



Disclaimer

This presentation contains forward-looking statements concerning Asetek's financial condition, results of operations and business. All statements other than statements of historical fact are, or may be deemed to be, forward-looking statements. Forward-looking statements are statements of future expectations that are based on management's current expectations and assumptions and involve known and unknown risks and uncertainties that could cause actual results, performance, or events to differ materially from those expressed or implied in these statements.

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- 2021 revenue of \$79.8 million (10% growth) and EBITDA adjusted of \$7.2 million
- Full-year Gaming & Enthusiast revenue growth of 13% to \$72.9 million
- Q4 revenue of \$18.1 million compared with record \$27.9 million in Q4 2020
- Q4 gross margin of 42% compared with 44% in prior year
- Q4 EBITDA adjusted of \$0.7 million, compared with \$6.9 million in Q4 2020; operating expense growth reflects continuing investment in SimSports
- Encouraging market debut for SimSports with pre-orders of Invicta Sim Racing Pedals and highly positive reviews, confirming Asetek's value proposition
- 2022 group revenue growth expected of -5% to +15% and operating income is expected to be between -\$1 and +\$5 million, reflecting a volatile global situation



Status update Gaming & Enthusiast market

2021

- Full-year revenue within the expectations range
- Gaming & Enthusiast growth near long-term target

Company specific

- Manage the threat of Covid-19 shutdowns through-out the year
- Periodic power supply restrictions late in the year

Industry

- Supply chain challenges and rising component cost and shortages
- Increasing logistics costs and US tariffs
- Global shortage of semiconductor chips, mainly GPUs, curbing demand

Early 2022

 Volatile global situation reflected in 2022 growth expectations

Company specific

- Continued Covid-19 shut-downs and power outages in China
- Shut-downs tied to large sporting and political events in Q1 in China

Industry

- Supply chain challenges and rising component cost and shortages
- Increasing logistics costs and US tariffs
- Global shortage of semiconductor chips, mainly GPUs, curbing demand

Outlook

- Ambition of 15% annual average revenue growth over time maintained
- Uncertainty related to timing of the market normalizing
- Continuous focus on strengthening supply chain capacity and capabilities
- Temporary adjusting product pricing to mitigate logistics costs
- Working with existing contract manufacturers to leverage capacity outside China
- SimSports not affected by tariff as final assembly is in Denmark



