLIDATED STATEMENT OF PROFIT OR LOSS

Amounts in SEK m	Note	Jan-Mar 2025	Jan-Mar 2024	Apr 2024-Mar 2025	Apr 2023-Mar 2024
Net sales	3, 4	5,386	5,757	22,370	27,409
Other operating income	7	8,781	210	8,395	563
Total operating income		14,167	5,967	30,765	27,971
Work performed by the Company for its own use and capitalized		650	1,101	2,733	5,165
Goods for resale		-1,485	-1,499	-6,719	-7,479
Other external expenses	8	-1,366	-1,518	-5,541	-7,389
Personnel expenses	9	-1,876	-3,250	-8,362	-12,096
Depreciation, amortization and impairment	5	-5,662	-7,493	-9,234	-13,771
Other operating expenses	10	-102	-6,653	-108	-6,815
Share of profit of an associate after tax		-3	0	1	12
Operating profit/loss (EBIT)		4,322	-13,344	3,535	-14,400
Net financial items	11	-649	1,045	-888	710
Profit/loss before tax		3,673	-12,299	2,648	-13,690
Income tax		226	365	-105	351
Profit for the year continuing operations		3,900	-11,934	2,543	-13,340
Profit from Discontinued operation, net after tax ¹⁾	7	3,639	-6,191	3,420	-4,838
Net profit/loss for the period		7,538	-18,125	5,963	-18,178
<i>Net profit/loss for the period attributable to:</i>					
Equity holders of the parent		7,541	-18,125	5,963	-18,177
Non-controlling interests		-3	0	0	-1
Earnings per share					
Basic earnings per share including Discontinued operation (SEK) ²⁾		36.27	-89.51	28.88	-91.68
Diluted earnings per share including Discontinued operation (SEK) ²⁾		36.25	-89.51	28.87	-91.68
Basic earnings per share excluding Discontinued operation (SEK) ²⁾		18.77	-58.93	12.31	-67.28
Diluted earnings per share excluding Discontinued operation (SEK) ²⁾		18.76	-58.93	12.31	-67.28

¹⁾ Excluding non-controlling interests of discontinued operations

²⁾ Recalculated with respect to the reversed split 1:6 carried out on January 15, 2025 as resolved at the extra general meeting on January 7, 2025. Number of shares for previous periods have been adjusted.

CONSOLIDATED STATEMENT OF COMPREHENSIVE INCOME

Amounts in SEK m	Note	Jan-Mar 2025	Jan-Mar 2024	Apr 2024-Mar 2025	Apr 2023-Mar 2024
Net profit/loss for the period		7,538	-18,125	5,963	-18,178
Other comprehensive income					
<i>Items that may be reclassified to profit or loss (net of tax):</i>					
Exchange differences on translation of foreign operations		-4,139	2,255	-4,831	886
Cash flow hedges		-2	-1	-3	1
<i>Items that will not be reclassified to profit or loss (net of tax):</i>					
Remeasurement of defined benefit plans for employees		-2	-5	-2	-5
Total other comprehensive income for the period, net of tax		-4,143	2,250	-4,836	882
Total comprehensive income for the period, net of tax		3,396	-15,875	1,127	-17,296
<i>Total comprehensive income attributable to:</i>					
Equity holders of the parent		3,404	-15,875	1,126	-17,295
Non-controlling interests		-9	0	1	-1

CONSOLIDATED STATEMENT OF FINANCIAL POSITION

Amounts in SEK m	Note	Mar 31, 2025	Mar 31, 2024
ASSETS			
Non-current assets			
Goodwill	5	12,373	31,210
Intangible assets		14,312	37,036
Property, plant and equipment		527	881
Right-of-use assets		645	1,349
Investments in associates		246	254
Non-current financial assets		447	501
Deferred tax assets		1,665	1,776
Total non-current assets		30,215	73,008
Current assets			
Inventories		707	3,218
Trade receivables		2,200	4,960
Contract assets		82	13
Other receivables		1,351	3,788
Prepaid expenses		481	457
Current investments		0	0
Cash and cash equivalents		7,097	3,341
Total current assets		11,919	15,777
Assets held for sale or distribution	7	—	6,911
TOTAL ASSETS		42,134	95,696

CONT.>>

>>CONTINUED

CONSOLIDATED STATEMENT OF FINANCIAL POSITION

Amounts in SEK m	Note	Mar 31, 2025	Mar 31, 2024
EQUITY AND LIABILITIES			
Equity			
Share capital		2	2
Other contributed capital		62,061	60,932
Reserves		990	5,826
Retained earnings, including net profit/loss		-31,921	-14,341
Total equity attributable to equity holders of the parent		31,133	52,419
Non-controlling interests		64	64
Total equity		31,196	52,482
Non-current liabilities			
Liabilities to credit institutions		1,119	10,795
Other non-current liabilities		103	171
Lease liabilities		438	1,024
Other provisions		186	52
Contingent considerations	6	822	1,980
Non-current put/call options on non-controlling interests	6	—	1,496
Deferred considerations	6	—	10
Non-current employee benefits		5	13
Non-current liabilities to employees related to historical acquisitions	6	679	910
Deferred tax liabilities		1,226	5,885
Total non-current liabilities		4,578	22,336
Current liabilities			
Liabilities to credit institutions		545	8,946
Current account credit facilities		—	35
Advances from customers		158	143
Trade payables		1,207	2,197
Lease liabilities		249	381
Contract liabilities		1,023	1,511
Contingent considerations	6	495	219
Current put/call options on non-controlling interests	6	—	285
Deferred considerations	6	—	474
Tax liabilities		365	499
Current liabilities to employees related to historical acquisitions	6	164	144
Other current liabilities		498	906
Accrued expenses		1,656	2,967
Total current liabilities		6,360	18,708
Liabilities directly associated with assets classified as held for sale or distribution	7	—	2,170
TOTAL EQUITY AND LIABILITIES		42,134	95,696

CONSOLIDATED STATEMENT OF CHANGES IN EQUITY

Amounts in SEK m	Equity attributable to equity holders of the parent						
	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 2023-04-01	2	55,886	4,945	3,835	64,668	53	64,721
Net profit/loss ²⁾	—	—	—	-18,177	-18,177	-1	-18,177
Other comprehensive income	—	—	882	—	882	0	882
Total comprehensive income for the period	—	—	882	-18,177	-17,295	-1	-17,296
<i>Transactions with the owners</i>							
New share issue	0	2,026	—	—	2,026	—	2,026
Excess value	—	-18	—	—	-18	—	-18
Issuance costs	—	-43	—	—	-43	—	-43
Tax effect issuance costs	—	9	—	—	9	—	9
Share-based remuneration according to IFRS 2	—	3,073	—	—	3,073	—	3,073
Transactions with non-controlling interests	—	—	—	—	—	11	11
Total	0	5,047	—	—	5,047	11	5,058
Closing balance 2024-03-31	2	60,932	5,826	-14,341	52,419	64	52,482
Opening balance 2024-04-01	2	60,932	5,826	-14,341	52,419	64	52,482
Net profit/loss ²⁾	—	—	—	5,963	5,963	0	5,963
Other comprehensive income	—	—	-4,836	—	-4,836	1	-4,836
Total comprehensive income for the period	—	—	-4,836	5,963	1,127	1	1,127
<i>Transactions with the owners</i>							
New share issue	0	268	—	—	268	—	268
Share-based remuneration according to IFRS 2	—	862	—	—	862	—	862
Dividend	—	—	—	-24,538	-24,538	—	-24,538
Dividend to non-controlling interests	—	—	—	—	—	-495	-495
Transactions with non-controlling interests	—	—	—	995	995	494	1,490
Total	0	1,130	—	-23,542	-22,412	-1	-22,413
Closing balance 2025-03-31	2	62,061	990	-31,921	31,133	64	31,196

¹⁾ Includes currency translation difference and cash flow hedge reserve as well as revaluation of defined benefit plans to employees.

