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FINANCIAL STATEMENTS RELEASE 1 January–31 December 2018 (Audited)

Remedy-developed games being finalized – profitable year despite of significant growth investments

HIGHLIGHTS FROM JULY–DECEMBER 2018:

- Revenue 10 922 (8 862) thousand euros, change 23,3 %.
- Operating profit (EBIT) 997 (1 389) thousand euros, change -28,2 %.
- Strong revenue growth, operating profit was positive despite of increase in the number of employees and investments.
- Remedy announced the beginning of a new *CrossFire* game project with Smilegate.
- *Alan Wake* returned to digital gaming outlets thanks to renegotiated music licenses.
- Remedy informed that it has formed a new Vanguard game development team.
- Remedy announced the upcoming *Control* game to support NVIDIA's ray tracing technology.
- Remedy revealed that it's working on a TV series based on the *Alan Wake* game.

HIGHLIGHTS FROM JANUARY–DECEMBER 2018

- Revenue 20 146 (17 168) thousand euros, change 17,3 %.
- Operating profit (EBIT) 609 (2 006) thousand euros, change -69,6 %.
- The Board of Directors proposes dividend distribution of 0,10 euros per share.
- Revenue growth positively affected by two projects proceeding into full production phase according to plans.
- EBIT affected by the increasing headcount of the game development teams and investments in business supporting functions and infrastructure. The Company does not capitalize product development costs.
- *Control* (earlier known as codename P7) announcement was well received during Sony's press briefing at the major game industry event E3 in Los Angeles.
- Remedy moved to freshly renovated premises in Espoo, suited for our increasing headcount.
- New CFO Terhi Kauppi started working at the Remedy.
- Board decided on a new option program targeted at key persons of the Company.

KEY FIGURES

FAS, audited	7-12/2018*	7-12/2017*	1-12/2018	1-12/2017
Revenue, 1 000 €	10 922	8 862	20 146	17 168
Growth in revenue, %	23,3 %	1,9 %	17,3 %	4,6 %
Operating profit (EBIT), 1 000 €	997	1 389	609	2 006
Operating profit, % of revenue	9,1 %	15,7 %	3,0 %	11,7 %
Result for review period, 1 000 €	880	943	532	1 469
Result for review period, % of revenue	8,1 %	10,6 %	2,6 %	8,6 %
Balance sheet total, 1 000 €			28 261	26 652
Net cash, 1 000 €			20 089	20 694
Cash position, 1 000 €			23 028	22 589
Net gearing, %			-89,9 %	-94,8 %
Equity ratio, %			79,1 %	81,9 %
Number of personnel on average during review period	179	145	169	139
Earnings per share, €	0,073	0,078	0,044	0,122
Earnings per share, € (diluted)	0,071	0,078	0,043	0,122
Number of shares at the end of period	12 072 150	12 072 150	12 072 150	12 072 150

*Numbers for periods 7-12/2018 and 7-12-2017 are unaudited

CALCULATION FORMULAS USED FOR THE INDICATORS

Net cash = Cash in hand and at banks + liquid investments – interest-bearing liabilities

Net gearing = (Interest-bearing liabilities – cash in hand and at banks – liquid investments) / Shareholders' equity

Equity ratio = Shareholders' equity / (balance sheet total – advances received)

COMMENTS BY CEO TERO VIRTALA

“During 2018, we continued planned investments for longer term growth. Our revenue for January–December was 20,1 million euros, a 17,3 % increase from the comparison period. Our operating profit was 0,6 million euros despite of significant growth investments. Our operating profit decreased 69,6 % from the comparison period, resulting to 3,0 % of the revenue. Operating profit was affected by investments recognized as expenses, but also by the amount of subsidies which was less than during the comparison period. Our cash flow was positive during the period under review.

Our revenue mainly comprised of development fees received from the publishers of *Control* and *CrossFire 2* game projects and partly of the sales and royalty income from *Alan Wake* and *Quantum Break* games. Our result was burdened by investments required by the full production mode of *Control*, recruitment and personnel costs of game projects in earlier production phases, continued investments in strengthening the Northlight technology team as well as selected development measures for the support functions of the expanding multi-project organization.