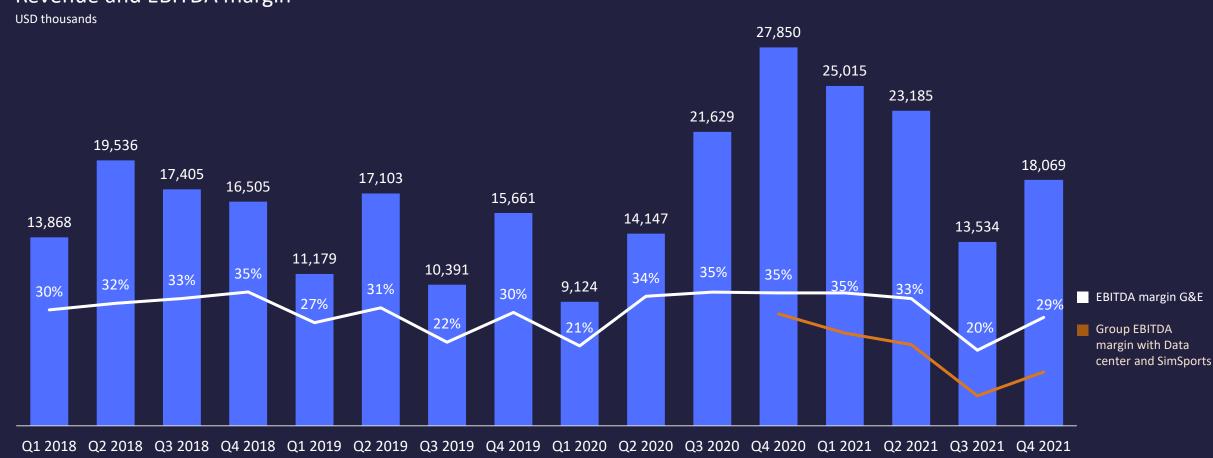
Impact



EBIDTA margin improvement with revenue increase and HPC exit



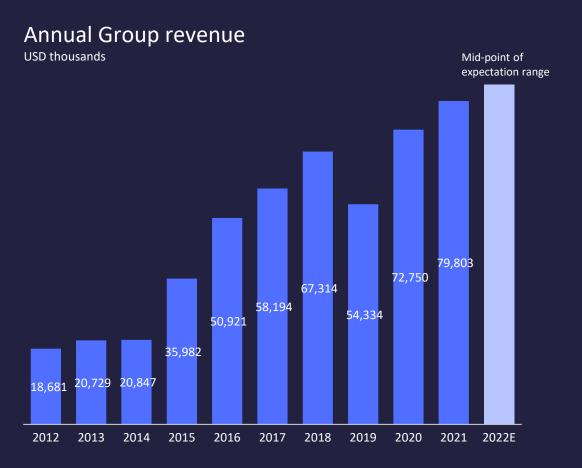
Revenue and EBITDA margin



Market headwinds tempering near-term growth outlook



- Record revenue in 2021
 - Strong start to the year on Gaming & Enthusiast demand, followed by market-trough in Q3 on component shortages
 - Recovery and stabilization at a higher level in Q4
- 2022 group revenue growth expected in the range of -5% to +15% compared with 2021
 - Considering assumptions such as shortages of semiconductor chips, shipping cost and capacity variances, pandemic lockdowns and general geo-political tensions
 - An overall expectation that the business climate will normalize over the course of the year
- Operating income is projected to be between -\$1 and +\$5
 million in 2022, reflecting the above uncertainties



Global platform with integrated value chain supports growth and expansion





Strategic position: Large and long-term growing markets | Supplying global brands | Market-leading solutions

IP platform: Applications | Technology | Systems | Products | Patents | High-volume manufacturing | World-wide hub infrastructure

10 million units shipped | 156 employees | FY'21 revenue of USD 80m | Listed on Oslo Børs

Growing offering for more immersive gaming and racing experiences



Gaming and Enthusiast

Data center



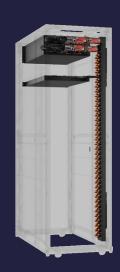
Enthusiasts and do-it-yourself (DIY)



Gaming/Performance PCs



SimSports



Competitive and committed gamers and enthusiasts

Gamers, racing and automobile enthusiasts

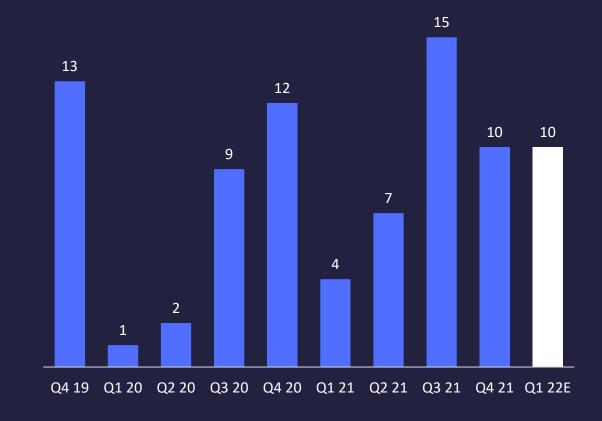
Enterprise



Product releases reflect confidence in long-term demand growth



- 10 new products started shipping in Q4 2021
 - Two new customers
- 10 new products estimated to start shipping in Q1 2022
 - Higher than previous years as some products were postponed by the OEMs into 2022
- Continuous investments in product development and branding to expand reach with key customers based on the core tenants of performance, quality and reliability