²⁾ Includes Net profit/loss for non-controlling interests in discontinued operations, see [note 7](#).

CONSOLIDATED CASH FLOW STATEMENT

Amounts in SEK m ²⁾	Jan-Mar 2025	Jan-Mar 2024	Apr 2024- Mar 2025	Apr 2023- Mar 2024
Operating activities				
Profit/loss before tax	3,673	-12,299	2,648	-13,690
Adjustments for non-cash items, etc.	-2,018	13,517	1,985	20,115
Income tax paid	-96	-99	-707	-609
Cash flow from operating activities before changes in working capital	1,559	1,119	3,926	5,816
Cash flow from changes in working capital				
Change in inventories	131	113	5	52
Change in operating receivables	1,108	287	325	-194
Change in operating liabilities	-1,127	-441	-764	20
Cash flow from operating activities	1,671	1,078	3,492	5,694
Investing activities				
Acquisition of property, plant and equipment	-19	-29	-129	-227
Proceeds from sales of property, plant and equipment	1	—	4	6
Acquisition of intangible assets	-831	-1,494	-3,615	-6,844
Proceeds from sales of intangible assets	—	33	—	33
Acquisition of subsidiaries, net of cash acquired ¹⁾	-18	-132	-702	-2,223
Divestment of subsidiaries, net of cash divested	12,631	—	18,497	—
Change in current investments	—	—	—	—
Acquisition of financial assets	-16	-47	-45	-412
Proceeds from sales of financial assets	-1	5	6	22
Cash flow from investing activities	11,747	-1,664	14,016	-9,645
Financing activities				
New share issue	—	—	—	2,000
Issuance costs	—	—	—	-42
Proceeds from borrowings	388	631	7,272	2,047
Received dividend	—	—	9,885	—
Payments received from and given to discontinued operations	-4,705	662	-4,708	1,623
Repayment of loans	-5,083	-828	-24,763	-2,450
Payment of lease liabilities	-77	-102	-333	-437
Cash flow from financing activities	-9,478	363	-12,648	2,741
Total cash flow, Continuing operations	3,940	-223	4,860	-1,210
Total cash flow, Discontinued operations	4,667	-96	5,280	-24
Total cash flow, total Group	8,607	-319	10,140	-1,234
Cash and cash equivalents at the beginning of period	5,049	3,683	3,507	4,662
Exchange-rate differences in cash and cash equivalents	-105	143	-95	80
Cash and cash equivalents in Discontinued operations	-6,454	-1,181	-6,454	-1,181
Cash and cash equivalents at the end of period	7,097	2,326	7,097	2,326

¹⁾ The change in the quarter refers to historical acquisitions.

²⁾ The total cash flow for discontinued operations is presented as a separate row in the cash flow statement. Details are disclosed in [note 7](#).

NOTES

NOTE 1 SIGNIFICANT ACCOUNTING PRINCIPLES

This year-end report comprises of the Swedish parent company Embracer Group AB (publ) ("Embracer"), with corporate registration number 556582-6558, and its subsidiaries. The Group conducts management and development of intellectual property rights, development and publishing of PC games, console games, mobile games and VR games and has partner publishing and niche positions in film and comic book publishing. The parent company is a limited liability company with its registered office in Karlstad, Sweden. The address of the head office is Tullhusgatan 1B, 652 09 Karlstad, Sweden.

The Group's interim financial statements have been prepared in accordance with IAS 34 Interim Financial Reporting and applicable parts of the Swedish Annual Accounts Act (1995:1554). For the parent company, the interim report has been prepared in compliance with the Swedish Annual Accounts Act and Recommendation RFR 2 Accounting for Legal Entities.

For the Group, the same accounting policies and methods of computation have been applied as in the Annual Report for FY 2023/24. 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 2023/24. For the parent company's applied accounting policies, see Note P1.

The group is covered by the OECD's model rules for Pillar II. Legislation on Pillar II has been adopted in Sweden, where Embracer Group AB is based, and has entered into force on January 1, 2024. The legislation is applied to the group starting from financial year 2024/25.

No other new or amended standards that entered into force during the year have had any significant impact on the Group.

Disclosures in accordance with IAS 34.16A appear in addition to the financial statements and its related notes in the interim information on page [31-41](#) that from an integral part of this financial report.

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

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 2023/24, with additions described below.

Non-current assets held for sale and discontinued operations

To be classified as non-current assets (or disposal groups) held for sale, the disposal group must be available for immediate sale in its present condition subject only to terms that are usual and customary for sales of such assets (or disposal groups) and a transaction must be highly probable. To qualify as discontinued

operations, a component of the Group must, in addition to having been classified as a disposal group held for sale, also represent a separate major line of business or be a part of a single coordinated plan to dispose of a separate major line of business.

On April 22, 2024, Embracer announced its intention to separate the Group into three standalone publicly listed entities: Asmodee Group ("Asmodee"), "Coffee Stain & Friends" and "Middle-earth Enterprises & Friends". During the quarter the assets of Asmodee has been distributed to Embracer Group's shareholders and the segment Table top games is considered to be discontinued operations. For more information, see [note 7](#).

During the quarter the divestment of the operative group Easybrain was finalized. The transaction has been assessed to not meet the criteria for discontinued operations. For more information, see [note 7](#).

NOTE 3 OPERATING SEGMENTS

For accounting and monitoring, the Group has divided its operations into three operating segments based on how the chief operating decision maker reviews the operations for allocation of resources and assessment of performance. Embracer's CEO is identified as the Group's chief operating decision maker (CODM). The division of operating segments is based on differences in the goods and services that Embracer offers.

PC/Console Games - This part of the business conducts development and publishing of premium games for PC and console.

Mobile Games - This part of the business conducts development and publishing of mobile games.

Entertainment & Services - This part of the business is engaged in development, publishing and distribution of comic books,

conducts wholesale of publishing titles of games for console and PC as well as films, conducts publishing and external distribution of films and TV-series and produce and distribute merchandise.

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

With Asmodee Group being classified as discontinued operations, the Tabletop Games segment is no longer presented in this note.

