KEY GROUP FIGURES (IFRS)*

€ million / as reported	July 1 to Sept. 30, 2025	July 1 to Sept. 30, 2024	Change	Jan. 1 to Sept. 30, 2025	Jan. 1 to Sept. 30, 2024	Change
Revenue[1]	24.7	22.6	9.3%	70.7	84.2	-16.0%
thereof GAMING & OFFICE PERIPHERALS	16.7	14.7	13.6%	50.3	56.4	-10.8%
thereof DIGITAL HEALTH & SOLUTIONS	6.5	6.4	1.6%	16.5	22.6	-27.0%
thereof COMPONENTS	1.5	1.6	-6.3%	3.9	5.2	-25.0%
EBITDA	-3.2	-4.1	22.0%	-9.7	-3.4	-185.3%
EBITDA (adjusted)[2]	-2.6	-3.1	16.1%	-4.9	-0.7	-600.0%
EBITDA margin	-13.2%	-18.1%	5.0 pp	-13.7%	-4.0%	-9.7 pp
EBITDA margin (adjusted)[2]	-10.6%	-13.7%	3.1 pp	-6.9%	-0.8%	-6.1 pp
Cash flows from operating activities	1.3	-2.6	150.0%	-12.4	-8.0	-55.0%
Cash flows from investing activities	-0.7	-3.3	78.8%	7.6	-6.0	226.7%
Free cash flow	0.6	-5.9	110.2%	-4.8	-14.0	65.7%

€ million / as reported	Sept. 30, 2025	December 31, 2024	Change
Cash and cash equivalents	7.5	16.4	-54.3%
Net working capital[3]	31.8	40.2	-20.9%
Trade working capital[4]	40.3	49.5	-18.6%
- Inventories	37.8	53.7	-29.6%
- Current trade receivables	15.8	20.1	-21.4%
- Current trade payables	-13.3	-24.3	45.3%
Net cash I (+) / net debt I (-)[5]	-18.2	-10.0	-82.0%
Net cash II (+) / net debt II (-)[6]	-31.9	-27.1	-17.7%
Employees (FTEs)	364	372	-2.2%

[1] Consolidated group revenue.
[2] Adjusted for non-budgeted one-time and/or non-operating items.
[3] Balance of current assets (excluding cash and cash equivalents) and current liabilities (excluding financial debts).
[4] Balance of inventories, current trade receivables, and current trade liabilities.
[5] Liabilities to banks less cash and cash equivalents.
[6] Liabilities to banks, current and non-current lease liabilities, and pensions obligations, less cash and cash equivalents.

* The information provided herein represents preliminary figures as of October 30, 2025 and therefore, may still be subject to change.