Strengthening a wide and diversified base of Gaming & Enthusiast OEMs

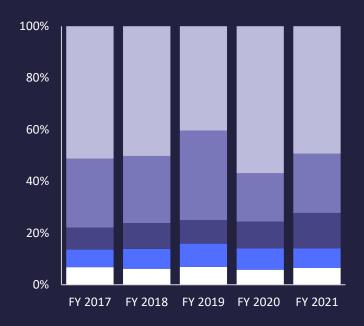


Top 5 Gaming and Enthusiast customers¹

- Currently shipping to over 20 OEMs
- Top five represented 83% of Gaming and Enthusiast revenue in YTD 2021, vs. 81% for full-year 2020
- The largest OEMs have benefited the most from demand increase since the onset of the pandemic
- Ambition to increase diversification over time with Razer and Sapphire as new OEMs in Q4 2021
- Continuous monitoring and assessment of IP



Top 5 customers revenue split 2)





Key new Gaming & Enthusaist OEMs in 2021

Razer

The first AIO liquid coolers, the Razer Hanbo series launched in
 October which have been off to a good start



Sapphire

- TOXIC AMD RADEON™ RX 6900 XT Limited Edition Graphics
 Card with Hybrid GPU Cooler (February)
- NITRO+ AIO CPU Coolers (December)





Gaming & Enthusiast strategic development

Goal

Strategy

Development and outlook

Further develop leadership in the gaming and enthusiast liquid cooling market

- R&D and product development
- Growing existing customers
- Widening OEM customer base
- Branding and marketing

- Focus on delivery of core liquid cooling solutions
- Ramp-up of development to bring meaningful innovations to market
- Products which deliver best performance, quality and reliability
- Currently over 20 OEM customers
- Focus on reducing single-customer dependency
- Co-branding agreements in place with several OEMs
- Connecting directly with gamers and enthusiasts via social media and online communities, such as Discord
- · Positioning to monetize Asetek brand



Product roll-out progressing to plan

- The Asetek Invicta premium performance SimRacing pedals were available for pre-order in November
 - Throttle, brake and add-on clutch, along with the RaceHub software for easy adjustments and calibration
 - Products started shipping to customers in early March 2022
- Development of steering wheels and wheelbase on track
 - Exclusive agreement with HangZhou MiGE for use of its servo motor technology in Asetek's range of high-end wheel-bases
 - Tailor-made solutions and with Asetek designed motor using own software and implementing acquired IP
 - Launch planned for late 2022 following testing, further development, tooling and manufacturing setup
- Development of Pagani-licensed products progressing for release in mid-2022
- Product development founded on extensive mechatronics and real racing competencies in close collaboration with leading sim racers



Strong feedback from sim racing reviewer and influencers

- "I still would give the full 10 points here (10/10 rating). [..] For me, this is probably the best pedal set that I have used so far. I will leave it on the rig. I don't know what I could change on it." - Dan Suzuki
- "Overall we love these pedals. While they certainly aren't a onesize-fits-all product, they achieve what they set out to do exceptionally well and at what we believe to be a very reasonable price point." -Boosted Media
- "These are definitely the nicest pedals, I have ever used. Hands down! Everything from the build quality, to the way they feel, to their functionality, adjustability. And the effort that's gone into the research and development into making these feel as close to reallife race pedals that you find in race cars." - Karl Gosling







Boosted Media Invicta™ Pedals Full Review





@ February 14, 202

Dan Suzuki Invicta™ Pedals Review





February 14, 2

Laurence Dusoswa Invicta™ Pedals Mini Review





February 14, 2

Ron Reviewt Invicta™ Pedals Review



Invicta

February 14, 20.