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

Jan-Mar 2025	PC/Console Games	Mobile Games	Entertainment & Services	Total segments	Eliminations	Corporate	Group total
Revenue from external customers	3,069	943	1,373	5,386	-	-	5,386
Revenue from transactions with other operating segment	7	16	10	32	-32	-	-
Total revenue	3,076	959	1,383	5,417	-32	-	5,386
Adjusted EBIT	1,029	91	32	1,153	-	-76	1,077
Amortization of surplus values of acquired intangible assets	-126	-63	-88	-277	-	-	-277
Personnel costs related to acquisitions	-62	-188	-6	-257	-	-	-257
Items affecting comparability	-3,239	8,424	-1,047	4,138	-	-359	3,779
EBIT	-2,398	8,264	-1,109	4,757	-	-434	4,322
Net financial items							-649
Profit/loss before tax							3,673

Jan-Mar 2024	PC/Console Games	Mobile Games	Entertainment & Services	Total segments	Eliminations	Corporate	Group total
Revenue from external customers	3,126	1,366	1,265	5,757	-	-	5,757
Revenue from transactions with other operating segment	9	-	7	16	-16	-	-
Total revenue	3,135	1,366	1,272	5,773	-16	-	5,757
Adjusted EBIT	514	514	48	1,076	-	-30	1,046
Amortization of surplus values of acquired intangible assets	-327	-105	-90	-522	-	-	-522
Transaction costs	-1	-	0	-1	-	-	-1
Personnel costs related to acquisitions	-714	-93	-3	-810	-	-	-810
Remeasurement of contingent consideration	-1	-	-	-1	-	-	-1
Items affecting comparability	-5,474	-60	-667	-6,202	-	-6,854	-13,055
EBIT	-6,004	256	-713	-6,460	-	-6,884	-13,344
Net financial items							1,045
Profit/loss before tax							-12,299

CONT. >>

>> NOTE 3 CONTINUED

Apr 2024- Mar 2025	PC/Console Games	Mobile Games	Entertainment & Services	Total segments	Eliminations	Corporate	Group total
Revenue from external customers	10,450	5,359	6,561	22,370	–	–	22,370
Revenue from transactions with other operating segment	21	40	35	95	-95	–	–
Total revenue	10,471	5,398	6,596	22,465	-95	–	22,370
Adjusted EBIT	1,892	1,383	324	3,600	–	-256	3,344
Amortization of surplus values of acquired intangible assets	-567	-371	-356	-1,294	–	–	-1,294
Personnel costs related to acquisitions	-1,171	-335	-18	-1,524	–	–	-1,524
Remeasurement of contingent consideration	4	–	–	4	–	–	4
Items affecting comparability	-4,014	8,424	-1,047	3,363	–	-358	3,005
EBIT	-3,855	9,101	-1,096	4,149	–	-614	3,535
Net financial items							-888
Profit/loss before tax							2,648

Apr 2023- Mar 2024	PC/Console Games	Mobile Games	Entertainment & Services	Total segments	Eliminations	Corporate	Group total
Revenue from external customers	14,410	5,916	7,082	27,409	–	–	27,409
Revenue from transactions with other operating segment	29	–	27	56	-56	–	–
Total revenue	14,439	5,916	7,109	27,465	-56	–	27,409
Adjusted EBIT	2,441	1,921	853	5,215	–	-231	4,984
Amortization of surplus values of acquired intangible assets	-1,399	-441	-363	-2,203	–	–	-2,203
Transaction costs	-2	–	-6	-8	–	–	-8
Personnel costs related to acquisitions	-1,604	-286	-14	-1,904	–	–	-1,904
Remeasurement of participation in associated companies	3	–	–	3	–	–	3
Remeasurement of contingent consideration	-15	–	–	-15	–	-3	-18
Items affecting comparability	-7,312	-165	-883	-8,360	–	-6,895	-15,255
EBIT	-7,887	1,029	-413	-7,272	–	-7,129	-14,400
Net financial items							710
Profit/loss before tax							-13,690

NOTE 4 REVENUE FROM CONTRACTS WITH CUSTOMERS

Jan-Mar 2025	PC/Console Games	Mobile Games	Entertainment & Services	Group total
Type of products				
Digital products	2,339	943	220	3,502
Physical products	195	–	1,061	1,256
Other ¹⁾	535	0	93	628
Revenue from contracts with customers	3,069	943	1,373	5,386
Jan-Mar 2024				
Type of products				
Digital products	2,034	1,361	180	3,576
Physical products	306	–	1,049	1,355
Other ¹⁾	787	5	35	827
Revenue from contracts with customers	3,126	1,366	1,265	5,757
Apr 2024- Mar 2025				
Type of products				
Digital products	6,990	5,347	1,083	13,420
Physical products	903	–	5,144	6,046
Other ¹⁾	2,558	12	334	2,904
Revenue from contracts with customers	10,450	5,359	6,561	22,370
Apr 2023- Mar 2024				
Type of products				
Digital products	9,609	5,865	643	16,117
Physical products	1,490	–	5,469	6,960
Other ¹⁾	3,311	51	970	4,332
Revenue from contracts with customers	14,410	5,916	7,082	27,409

¹⁾ See Operating segment, page 7-13

In addition to the breakdown by revenue from contracts with customers for PC/Console Games, Mobile Games and Entertainment & Services, Embracer also monitor PC/Console in categories below:

PC/Console Games	Jan-Mar 2025	Jan-Mar 2024	Apr 2024- Mar 2025	Apr 2023- Mar 2024
IP-rights				
Owned titles	2,382	2,096	6,819	9,514
Publishing titles	687	1,031	3,631	4,896
Total	3,069	3,126	10,450	14,410
New releases				
New releases	1,377	692	2,024	4,185
Back catalog	1,157	1,648	5,869	6,914
Other	535	787	2,558	3,311
Total	3,069	3,126	10,450	14,410

NOTE 5 GOODWILL

Accumulated cost	Mar 31, 2025	Mar 31, 2024
Opening balance	42,348	48,524
Business combinations	—	14
Reclassification to Assets held for sale or distribution	—	-1,016
Divestment and distribution of subsidiaries	-22,046	-6,307
FX effects	-1,190	1,133
Closing balance	19,112	42,348
Accumulated impairment	Mar 31, 2025	Mar 31, 2024
Opening balance	-11,138	—
Impairments for the year	-3,727	-11,095
Divestment and distribution of subsidiaries	7,692	—
Reclassifications	2	—
FX effects	432	-43
Closing balance	-6,739	-11,138
Carrying amount at the end of the year	12,373	31,210

During the fourth quarter, indications of the need for impairment have been identified for cash-generating units (CGU).

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

Goodwill	Operating segment	Impairment for the year
Amplifier Game Invest	PC/Console	-183
Lager 2 ¹⁾	PC/Console	-2,215
THQ Nordic	PC/Console	-233
PC/Console		-2,631
DECA Games	Mobile	-387
Mobile		-387
Dark Horse	Entertainment & Services	-447
Freemode	Entertainment & Services	-262
Entertainment & Services		-709
Total		-3,727

¹⁾ Consists of assets previously included in the divested CGU:s Saber Interactive and Gearbox entertainment.

The impairment of goodwill values is mainly an effect of headcount reductions lowering the value of the workforce, reorganizations and prudent future expectations. Furthermore, the discount rate used to discount future cash flows has increased since prior year to reflect increased market uncertainty.

Impairments for the period amounting to SEK -3,727 million (-11,095) have been reported on the line Depreciation, amortization and impairment in the Group's consolidated statement of profit or loss.

NOTE 6 FINANCIAL INSTRUMENT

Reclassification of the assets & liabilities under IFRS 5, as per [Note 7](#) has been returned to the balances in Note 6. The balances are, therefore, not affected by this reclassification as it does not have an effect before completion of the transactions.

Fair value measurement

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

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

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

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

Financial assets measured at fair value

Financial assets measured at fair value as of March 31, 2025	Level 1	Level 2	Level 3	Total
Current investments	50	—	—	50

Financial assets measured at fair value as of March 31, 2024	Level 1	Level 2	Level 3	Total
Ownership interests in other entities	—	6	—	6
Current investments	42	—	—	42

Financial liabilities measured at fair value

Financial liabilities measured at fair value as of March 31, 2025	Level 1	Level 2	Level 3	Total
Contingent consideration	—	—	1,317	1,317
Liabilities to employees related to historical acquisitions	—	—	843	843

Financial liabilities measured at fair value as of March 31, 2024	Level 1	Level 2	Level 3	Total
Contingent consideration	—	—	2,246	2,246
Put/call options on non-controlling interests	—	—	1,782	1,782
Liabilities to employees related to historical acquisitions	—	—	1,434	1,434

Current receivables and current liabilities

For current receivables and liabilities, such as trade receivables and trade payables and for liabilities to credit institutions (long- and short-term) and with variable interest rate, the carrying amount is considered to be a good approximation of the fair value.