Remedy does not capitalize product development costs, which means that all development investments directly burden our result. The Company evaluates activating product development costs for new product development projects during 2019. Activating product costs is an industry standard and would give better visibility to the scale of our investments. Revenue and operating profit were on a good level when considering our investments and the development phases of our game projects.

Our net cash remained strong, totaling at 20,1 million euros at the end of the year. Remedy's secure financial position enables the Company's growth investments and independence, which offers a large variety of options and opportunities for new initiatives and partner negotiations. We can better ensure that our game projects have a good basis to succeed and that our business in general continues to develop favorably. Strong cash position and positive result – despite of growth investments – enable us to pay a moderate dividend to our shareholders.

Control, which was announced at the major game industry event E3 in June 2018, is approaching the final stretch of development. This also means that the marketing efforts for the game will really kick into gear. The game's marketing is handled by its publisher 505 Games. The game will receive extra visibility on PlayStation platforms thanks to an agreement made with Sony. *Control* also gets additional promotion from graphics hardware company NVIDIA, whose latest RTX ray tracing technology will be supported by the PC version of the game. *Control* will be released for PlayStation 4, Xbox One and PC during 2019.

Our *CrossFire* single player campaign developed for the Korean Smilegate was finished during fall 2018. First look of the campaign was revealed in a teaser trailer aimed at the Chinese market in January 2019. The release schedule and communications regarding the campaign are all handled by the publisher Smilegate. The game project took roughly two and a half years to complete, and it is followed by another *CrossFire* project which was signed with Smilegate in October 2018. This is a great example of our well-working cooperation, but it also proves our capability to improve and renew our working methods and game development competences, as this is the first time we have created a first person shooter game. *CrossFire* is one of the biggest game brands in the world, and it is a privilege to get to build it further together with Smilegate is a privilege.

The third game project we kicked off a year ago has proceeded to a concepting and recruitment phase. In spring 2018, we reached a point in multi-project model that enabled us to prepare the initiation of a fourth game project. In this regard, we announced the Vanguard initiative in August 2018. The idea of the small Vanguard development team is to create a game that combines long term service-based multiplayer experiences with selected Remedy special strengths.

In addition to aforementioned game projects we revealed in September 2018 that Remedy is working with an American production company Contradiction Films on a TV show based on the 2010 game *Alan Wake*, which is an IP created and owned by Remedy. *Alan Wake* was removed

from digital gaming outlets in summer 2017 due to expired music licenses, which were renegotiated and the game returned to stores in October 2018.

The period under review also saw us develop Remedy's own Northlight game engine and tools, which are used by both *Control* and *CrossFire* projects. The 40-strong Northlight team has – in addition to continuous improvement – put effort into AI, animation technology, game development tools, and support for PlayStation 4 as well as regular technology updates and practices related to them. Thanks to these, Northlight can in a better way continuously service multiple game projects simultaneously. Additionally developing *Control* on several gaming platforms, and also the NVIDIA RTX ray tracing technology supported by the PC version have been big efforts for the Northlight team.

During 2018 our number of personnel grew 34 % and reached a headcount milestone of 200 employees. At the end of the year our employees represented game industry professionals from 24 different nationalities with 55 % Finns, and 45 % from abroad. We received over 2 723 job applications and hired 52 permanent game industry professionals. Majority of these over 2 700 applications were valid submissions from potential candidates, which proves that the targeting of our recruitment outreach is all the time becoming more and more efficient. This adds the likelihood of finding the suitable hires earlier as well as improves and streamlines our recruitment process. Moving to a bigger office in May 2018 came in handy, as it offers a more functional environment fitted to our game projects' needs.

Our HR has in addition to recruitment continued systematic investments in supervisor and leadership work, internal communications, employees' personal development and their moving between projects. 40 of our employees moved internally to new and more challenging roles during the period under review. We announced in June 2018 a new option scheme targeted at key employees as an incentive. During 2018, we introduced a feedback and analytics tool which measures employee engagement and satisfaction and compares us to 150 international technology companies that have 100–500 employees and a special focus on personnel matters. Our engagement score of 8,3 on a scale of 0–10 is higher than in peer companies. Simultaneously the tool continuously gives us a detailed view of the different the different parts of our operations, which helps us evaluate our developments and areas that need to be developed further. We continue to invest and improve our HR and personnel side, as we want to be an even more attractive employer to the very sought-out game industry professionals, both to our current and new employees.