Dave Cam Invicta™ Pedals Review





February 14, 2022

Karl Gosling Invicta™ Pedals Review



Invicta

@ February 25, 2022

AussieStig Invicta™ Pedals Review



SimSports strategic development

Goal

Strategy

Development and Outlook

Becoming a next-level immersive gaming experiences provider

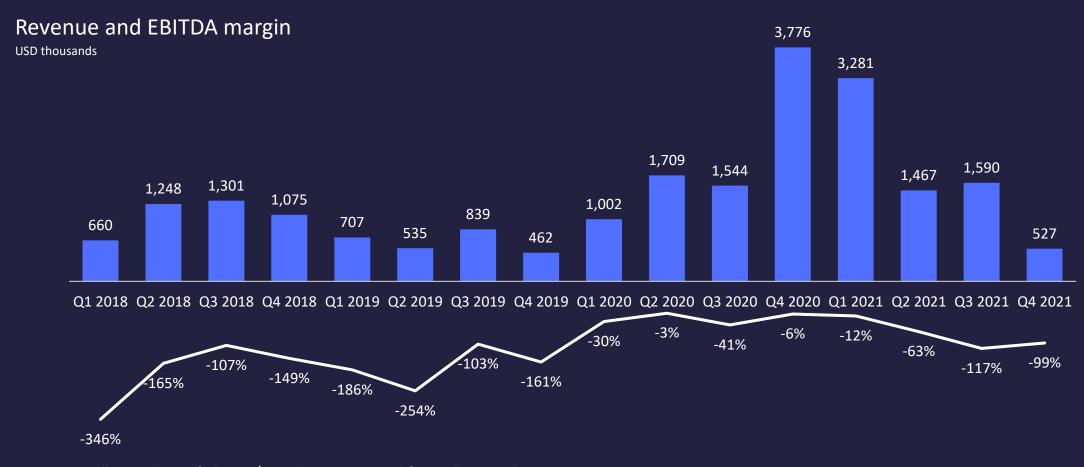
- Leverage core mechatronics capabilities and global supply chain
- Develop product offering based on acquired IP and technology
- Establish a thriving third growth segment in a fragmented market

- Initial focus on innovation and product development
- Product development on plan based on own software and implementation of acquired IP
- Finalize market and channel strategies, including direct sales, online resellers, motorsports shops etc.
- First products available for customers Q1 2022 with further launches in 2022 and 2023
- Supported by brand platform and reputation for performance, quality, reliability and immersive experiences



Data center development reflective of a subscale market





Full-year loss of about \$5 million expected from the HPC business

EU supports use of liquid cooling to cut data center CO2 emissions and enable circular economy

- Development of new EU energy legislation favorable to adoption of Asetek technology progressing based on the EU Commission's July 2021 Energy Efficiency Directive
- Proposal requires the reuse of waste heat generated in data centers
- The EU seeks to neutralize CO2 emissions and preserve and reuse precious resources from rapidly growing data center activity through adoption of circular infrastructure
- Asetek's Direct-to-chip liquid cooling enables power savings and CO2 emission reductions by enabling direct reuse of the waste heat at 60-65 centigrade in district heating systems without using power consuming heat-pumps
- It is one of the most impactful technologies available to address these issues and meets EU's requirements for "minimal ancillary energy inputs"
- Preparing for increased long-term demand associated with this potential legislation





Update data center strategic development

Goal

Strategy

Development and Outlook

Maintain
Data center
position and
create a
sustainable
and profitable
business
over time

- Influence the influencers and support adoption of latest EU proposals into legislation for climate gains from reusing waste heat on the way towards carbon neutrality
- Leverage existing technology and investments to gain position in the general Data center segment

- Global sustainability agenda strengthens rationale for Asetek's data center solution over times
- Positive impact from direct engagement with the EU with current "Green Deal" proposals favoring liquid cooling
- Market adoption of liquid cooling will remain slow until adoption of the proposed Green Deal legislation has been decided
- Prepared and positioned for a potential shift in demand driven by adoption of the proposed legislation
- Sharpening Data center business segment and stop investments in HPC niche to improve profitability
- General Data center business segment to be main priority going forward