Contingent consideration

The fair value of contingent considerations has been calculated based on expected outcome of financial and operational targets for each individual agreement. The estimated expected settlement will vary over time depending on, among other things, the degree of fulfillment of the conditions for the contingent considerations, the development of certain exchange rates against the Swedish krona and the interest rate environment. Contingent considerations to be settled with shares are also dependent on the development of Embracer's share price.

Contingent considerations classified as financial liabilities are measured at fair value by discounting expected cash flows at a risk-adjusted discount rate of 1.8%-10.2%. Measurement is therefore in accordance with Level 3 in the fair value hierarchy. Significant unobservable input data consists of forecasted turnover and a risk-adjusted discount rate as well operational targets.

Contingent considerations	Apr 2024- Mar 2025	Apr 2023- Mar 2024
Opening balance	3,935	8,471
Payment - shares to be issued	-79	-30
Payment - clawback shares	-565	-2,278
Payment - cash	-243	-258
FX effects	-85	167
Reclassifications	—	-32
Disposals/divestments	-252	-251
Change in fair value recognized in consolidated statement of profit or loss	-447	-1,853
Closing balance	2,264	3,935

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 -100 million and a lower discount factor of 1.5 percentage points will have an impact with SEK 80 million.

CONT. >>

>> NOTE 6 CONTINUED

The Group's contingent considerations will be settled in cash or with issued shares. As at March 31, 2025, the contingent considerations are expected to be settled according to the table below.

Expected settlement	Contingent consideration classified as financial liability		Total contingent consideration classified as financial liability	Contingent consideration classified as equity		Total contingent consideration
	Cash settlement	Newly issued shares		Newly issued shares		
Total	1,089	228	1,317	947		2,264

As of March 31, 2025	Classified as financial liability	Of which already issued	Classified as equity	Of which already issued
Maximum number of shares related to contingent consideration	5,566,013	1,352,078	2,079,168	1,985,587

Put/call option on non-controlling interests

Put/call options on non-controlling interest refers to put/call option on non-controlling interests in business combination where the selling shareholders keep some ownership and there is a contractual obligation where Embracer will purchase the remaining interest if the holder of the option determines to exercise. The valuation and settlement is similar as for contingent consideration (level 3 fair value measurement).

The fair value of put/call options on non-controlling interests have 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 put/call option on non-controlling interests, the development of certain exchange rates against the Swedish krona and the interest rate environment.

Put/call option on non-controlling interests	Apr 2024-Mar 2025	Apr 2023-Mar 2024
Opening balance	1,782	2,905
FX-effects	33	-274
Reclassifications	-906	—
Disposals/divestments	-982	—
Change in fair value recognized in consolidated statement of profit or loss	73	-850
Closing balance	—	1,782

Liabilities to employees related to historical acquisitions

Liabilities to employees related to historical acquisitions refers to part of the purchase price in historical acquisitions which according to IFRS is classified as personnel debt. Fair value for liabilities to employees related to historical acquisitions has been calculated based on expected outcome of financial and operational targets for each individual agreement. The estimated expected settlement will vary over time depending on, among other things, the degree of fulfillment of the conditions.

Liabilities to employees related to historical acquisitions	Apr 2024-Mar 2025	Apr 2023-Mar 2024
Opening balance	1,434	1,090
Accrual of personnel cost in consolidated statement of profit or loss	395	923
Payment - cash after the acquisition day	-1,294	-582
Change in fair value recognized in consolidated statement of profit or loss	32	32
Reclassifications	—	—
Disposals/divestments	317	—
FX-effects	-41	-29
Closing balance	843	1,434

As of March 31, 2025, the Group's liabilities to employees related to historical acquisitions will be settled in cash.

Other consideration that is not classified as financial instruments at fair value

Deferred Consideration

Deferred consideration refers to future payments from business combinations and asset deals where the payment is not contingent upon future financial or operational targets.

Deferred considerations	Apr 2024-Mar 2025	Apr 2023-Mar 2024
Opening balance	487	2,019
Acquisitions	—	193
Payment - cash	-479	-1,956
FX-effects	-9	147
Reclassifications	—	32
Disposals/divestments	-8	-10
Discount effect recognized in consolidated statement of profit or loss	9	62
Closing balance	—	487

NOTE 7 DIVESTMENT OF GROUP COMPANIES AND ASSETS (DISPOSAL GROUPS) HELD FOR SALE OR DISTRIBUTION

Divestment of group companies

During Q4 FY 2023/24 an agreement was entered into to divest Gearbox Entertainment. The transaction was closed June 11, 2024. In November 2024 an agreement to divest Easybrain was entered. The transaction was closed January 23, 2025. Further on, divestment of the subsidiaries Madhead, Shiver Entertainment and Rare Earth Games closed during Q1, divestment of Digic closed during Q2, divestment of Zapper closed during Q3 and a divestment of Studio Hermitage closed under Q4.

	Apr 2024- Mar 2025	Apr 2024- Mar 2025	Apr 2024- Mar 2025	Apr 2024- Mar 2025
	Gearbox Entertainment	Easybrain	Other	Total
Divestment of entities				
Total consideration	4,100	12,677	778	17,555
Carrying amount of net assets sold	4,788	5,377	902	11,067
Gain (loss) on sale before income tax and reclassification of foreign currency translation reserve	-688	7,300	-124	6,488
Reclassification of foreign currency translation reserve	168	1,286	9	1,463
Income tax expense on gain	—	—	—	—
Gain (loss) on sale after income tax	-520	8,586	-115	7,951
Net cash consideration received	4,046	12,977	252	17,275
Less: Cash and cash equivalents in divested companies	-101	-338	-67	-506
Impact on the Groups' cash and cash equivalents	3,945	12,640	185	16,770

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

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

	Apr 2024- Mar 2025	Apr 2024- Mar 2025	Apr 2024- Mar 2025	Apr 2024- Mar 2025
	Gearbox Entertainment	Easybrain	Other	Total
Assets and liabilities included in the sale				
Goodwill	885	3,800	563	5,248
Intangible assets	3,973	983	341	5,297
Property, plant and equipment	133	35	19	187
Right-of-use assets	140	100	41	281
Other non-current financial assets	135	5	27	167
Trade receivables	92	463	174	729
Contract assets	484	—	42	526
Other current assets	303	36	21	360
Cash and cash equivalents	101	338	66	505
Total assets	6,246	5,760	1,294	13,300
Lease liabilities	-139	-93	-37	-269
Trade payables	-51	-124	-43	-218
Contract Liabilities	-160	0	-17	-177
Other liabilities	-1,108	-166	-295	-1,569
Total liabilities	-1,458	-383	-392	-2,233
Net assets	4,788	5,377	902	11,067

CONT. >>

NOTE 7 CONTINUED**IFRS 5 Non-current Assets Held for Sale and Discontinued Operations****Assets held for sale or distribution**

During Q3 FY 2024/25, Embracer reclassified Asmodee and Easybrain as non-current assets (or disposal group) held for sale or distribution under IFRS 5.