Previous review periods have consisted of carrying out the strategy formed in 2016. Remedy has during 2018 reached important interim targets of this strategy. We have strengthened our competences, developed our working methods and managed to move into the multi-project model, with two simultaneous game projects in full production mode as well as our own technology development. We're step by step expanding to next game projects. Simultaneously

we're moving to a phase in which we create ways for different parts of our organization to efficiently and consistently learn, streamline and improve working methods. We have strengthened our position in the value chain, deepening our cooperation with Smilegate, developing the Remedy-owned *Control* with 505 Games and preparing the next self-owned game projects.

Our games are built on our strengths. They are high in quality, stand out from the competition and offer longer lasting gaming experiences than before. We continue on this path, building further our strengths and the duration of the gaming experiences we provide to our players. Years 2017 and 2018 have been investments that enable future growth. In 2019 we will for the first time see the results of this development, when the first one of the games in development will be released. Our goal is to begin a new era of more consistent game releases in Remedy history, where we strive to launch at least one game or game expansion annually."

Future outlook

The Company expects its revenue and operating profit to increase during 2019. Result for the first half-year period will still be burdened by investments in new game projects. Emphasis for the result of the financial year is on revenue during the latter half-year period.

Financial targets

In the long term, the Company's aim is to create profitable growth by expanding the product portfolio and entering into new partnerships. The aim is for the growth to mainly take place organically.

The Company will continue investments based on its growth strategy. The Company has during 2017 and 2018 carried out important elements of the strategy, and it will now be developed further. During 2019, the Company will have two game projects in the production phase, in which both the personnel expenses caused by them and purchases of external services are at their highest. *Control* is the Company's own game brand, in which the Company's own financing plays a significant role. The game will be released in 2019 and will have a significant impact on the Company's result. All of these will burden the Company's financial result during 2019.

The amount of development fees received from publisher partners depends on future game projects, game release schedules and other terms and conditions of the cooperation. Fluctuations between half-yearly results and even between financial years may be significant, depending on the amount and timing of received development as well as game release schedules.

Financial review 1 January–31 December 2018

RESULT FROM BUSINESS OPERATIONS

The Company's revenue for the period under review was 20 146 (17 168) thousand euros, a change of 17,3 % year-on-year. Factors contributing to the growth in revenue were the development of two simultaneous game projects and development fees received from the publishers for both of

them. The Company's revenue includes in lesser amount also sales and royalty income from *Alan Wake* and *Quantum Break* games.

Other operating income for the period under review amounted to 249 (1 075) thousand euros, which was 826 thousand euros less than during the comparison period. Other operating income for the period under review as well as for the comparison period was comprised mainly of Tekes subsidies.

Operating profit (EBIT) amounted to 609 (2 006) thousand euros, change -69,6 %. Among other things, the decrease in operating profit was due to 1 880 thousand euro increase in personnel expenses mostly caused by added number of personnel working on projects. Subsidies received was 508 thousand euros less than during the comparison period, which directly affects the result. Other operating expenses increased by 1 490 thousand euros mainly due to growth in office space, IT and optional personnel expenses. Majority of the expenses were related to the increased number of employees.

The expenses relating to the First North listing during the comparison period were 577 thousand euros, and they have been recognized under other operating expenses.

The result for the period under review for January–December 2018 amounted to 532 (1 469) thousand euros, change -63,8 %.

FINANCIAL POSITION

The Company's balance sheet total on 31 December 2018 was 28 261 (26 652) thousand euros.

The Company's equity ratio on 31 December 2018 was 79,1 % (81,9 %) and net gearing -89,9 % (-94,8 %). The Company did not have any goodwill on its balance sheet.

Non-current assets

The non-current assets on the Company's balance sheet on 31 December 2018 were 2 969 (452) thousand euros. The increase is largely due to technology and furniture purchases and renovation expenses of the new office recognized in the balance sheet.

Current assets

The current assets on the Company's balance sheet on 31 December 2018 were 25 293 (26 200) thousand euros. Current assets were mainly comprised of cash in hand and at banks, totaling 23 028 (22 589) thousand euros, and short-term receivables totaling 1 820 (3 099) thousand euros. The change in receivables varies between periods due to the timing of the income from projects based on commercial terms.