Income statement

Figures in USD (000's)	Q4 2021		Q4 2020	2021	2020
	Unaudited		Unaudited		
Revenue	\$ 18,069	\$	27,850	\$ 79,803	\$ 72,750
Cost of sales	10,519		15,496	46,430	38,556
Gross profit	7,550		12,354	33,373	34,194
Research and development	1,807		1,759	7,092	5,718
Selling, general and administrative	6,297		5,005	24,503	17,548
Special items				1,713	
Other expense (income)				(714)	
Total operating expenses	8,104		6,764	32,594	23,266
Operating income	(554)		5,590	779	10,928
Foreign exchange (loss) gain	249		(690)	832	(1,361)
Finance income (costs)	(64)		(65)	(214)	(141)
Total financial income (expenses)	185		(755)	618	(1,502)
Income before tax	(369)		4,835	1,397	9,426
Income tax (expense) benefit	215		1,305	(60)	(231)
Income for the period	(154)		6,140	1,337	9,195
Foreign currency translation adjustments	(186)		1,293	(1,709)	2,392
Total comprehensive income	\$ (340)	;	7,433	\$ (372)	\$ 11,587
Income per share (in USD):					
Basic	\$ (0.01)	_	\$ 0.24	\$ 0.05	\$ 0.36
Diluted	\$ (0.01)	,	\$ 0.23	\$ 0.05	\$ 0.35

- Q4 revenue reflects reduced shipments of Gaming & Enthusiast products compared to Q4 2020
 - Sales of 302,000 sealed loops in Q4 (-35%)
- Full year Gaming & Enthusiast revenue growth of 13% despite market challenges
 - Sales of 1.4 million sealed loops (+15%)
 - Group revenue increased 10% YoY
- Revenue fluctuations due to changes in shipments of G&E products negatively impacted by shortage of semiconductor chips
- Increase in overhead includes investment in the SimSports business and to support revenue growth



Margin development

Quarterly Group gross margin development



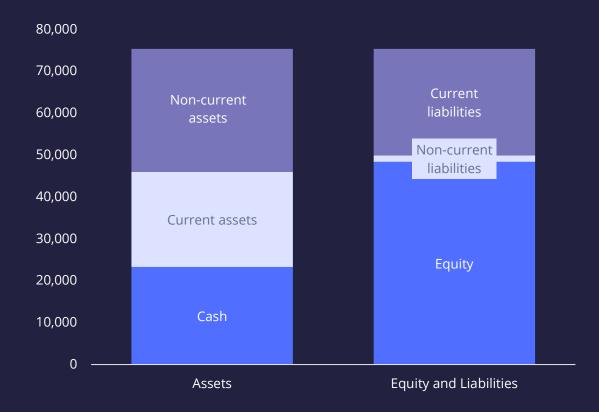
- Gross margin of 41.8% vs. 38.8% in the previous quarter, with increase partly reflecting reduced exposure to higher logistics costs
 - Decline vs. fourth quarter 2020 due to weaker dollar, increased shipping costs (supply chain disruptions) and product mix change
- Full-year 2021 margin of 41.8% in line with expectations of a normalized level compared to a record high in 2020
 - Expected higher than 40% going forward

Strong balance sheet supporting long-term growth



Balance sheet

USD thousands as at December 31, 2021



- Strong cash position and low interest-bearing debt
- Solid and attractive partner for OEM customers
- Flexibility to develop and defend IP
- Platform for expanding gaming product portfolio
- Supportive of efficient funding of new corporate HQ
- Ambition to distribute cash surplus over time subject to change of current tax situation



Financial strategy

Goal

Gaming and Enthusiast leadership

Strategy

Capture growth potential in the general Data center market

Establish SimSports as a thriving growth segment

Cost base optimization

Cash flow improvement

Development and outlook

- Evolve business model to drive competitiveness and profitability
- Product innovation and branding to strengthen market position
- Revenue growth and diversification of revenue streams
- Margin protection and optimization
- OEM and end-user adoption
- Develop and go-to-market with new market leading product portfolio
- Targeted IP and R&D investments
- Manufacturing
- Sales and marketing efficiency
- Cash conversion
- Continued balance sheet optimization