To be classified as non-current assets (or disposal groups) held for sale or distribution, the non-current assets must be available for immediate sale or distribution in its present condition subject only to terms that are usual and customary for sales or distribution of such assets (or disposal groups) and a transaction must be highly probable.

Immediately before the initial classification as disposal group held for sale or distribution, the carrying amounts of all the assets and liabilities in the disposal group have been measured in accordance with applicable IFRS standards.

Following the classification as disposal groups held for sale or distribution, depreciation and amortizations ceases on non-current assets included in the disposal groups. The disposal groups are, at the time of classification, measured at the lower of their carrying amount and fair value less costs to sell. This has not resulted in any additional impairment losses for the disposal groups, as the fair value less cost to sell exceeds the carrying value for the disposal groups, respectively.

From the time of classification as disposal groups held for sale or distribution, the assets and liabilities, respectively, included in the disposal groups are presented as separate line items in the consolidated statement of financial position.

Discontinued operations

To qualify as discontinued operations, a component of the Group must, in addition to having been classified as a disposal group held for sale or distribution, also represent a separate major line of business or be a part of a single coordinated plan to dispose of a separate major line of business.

During Q3 FY 2024/25, Embracer assessed that Asmodee qualifies as discontinued operation and that Easybrain do not meet the criteria of classification as a discontinued operation but the criteria of a disposal group held for sale. During Q4 FY 2024/25, the divestment of Easybrain was completed and Asmodee was distributed to the shareholders in Embracer.

Distribution to owners

On an extra general meeting held 7 January 2025 the formal decision to distribute all shares in Asmodee to the shareholders in Embracer was taken. In February the shareholders received one Asmodee share for each Embracer share. Asmodee was listed on Nasdaq Stockholm on 7 February 2025, with an opening price of SEK 105 per share.

At the distribution of the Asmodee shares, Embracer recognized a capital gain of SEK 3,724 million within discontinued operations. The gain represents the difference between Asmodees fair value and the carrying amount of Asmodees net assets at the time of the distribution. As part of the distribution all historical translation differences allocated to Asmodee, amounting to SEK 1,112 million have been recycled to the income statement as Profit for discontinued operations.

Assets and liabilities included in disposal groups held for sale or distribution as of March 31, 2025	Apr 2024- Mar 2025	Apr 2023- Mar 2024
Goodwill	—	1,217
Intangible assets	—	4,105
Property, plant and equipment	—	149
Right-of-use assets	—	183
Other non-current assets	—	123
Inventories	—	23
Other current assets	—	946
Cash and cash equivalents	—	166
Total assets included in disposal group held for sale or distribution	—	6,911
Non-current interest-bearing liabilities	—	-277
Non-current non-interest-bearing liabilities	—	-791
Current interest-bearing liabilities	—	-445
Current non-interest-bearing liabilities	—	-656
Total liabilities included in disposal group held for sale or distribution	—	-2,170
Net assets	—	4,742

CONT. >>

NOTE 7 CONTINUED

	Jan-Mar 2025	Jan-Mar 2024	Apr 2024- Mar 2025	Apr 2023- Mar 2024
Income statement for Discontinued operations				
Net sales	1,278	3,117	13,073	14,797
Other operating income	0	1	0	12
Total operating income	1,278	3,119	13,073	14,809
Work performed by the Company for its own use and capitalized	13	52	126	185
Goods for resale	-852	-2,176	-7,825	-9,295
Other external expenses	-126	-363	-1,785	-1,609
Personnel expenses	-191	-492	-1,785	-2,142
Depreciation, amortization and impairment	2	-7,085	-862	-7,966
Other operating expenses	3	-80	-8	-87
Share of profit of an associate	-2	-8	23	-14
Operating profit (EBIT)	125	-7,034	958	-6,119
Net financial items	-199	464	-900	1,074
Profit before tax	-74	-6,570	58	-5,045
Income tax	-11	379	-374	207
<i>Profit from operations</i>	-86	-6,191	-316	-4,838
Profit (Loss) on remeasurements to fair value				
Profit (loss) from dividend of operations	2,611	—	2,611	—
Reclassification of foreign currency translation reserve	1,112	—	1,112	—
Net profit for the period, discontinued operations	3,638	-6,191	3,408	-4,838
<i>Net profit/loss for the period attributable to:</i>				
Equity holders of the parent	3,639	-6,191	3,420	-4,838
Non-controlling interests	-1	—	-12	—
Cash flow statement for Discontinued operations				
	Jan-Mar 2025	Jan-Mar 2024	Apr 2024- Mar 2025	Apr 2023- Mar 2024
Cash flow from operating activities	-42	723	887	2,194
Cash flow from investing activities	-18	-79	-224	-309
Cash flow from financing activities	4,727	-740	4,617	-1,909
Cash flow for the period	4,667	-96	5,280	-24

NOTE 8 RELATED PARTY TRANSACTIONS

Related party transaction	Related party	Jan-Mar 2025	Jan-Mar 2024	Apr 2024-Mar 2025	Apr 2023-Mar 2024
Consulting service	Logvreten AB ¹⁾ (supplier)	0	0	-1	0
Transportation services	Sola Service i Karlstad AB ²⁾ (supplier)	-	-	-	-
Transportation services	Empterwik Special Services Ltd ²⁾ (supplier)	-6	-6	-22	-25
Total		-6	-6	-23	-25

¹⁾ Kicki Walje-Lund has controlling influence over the company
²⁾ The company is part of Lars Wingefors AB

NOTE 9 PERSONNEL EXPENSES

SEK m	Jan-Mar 2025	Jan-Mar 2024	Apr 2024-Mar 2025	Apr 2023-Mar 2024
Personnel expenses	-1,591	-2,447	-6,823	-10,176
Personnel costs related to acquisitions - Excluding FX gain/loss	-285	-803	-1,539	-1,919
Total	-1,876	-3,250	-8,362	-12,096

NOTE 10 OTHER OPERATING EXPENSES

SEK m	Jan-Mar 2025	Jan-Mar 2024	Apr 2024-Mar 2025	Apr 2023-Mar 2024
Other operating expenses	-115	-4	-108	-28
Transaction costs related to acquisitions	-	-1	-	-8
Divestment of subsidiaries	-	-6,648	-	-6,778
FX gain/loss related to Personnel costs related to acquisitions ¹⁾	13	-	-	-
Total	-102	-6,653	-108	-6,815

¹⁾ FX gain related to Personnel costs related to acquisitions is included in Other operating income.