Continued profitable growth and solid financial platform

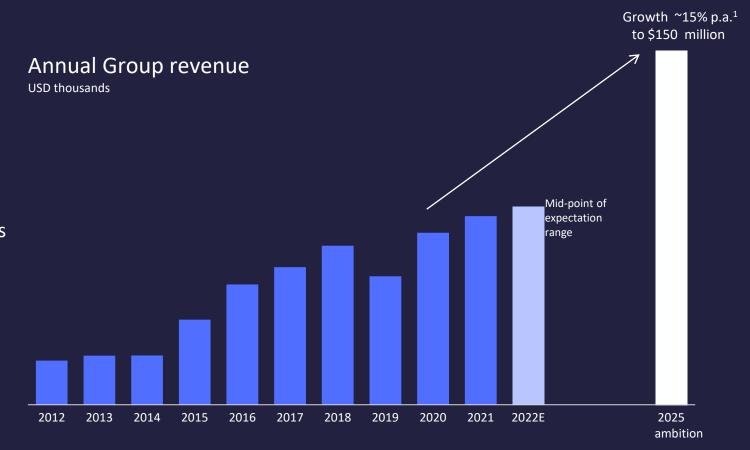




Summary and outlook: 2025 revenue ambition maintained



- Long-term growth target of an average of approximately 15% per annum
 - In some years growth may exceed the average, and in other years it may be lower
- 2022 growth expectation considers chip shortages, logistics challenges, pandemic lockdowns, general geo-political tensions and an expected normalization of business climate
- Encouraging market debut for first SimSports products
- Development of SimSports offering progressing to plan with more products for launch in 2022 and 2023







Appendix



Management



Founder and CEO André S. Eriksen

- · Long-term entrepreneur and founder of Asetek
- Previously employed at Danfoss in their management trainee program
- Holds an engineering degree from Aalborg University
- Several MBA level executive management programs from Right, Stanford, MIT and Wharton



CFO
Peter Dam Madsen

- Previous positions include International Controller (DK) and Chief Financial Officer (US) at Martin Professional, Inc.
- Also served as CFO of Dantax Radioindustri A/S listed on the Copenhagen Stock Exchange
- MBA from Fort Lauderdale Metropolitan University



COO John Hamill

- 30+ years of high tech industry sales, sales management and marketing experience
- Previously held position as VP of Global Sales at nVidia and AMD
- · Has managed global sales teams
- BSc in Electronics and Electrical Engineering from the University of Glasgow in Scotland



VP Global Operations

Henrik Gertz

- 20+ years in operations management roles, where he managed fulfilment, logistics, manufacturing planning, procurement, and supply chain functions
- He became a machine fitter at ABB and then studied and earned his Production Technologist degree, and a Diploma in Management



Director, Global Product Management

Brian Park

- 15+ years experience in defining and executing winning product strategies across multiple industries
- Has held various senior product management and product marketing roles within the Solar, Building Construction and Semiconductor industries
- Holds a B.S. in Chemical Engineering and a B.S. in Material Science both from the University of California, Berkeley as well as an MBA from the University of California, Davis



VP Global Sales
Jamie Jamieson

- 10 years+ global liquid cooling sales and management experience
- Prior to becoming VP, he was Senior Director of Sales at Asetek, and has held business development positions at CIARA and CoolIT Systems.
- Studied Sociology and Eastern Religious Studies at the University of Calgary in Canada



VP Global R&D
Thomas Ditlev

- 15+ years of experience with Vestas and Grundfos he has an intimate background in sophisticated pumping and cooling systems designed for global markets
- M.Sc.EE degree from Aalborg University as well as an EMBA in Business Psychology from Business Institute in Aalborg



VP Global Quality
Magnus Hakanen

- 20+ years of experience from quality management positions within international organizations like VELUX, Grundfos, Vestas, Nilfisk and automotive companies
- M.Sc. in Mech. Engineering from the KTH Royal Institute of Technology in Stockholm, Sweden. In additional he also has a Six-Sigma Black Belt certification



Director Branding and Outbound Marketing

Solveig Malvik

- Extensive international experience within branding, marketing, communication and business development
- Holds an M.A. in Modern Middle Eastern Studies, Public Policy and Governance from A.U. of Beirut and a Masters in Political Science and Public Administration from the University of Bergen









Chairman Jukka Pertola

- 20+ years of management experience in ICT, energy, industry, infrastructure and healthcare sectors
- 10+ years of international experience in board positions at private and public companies and organizations
- Solid technological background in telecommunications, IT, digitalization and electrical engineering
- Experience in R&D funding and technology transfer projects



Vice Chairman Erik Damsgaard

- Experienced Managing Director from the electrical and electronic manufacturing industry
- 20 years as leader at OJ Industries in the HVAC and Floor heating industry. He is also Chairman of Danish service and distributor company Masentia A/S and Masentia Holding AB
- Holds M.Sc. in Electronics and a diploma in Business Economics, both from Aarhus University. Has graduated an Executive Management Program at INSEAD



Director Jørgen Smidt

- 25+ years of international operational and business management experience from the mobile telecoms industry, including Nokia and Motorola
- Experience includes investment and international marketing, market positioning and communication strategies
- Currently a partner at Sunstone Technology Ventures Fund I
- Holds an engineering degree in computer science from the Engineering College of Copenhagen



Director Maria Hjorth

- 20+ years of consulting and financial sector experience covering business development, M&A, investor relations and operational optimization
- Professional board member
- MSc and BSc in Economics from University of Copenhagen and a MSc in Business Psychology from University of Westminster in London



Income statement

Figures in USD (000's)		Q4 2021		Q4 2020		FY 2021		FY 2020
		Unaudited	ι	Jnaudited				
Revenue	\$	18,069	\$	27,850	\$	79,803	\$	72,750
Cost of sales		10,519		15,496		46,430		38,556
Gross profit		7,550		12,354		33,373		34,194
Research and development		1,807		1,759		7,092		5,718
Selling, general and administrative		6,297		5,005		24,503		17,548
Special items		-		-		1,713		-
Other expense (income)		-		-		(714)		
Total operating expenses		8,104		6,764		32,594		23,266
		()						
Operating income		(554)		5,590		779		10,928
Foreign exchange (loss) gain		249		(690)		832		(1,361)
Finance income (costs)		(64)		(65)		(214)		(1,301)
Total financial income (expenses)		185		(755)		618		(1,502)
Total Illiancial Illcome (expenses)		103		(733)		010		(1,302)
Income before tax		(369)		4,835		1,397		9,426
Income tax (expense) benefit		215		1,305		(60)		(231)
Income for the period		(154)		6,140		1,337		9,195
Other comprehensive income items that may be reclassified to profit								
or loss in subsequent periods:								
Foreign currency translation adjustments		(186)		1,293		(1,709)		2,392
Total comprehensive income	\$	(340)	\$	7,433	\$	(372)	\$	11,587
Income per share (in USD):								
Basic	\$	(0.01)	\$	0.24	\$	0.05	\$	0.36
Diluted	\$	(0.01)	\$	0.23	\$	0.05	\$	0.35
	7	(0.02)	~	5.25	~	0.00	~	2.33



Balance sheet

Figures in USD (000's)		31 Dec 2021		31 Dec 2020
ASSETS				
Non-current assets				
Intangible assets	\$	10,938	\$	3,217
Property and equipment	•	11,732	•	7,049
Deferred income tax assets		6,293		6,421
Other assets		362		605
Total non-current assets		29,325		17,292
Current assets				
Inventory		5,532		2,531
Trade receivables and other		17,201		24,471
Cash and cash equivalents		23,296		27,099
Total current assets		46,029		54,101
Total assets	\$	75,354	\$	71,393
EQUITY AND LIABILITIES				
Equity				
Share capital	\$	442	\$	433
Retained earnings		58,077		50,681
Translation and treasury share reserves		(10,131)		(3,589)
Total equity		48,388		47,525
Non-current liabilities				
Long-term debt		1,540		2,604
Total non-current liabilities		1,540		2,604
Current liabilities				
Short-term debt		1,703		1,525
Accrued liabilities		3,157		2,429
Accrued compensation & employee benefits		2,074		3,193
Trade payables		18,492		14,117
Total current liabilities		25,426		21,264
Total liabilities	_	26,966		23,868
Total equity and liabilities	\$	75,354	\$	71,393