NOTE 11 NET FINANCIAL ITEMS

SEK m	Jan-Mar 2025	Jan-Mar 2024	Apr 2024-Mar 2025	Apr 2023-Mar 2024
Interest income and other financial income	49	17	124	69
Interest expense and other financial expense	-92	-344	-648	-1,259
Sum	-44	-327	-524	-1,190
Change in fair value contingent consideration	406	431	493	1,600
Interest deferred consideration	0	-5	-9	-62
Realized and unrealized exchange rate gains/losses	-1,012	946	-848	362
Total financial net	-649	1,045	-888	710

PARENT COMPANY'S INCOME STATEMENT

Amounts in SEK m	Note	Jan-Mar 2025	Jan-Mar 2024	Apr 2024- Mar 2025	Apr 2023- Mar 2024
Net sales		23	19	87	85
Other operating income		1	0	2	30
Total operating income		25	19	89	115
Operating expenses					
Other external expenses		-34	-64	-139	-185
Personnel expenses		-35	-26	-135	-132
Depreciation, amortization and impairment of property, plant and equipment and intangible assets		-1	-1	-4	-4
Other operating expenses	P2	-97	-7,216	-389	-7,246
Operating profit/loss		-142	-7,287	-578	-7,451
Net financial items	P3	-1,876	753	-1,928	451
Profit/loss after financial items		-2,018	-6,535	-2,506	-7,000
Appropriations		23	136	102	186
Profit/loss before tax		-1,995	-6,398	-2,405	-6,815
Income tax		99	-145	84	-14
Net profit/loss for the period		-1,896	-6,544	-2,320	-6,829

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

PARENT COMPANY BALANCE SHEET

Amounts in SEK m	Mar 31, 2025	Mar 31, 2024
ASSETS		
Non-current assets		
Intangible assets	3	3
Tangible assets	5	7
Shares in group companies	15,465	48,400
Receivables from group companies	12,100	20,747
Other long term receivables	95	51
Deferred tax assets	171	—
Total financial assets	27,831	69,198
Total non-current assets	27,838	69,208
Current assets		
Receivables from group companies	3,435	3,869
Trade receivables	0	0
Current tax assets	—	0
Other receivables	269	326
Prepaid expenses and accrued income	62	60
	3,766	4,256
Cash and cash equivalents	5,648	486
Total current assets	9,414	4,742
TOTAL ASSETS	37,252	73,950
EQUITY AND LIABILITIES		
Restricted equity	2	2
Unrestricted equity	28,432	54,798
Total equity	28,434	54,800
Untaxed reserves	270	274
Provisions	101	118
Long-term liabilities		
Liabilities to credit institutions	—	8,999
Liabilities to Group companies	1,220	—
Total long-term liabilities	1,220	8,999
Current liabilities		
Liabilities to credit institutions	—	8,000
Trade payables	30	51
Liabilities to group companies	7,086	1,432
Tax liabilities	70	—
Other current liabilities	4	33
Accrued expenses and prepaid income	38	243
Total current liabilities	7,227	9,759
TOTAL EQUITY AND LIABILITIES	37,252	73,950

Tax liabilities includes SEK 86 million in booked top-up tax according to Pillar II 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 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 2023/24, For description of the parent company's applied accounting principles, see Note P1 in the Annual Report for FY 2023/24.

NOTE P2 OTHER OPERATING EXPENSES

SEK m	Jan-Mar 2025	Jan-Mar 2024	Apr 2024- Mar 2025	Apr 2023- Mar 2024
Other operating expenses	-101	-28	-363	-58
Loss sale of subsidiaries	4	-7,188	-26	-7,188
Total	-97	-7,216	-389	-7,246

NOTE P3 NET FINANCIAL ITEMS

SEK m	Jan-Mar 2025	Jan-Mar 2024	Apr 2024-Mar 2025	Apr 2023- Mar 2024
Dividend ¹⁾	2,739	188	12,923	188
Interest income	226	426	960	1,429
Interest expense	-131	-291	-527	-1,007
Other financial expenses	7	-29	-126	-99
FX effects	-474	722	-432	237
Write-down subsidiaries ²⁾	-4,311	-232	-14,811	-265
Expected credit loss	68	-33	85	-33
Total	-1,876	753	-1,928	451

¹⁾ Dividend received in FY 2024/25 mainly relates to the dividend received from the subsidiary Asmodee Group AB as disclosed in the Interim report Q1 FY 2024/25 and dividend related to the net proceeds from the Easybrain transaction.

²⁾ Write-down in subsidiaries in FY 24/25 is a non-cash expense which mainly relates to holding entities with subsidiaries in the former operative groups of Asmodee and Gearbox.

DEFINITIONS OF ALTERNATIVE PERFORMANCE MEASURES (APMs)

In accordance with the guidelines from ESMA (European Securities and Markets Authority), regarding the disclosure of alternative performance measures, the definition and reconciliation of Embracer's alternative performance measures are presented below. The guidelines entail increased disclosures regarding the financial measures that are not defined by IFRS. The performance measures presented below are reported in this report. They are used for internal control and follow-up. Since not all companies calculate financial measures in the same way, these are not always comparable to measures used by other companies.

One important part of Embracer's strategy is to pursue inorganic growth opportunities through acquisitions. Thereby expanding the ecosystem to include more entrepreneurs within the gaming and entertainment markets. An acquisitive strategy is associated with certain complexity in terms of accounting for business combinations. The board and management of Embracer believes that it is important to separate the operational performance of the business from the acquisition part. Certain APM's are used to accomplish and give internal and external stakeholders the best picture of the underlying operational performance of the business, by the measurement of performance excluding specific items related to historical acquisitions and items affecting comparability. The individual APMs, definitions, purpose are described more in detail below.

Name	Definition	Reason for Use
Adjusted Earnings per share	Net profit for the period excluding specific items related to historical acquisitions and items affecting comparability net of tax, change in fair value contingent consideration and put/call options on non-controlling interests 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 and put/call options on non-controlling interests 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.	
EBIT margin	EBIT as a percentage of net sales.	

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Name	Definition	Reason for Use
EBITDA	Earnings before interest, taxes, depreciation and amortization.	EBITDA and EBITDA margin are reported because these are metrics commonly used by investors, financial analysts and other stakeholders to measure the Company's financial results.
EBITDA margin	EBITDA as a percentage of net sales.	EBITDA and EBITDA margin are reported because these are metrics commonly used by certain investors, financial analysts and other stakeholders to measure the Company's financial results.
EBITDAC	Adjusted EBITDA less Gross investments in intangible and tangible assets.	High level view on operational cash flow generation.
Free cash flow after working capital	Cash flow for the period, excluding cash flow from financing activities, acquisitions of subsidiaries including transaction costs, cash impact from personnel costs related to acquisitions and cash effect from items affecting comparability.	Provide a true and fair picture of the underlying operational performance, by excluding cash flow from specific items related to historical acquisitions and from items affecting comparability.
Gross margin	Net sales less goods for resale divided by net sales.	Measuring the profitability from the net sales of products and services.
Items affecting comparability	Transactions that are not related to recurring business operations, but affecting the financial outcome in a material way, and where the probability of reoccurrence over the coming year is limited.	Items affecting comparability includes events and transactions with significant effects, which are relevant for understanding the financial performance when comparing income for the current period with previous periods.
Net Debt (-) / Net Cash (+)	The company's cash and short-term investments decreased with the company's short- and long-term interest-bearing liabilities excluding leasing liabilities according to IFRS16, pension provisions, contingent consideration and put/call on non-controlling interest.	The metric is commonly used by investors, financial analysts and other stakeholders to measure the debt compared to its liquid assets. This metric is also used in calculating the Company's financial leverage.
Net investment in acquired companies	Acquisition of subsidiaries, net of cash acquired plus cash impact from specific items related to historical acquisitions, plus acquisition of IPs through asset deal structures.	A measure of cash flow allocated to inorganic growth opportunities in the reporting period.
Net sales growth	Net sales growth for the current period compared to the same period previous year.	Net sales growth is reported by the Company because it regards this KPI as contributing to investor understanding of the Company's historical progress.
Organic growth	Growth between periods where net sales from companies acquired/divested in the last five quarters have been excluded. The comparison period is adjusted for differences in exchange rates.	Growth measure for companies that has been part of Embracer Group for more than one year excluding effects of differences in exchange rates.
Pro forma growth	Growth between periods where net sales from companies acquired/divested in the last five quarters have been added/adjusted historically. The comparison period is adjusted for differences in exchange rates.	Growth measure for all companies that are a part of Embracer Group as per reporting date regardless of when the company became a part of Embracer Group excluding effects of differences in exchange rates.
Specific items related to historical acquisitions	Specific income/expenses related to historical acquisitions consist of personnel cost related to acquisitions (In connection with certain business combinations, contingent consideration agreements that are not classified as part of the consideration transferred, as there is a requirement for continued employment to receive the amount. Accordingly, the amount is classified as consideration for future services), amortization of surplus values of acquired intangible assets (e.g. IP-rights, publishing rights, brand name), transaction costs (Costs for legal- financial- tax- and commercial due diligence for completed transactions.), remeasurement of participation in associated companies and remeasurement of contingent consideration.	Input used to calculate Adjusted EBITDA and Adjusted EBIT.

ALTERNATIVE PERFORMANCE MEASURES

ADJUSTED EBIT AND ADJUSTED EBITDA - DERIVATION

Amounts in SEK m	Jan-Mar 2025	Jan-Mar 2024	Apr 2024- Mar 2025	Apr 2023- Mar 2024
EBIT	4,322	-13,344	3,535	-14,400
Depreciation, amortization and impairment	5,662	7,493	9,234	13,771
EBITDA	9,984	-5,852	12,769	-629
Personnel costs related to acquisitions	257	810	1,524	1,904
Remeasurement of participation in associated companies	—	—	—	-3
Remeasurement of contingent consideration	—	1	-4	18
Transaction costs	—	1	—	8
Items affecting comparability ¹⁾	-8,288	7,045	-7,534	7,633
Adjusted EBITDA	1,952	2,006	6,754	8,931
Depreciation, amortization and impairment	-5,662	-7,493	-9,234	-13,771
Items affecting comparability ¹⁾	4,509	6,010	4,529	7,622
Amortization of surplus values of acquired intangible assets	277	522	1,294	2,203
Adjusted EBIT	1,077	1,046	3,344	4,984

ADJUSTED EARNINGS PER SHARE - DERIVATION

Amounts in SEK m	Jan-Mar 2025	Jan-Mar 2024	Apr 2024- Mar 2025	Apr 2023- Mar 2024
Net profit for the period attributable to equity holders of the parent	3,902	-11,934	2,543	-13,339
Adjustments				
Personnel costs related to acquisitions	257	810	1,524	1,904
Remeasurement of participation in associated companies	—	—	—	-3
Remeasurement of contingent consideration	—	1	-4	18
Transaction costs	—	1	—	8
Amortization of surplus values of acquired intangible assets	277	522	1,294	2,203
Change in fair value contingent consideration and put/call options on non-controlling interests	-386	-463	-559	-1,665
Interest expense contingent consideration	-23	38	72	127
Items affecting comparability ¹⁾	-3,779	13,055	-3,005	15,255
Adjustments before tax	-3,655	13,964	-678	17,846
Tax effects on adjustments	-290	-525	-532	-1,289
Adjustments after tax	-3,944	13,440	-1,210	16,557
Total continuing operations	-42	1,506	1,333	3,218
Average number of shares, million ²⁾	225	223	225	220
Adjusted Earnings per share, SEK	-0.19	6.75	5.93	14.66
Average number of shares after full dilution, million ²⁾	230	241	230	237
Adjusted Earnings per share after full dilution, SEK	-0.18	6.25	5.80	13.56

¹⁾ See next page for further explanation on items affecting comparability

²⁾ Recalculated with respect to the reversed split 1:6 carried out on January 15, 2025 as resolved at the extra general meeting on January 7, 2025. Number of shares for previous periods have been adjusted.

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ORGANIC GROWTH - DERIVATION

Amounts in SEK m	Jan-Mar 2025	Jan-Mar 2024	Change
Net sales	5,386	5,757	-6%
Net sales from acquired/divested companies ¹⁾	-207	-1,413	
Difference in exchange rate	—	12	
Organic growth output	5,179	4,357	19%

PRO FORMA GROWTH - DERIVATION

Amounts in SEK m	Jan-Mar 2025	Jan-Mar 2024	Change
Net sales	5,386	5,757	-6%
Net sales from acquired/divested companies ²⁾	-207	-1,413	
Difference in exchange rate	—	12	
Pro forma growth output	5,179	4,357	19%

¹⁾ Net sales from companies acquired in the last five quarters have been excluded.

²⁾ Net sales from acquired/divested companies in the last five quarters have been added/removed.

FREE CASH FLOW AFTER WORKING CAPITAL

Amounts in SEK m	Jan-Mar 2025	Jan-Mar 2024	Apr 2024- Mar 2025	Apr 2023- Mar 2024
Cash flow for the period	3,940	-223	4,860	-1,210
Cash flow from financing activities	9,478	-363	12,648	-2,741
Net cash flow from acquired/divested companies	-12,613	132	-17,795	2,223
Transaction costs	—	1	—	8
Payment personnel cost related to acquisitions	30	4	1,243	354
Cash flow effect IAC	121	177	395	548
Free cash flow after working capital	956	-272	1,351	-819

ITEMS AFFECTING COMPARABILITY, IAC

Amounts in SEK m	Jan-Mar 2025	Jan-Mar 2024	Apr 2024- Mar 2025	Apr 2023- Mar 2024
Other external expenses	-35	-147	-35	-234
Personnel expenses	-81	-256	-131	-624
Profit or loss sale of subsidiaries	8,658	-6,648	7,951	-6,778
Other operating income/expenses	-253	5	-250	3
Total IAC affecting EBITDA	8,288	-7,045	7,534	-7,633
Write-down intangible assets	-404	-1,408	-423	-2,898
Write-down tangible assets	-1	-15	-1	-39
Impairment of goodwill	-3,727	-4,345	-3,727	-4,345
Impairment of other intangible assets	-378	-242	-378	-340
Total IAC affecting EBIT	3,779	-13,055	3,005	-15,255

DEFINITIONS, QUARTERLY INFORMATION

Clawback shares	Shares of the company issued to sellers at completion of acquisitions of companies or assets. Clawback shares are part of the earnout consideration to sellers of companies or assets. Clawback shares are held by sellers, either in escrow accounts or on regular accounts, with an agreed right for the company to receive the shares back, at no consideration, if specific earnout targets are not met. Clawback shares are kept by the sellers if earnout targets are met.
Completed games	Total book value of finished game development projects (released games) upon submission of completion. Upon completion the released games are reclassified from On-going Game Development Projects to Finished Games and amortization starts.
DAU	Average daily active users in the period.
Digital product	Product sold/transferred through digital/electronic channels.
Digital sales	Sales and transfer of products, physical and digital, through digital/electronic channels.
External game developers	Game developers engaged in game development projects by studios that are not owned by the group (external studios).
External Studios	Studios not owned by the group engaged in game development project financed by the Group.
Game development projects	On-going game development projects financed by the group and number of on-going game development projects financed by third party with notable expected royalty income.
Internal employees, non-development	Employees not directly engaged in game development (both employees and contractors).
Internal game developers	Game developers (both employees and contractors) engaged in game development projects by studios that are owned by the group (internal studios).
Internal headcount	Internal game developers + internal employees, non-development
Internal Studios	Studios owned by the group.
MAU	Average monthly active users in the period.
Net sales split – PC/Console segment	
Owned titles	Net sales of game titles that are owned IPs or titles that are controlled by the group.
Publishing titles	Net sales of game titles of IPs the group does not own or control.
New releases	Net sales of game titles that are released in the current quarter.
Back catalog	Net sales of game titles that are not released in the current quarter.
Max cash consideration	The maximum potential consideration to be paid in cash including upfront consideration and earnout consideration. The earnout consideration is based on the maximum potential consideration and is calculated based on the terms and FX-rates stated in each individual agreement.
Max share consideration	The maximum potential consideration to be paid in Embracer B shares including upfront consideration and earnout consideration. The earnout consideration is based on the maximum potential consideration and is calculated based on the terms, FX-rates and Embracer VWAP20 Share Price stated in each individual agreement.
Max total consideration	The sum of the max cash and share consideration. Note that the total max consideration might deviate from the total consideration used in the Purchase Price Analysis following movements in FX-rates and Embracer Share price between the signing and closing date as well as if the expected achievement of the individual earnout targets deviate from the maximum scenario. The Max total consideration includes contingent consideration in cash and shares that is classified as remuneration for future services and not part of the transferred consideration in the PPA according to IFRS 2 and IAS 19. Also note that for a limited amount of acquisitions, for which there is a material difference between the expected consideration and the maximum potential consideration, the expected cash and shares consideration have been used as measure.
Number of IP:s	Number of IPs owned by the group.
Physical product	Product sold/transferred through physical channels.
Physical sales	Sales and transfer of products, physical and digital, through physical channels.
Total installs	Total accumulated installs in the period.
UAC (User Acquisition Cost)	Marketing costs in the operating segment Mobile Games.