Figures in USD (000's)	FY 2021		FY 2020
Cash flows from operating activities			
Income for the period	\$ 1,337	\$	9,195
Depreciation and amortization	3,750	-	3,754
Gain on sale of property, plant and equipment	(688)		-
Special items	1,713		-
Finance income recognized	(2)		(51)
Finance costs recognized	216		192
Finance income, cash received	2		51
Finance costs, cash paid	(141)		(112)
Income tax expense	60		231
Cash receipt (payment) for income tax	(446)		10
Share based payments expense	981		918
Changes in trade receivables, inventories, other assets	2,957		(10,121)
Changes in trade payables and accrued liabilities	4,578		7,363
Net cash provided by (used in) operating activities	14,317		11,430
Cash flows from investing activities			
Acquisition of business	-		(1,316)
Additions to intangible assets	(5,974)		(1,571)
Purchase of property, plant and equipment	(8,322)		(1,929)
Disposal of property, plant and equipment	1,092		-
Net cash used in investing activities	(13,204)		(4,816)
Cash flows from financing activities			
Funds drawn (paid) against line of credit	260		(269)
Repurchase of common shares	(4,833)		(6,369)
Proceeds from issuance of share capital	865		2,381
Principal payments on capitalized leases	(928)		(831)
Net cash provided by (used in) financing activities	(4,636)		(5,088)
Effect of exchange rate changes on cash and cash equivalents	(280)		1,068
Net changes in cash and cash equivalents	(3,803)		2,594
Cash and cash equivalents at beginning of period	27,099		24,505
Cash and cash equivalents at end of period	\$ 23,296	\$	27,099
Supplemental disclosures -			
Property and equipment acquired under leases	\$ 108	\$	668
Shares issued for purchase of assets	\$ 4,222	۶ \$	000
Silates issued for purchase of assets	\$ 4,222	Ş	-



Statement of equity

Figures in USD (000's)	Translation Share capital reserves			Treasury share reserves		Retained earnings		Total	
Equity at January 1, 2021	\$	433	\$	2,784	\$	(6,373)	\$	50,681	\$ 47,525
Total comprehensive income – year ended December 31, 2021								4 227	4 227
Income for the period Foreign currency translation adjustments		-		- (1,709)		-		1,337	1,337 (1,709)
Total comprehensive income - year ended December 31, 2021		-		(1,709)		-		1,337	(372)
Transactions with owners - year ended December 31, 2021									
Shares issued for purchase of assets		6		-		-		4,216	4,222
Shares issued for options exercised		3		-		-		862	865
Shares repurchased		-		-		(4,833)		-	(4,833)
Share based payment expense		-		-		-		981	981
Transactions with owners - year ended December 31, 2021		9		-		(4,833)		6,059	1,235
Equity at December 30, 2021	\$	442	\$	1,075	\$	(11,206)	\$	58,077	\$ 48,388
Equity at January 1, 2020	\$	423	\$	392	\$	(4)	\$	38,197	\$ 39,008
Total comprehensive income - year ended December 31, 2020								0.105	0.105
Income for the period		-		2 202		-		9,195	9,195
Foreign currency translation adjustments				2,392				0.105	2,392
Total comprehensive income - year ended December 31, 2020				2,392				9,195	11,587
Transactions with owners - year ended December 31, 2020									
Share issued		10		-		-		2,371	2,381
Shares repurchased		-		-		(6,369)		-	(6,369)
Share based payment expense		-		-		-		918	918
Transactions with owners - year ended December 31, 2020		10		-		(6,369)		3,289	(3,070)
Equity at December 31, 2020	\$	433	\$	2,784	\$	(6,373)	\$	50,681	\$ 47,525



www.asetek.com