INFORMATION BY FINANCIAL YEAR AND QUARTER

	2020/21	2021/22 ²⁾	2022/23 ²⁾	2023/24 ²⁾	2023/24 ³⁾	2024/25 ³⁾				
	Full year	Full year	Full year	Full year	Full year Cont. op	Apr-Jun	Jul-Sep	Oct-Dec	Jan-Mar	Full year
Net sales, SEK m	9,000	17,067	37,665	42,206	27,409	4,894	4,726	7,364	5,386	22,370
Sales growth, Group, YoY %	71%	90%	121%	12%	-27%	-33%	-30%	-3%	-6%	-18%
EBIT, SEK m	2,058	-1,126	194	-20,519	-14,400	-1,452	27	638	4,322	3,535
EBIT, margin, %	23%	-7%	1%	-49%	-53%	-30%	1%	9%	80%	16%
Adjusted EBIT, SEK m	2,858	4,465	6,366	7,063	4,984	580	512	1,175	1,077	3,344
Adjusted EBIT, margin, %	32%	26%	17%	17%	18%	12%	11%	16%	20%	15%
Adjusted EBITDA, SEK m	4,016	5,942	9,866	11,377	8,931	1,530	1,271	2,001	1,952	6,754
Adjusted EBITDA, margin, %	45%	35%	26%	27%	33%	31%	27%	27%	36%	30%
Basic shares weighted average, million ¹⁾	120	151	178	198	198	202	206	207	208	206
Diluted shares weighted average ¹⁾	120	154	180	198	198	202	207	207	208	207
Average number of shares, million ¹⁾	133	172	209	220	220	224	225	225	225	225
Average number of shares after full dilution, million ¹⁾	133	181	227	237	237	229	231	231	230	230
Basic earnings per share, SEK	-20.97	6.47	25.00	-91.68	-67.28	-9.23	-2.18	4.62	18.77	12.31
Diluted earnings per share, SEK	-20.97	6.36	24.72	-91.68	-67.28	-9.23	-2.18	4.62	18.76	12.31
Adjusted Earnings per share, SEK ¹⁾	18.87	22.07	26.43	23.65	14.66	0.42	-0.26	5.95	-0.19	5.93
Adjusted Earnings per share after full dilution, SEK	18.82	20.95	24.33	21.88	13.56	0.41	-0.26	5.81	-0.18	5.80
Cash flow from operating activities, SEK m	3,825	4,070	5,383	7,888	5,694	-362	470	1,712	1,671	3,492
Organic growth, YoY, %	— %	— %	— %	1 %	-2%	-33%	-21%	7%	19%	-9%
Gross Margin, %	60%	72%	63%	63%	73%	80%	73%	60%	72%	70%
Specific items related to historical acquisitions										
Amortization of surplus values of acquired intangible assets	-510	-1,316	-2,973	-3,018	-2,203	-362	-341	-314	-277	-1,294
Transaction costs, SEK m	-150	-367	-290	-8	-8	—	—	—	—	—
Personnel costs related to acquisitions	-181	-4,277	-2,631	-2,025	-1,904	-1,072	-69	-126	-257	-1,524
Remeasurement of participation in associated companies, SEK m	41	416	—	3	3	—	—	—	—	—
Remeasurement of contingent consideration, SEK m	—	-46	—	-18	-18	4	—	—	—	4
Total	-801	-5,591	-5,894	-5,065	-4,129	-1,430	-409	-441	-533	-2,814
Investments										
External game development and advances, SEK m	697	1,233	1,291	1,131	1,154	211	140	126	57	535
Internal capitalized development, SEK m	1,291	2,293	4,788	5,351	5,165	727	686	669	650	2,733
Sub-total - Investment in Game development, all segments	1,988	3,526	6,079	6,482	6,319	939	826	795	707	3,268
Other intangible assets/IP-rights, SEK m	151	190	416	574	537	61	73	96	124	354
Tangible assets, SEK m	71	344	500	316	225	55	27	29	19	130
Total	2,210	4,060	6,995	7,372	7,082	1,055	926	920	850	3,751
Completed games										
Completed games, PC/Console, SEK m	837	1,218	3,248	3,421	3,421	336	455	556	974	2,321
Other KPIs										
Game development projects, PC/Console										
Announced Game Dev projects	53	64	56	43	43	34	46	46	37	37
Unannounced Game Dev projects	107	159	165	98	98	93	82	72	71	71
Total	160	223	221	141	141	127	128	118	108	108
Headcount										
Total internal game developers	4,036	7,240	9,971	6,312	5,996	5,291	5,098	5,050	4,654	4,654
Total external game developers	1,079	1,346	1,455	1,387	1,387	1,028	813	707	724	724
Total internal employees, non-development	1,210	4,174	5,175	4,370	2,309	2,121	2,098	2,116	1,802	1,802
Total	6,325	12,760	16,601	12,069	9,692	8,440	8,009	7,873	7,180	7,180
Number of studios										
Total number External Studios	66	63	56	41	41	34	26	24	23	23
Total number Internal Studios	60	118	138	109	86	80	80	77	73	73
Total	126	181	194	150	127	114	106	101	96	96
IP-rights	225	815	896	913	497	486	485	485	464	464

¹⁾ Number of shares for FY 2020/21 have been adjusted and recalculated with respect to the 2:1 split carried out on September 30, 2021. Further, the number of shares for the fiscal years 2020/21, 2021/22, 2022/23, 2023/24 and 2024/25 have been recalculated due to the 1:6 reversed split carried out January 15, 2025.

²⁾ Including discontinued operations

³⁾ Excluding discontinued operations

Embracer Group is a global group of creative and entrepreneurial businesses in PC, console and mobile games, as well as other related media. The Group has an extensive catalog of over 450 owned or controlled franchises. With its head office based in Karlstad, Sweden, Embracer Group has a global presence through its operative groups: THQ Nordic, PLAION, Coffee Stain, Amplifier Game Invest, DECA Games, Dark Horse, Freemode and Crystal Dynamics – Eidos. The Group includes 73 internal game development studios and engages over 7 000 talents across nearly 30 countries.