Cash flow from business operations after interest paid and direct taxes for January–December amounted to 2 398 (-2 221) thousand euros. The change is due to significant project business payments, which vary based on invoicing milestones during each period.

Shareholders' equity

The Company's shareholders' equity on 31 December 2018 was 22 352 (21 820) thousand euros. The change in shareholders' equity was due to profit for the financial period.

Liabilities

The Company's liabilities on 31 December 2018 amounted to 5 909 (4 832) thousand euros. The change is primarily due to the TEKES product development loan of 2 939 thousand euros withdrawn by the Company, of which the withdrawal during the period under review was 1 045 thousand euros, all recognized in non-current liabilities.

Personnel, management and governance

The number of the Company's personnel was 200 (149) at the end of the period under review, up +34,2 %. The majority of the new employees focus on our game projects and the development of our Northlight technology.

During the period under review, the Company's management team included CEO Tero Virtala, CFO Mika Reini until 19 January 2018, Production Director Markus Mäki, Creative Director Sami Järvi and new CFO Terhi Kauppi starting 14 May 2018.

The Company's Annual General Meeting, convening on 26 March 2018, re-elected Markus Mäki (Chair), Christian Fredrikson, Jussi Laakkonen, Ossi Pohjola and Henri Österlund as members of the Company's Board of Directors for the term lasting until the 2019 Annual General Meeting.

Annual General Meeting 2018

The Annual General Meeting was held on 26 March 2018 in Helsinki. The Annual General Meeting decided on the matters belonging to the General Meeting, and

- adopted the income statement and balance sheet for the financial period ended 31 December 2017, and
- decided based on the Board of Directors' proposal that no dividend be paid for financial period 1.1.–31.12.2017.

In addition, the Annual General Meeting resolved to authorize the Board of Directors to decide on

- Issuing shares or option rights or other special rights so that the maximum number of shares to be issued is 2 000 000 new or existing Company shares for a fee, corresponding to 16,57 % of all Company shares; and
- Directed repurchase of the Company's shares so that the maximum number of shares to be repurchased is 500 000.

Shares, shareholders and share-based incentive schemes

Remedy Entertainment Plc shares are traded on the First North market maintained by Nasdaq Helsinki Ltd with the trading code REMEDY. The closing price on the last trading day of the review period was 6,70 €.

January–December 2018	Highest share price, €	Lowest share price, €	Closing share price, €
REMEDY	8,45	5,60	6,70

	31.12.2018	31.12.2017
Market capitalization, €	80 883 405	77 744 646
Number of shareholders	4 432	4 184
Number of shares at the end of period	12 072 150	12 072 150
Number of shares at the end of period, diluted	12 414 650	12 072 150
Average number of shares within period	12 072 150	
Average number of shares within period, diluted	12 265 671	

The Company has one series of shares (ISIN: FI4000251897). The Company has no treasury shares. The number of shares in the Company was 12 072 150 on 31 December 2018. With its resolution on 26 March 2018, the Annual General Meeting authorized the Board of Directors to decide on a share issue and issue of special rights entitling to shares. Under the authorization, a maximum of 2 000 000 shares may be issued. On 31 December 2018, the unused authorization allowed the Board of Directors to issue 1 600 000 new shares.

The Board of Directors of Remedy Entertainment Plc has, by virtue of the authorization granted by the Annual General Meeting held on March 26, 2018, decided at its meeting held on June 8, 2018 to adopt an option plan "Option Plan 2018" directed to the key persons as decided separately by the Board of Directors. The maximum total number of option rights issued is 400 000, entitling their holders to subscribe for a maximum of 400 000 new shares of the Company or existing shares held by the Company, corresponding to 3,21 percent of all Company shares and votes after a potential subscription if executed with only new shares. Option rights will be granted without payment. The Board of Directors decides on the distribution of option rights until the beginning of the share subscription period. The share subscription period begins on June 1, 2021 and ends on May 31, 2024. The share subscription price is 7,02 euros, which is the trade volume weighted average price of the Company's share on First North Finland marketplace during 1 March–31 May, 2018 with an addition of 10 percent. The Board of Directors allocated 342 000 option rights during the period under review, and 57 500 option rights remain for the Company to allocate at a later time to key persons decided by the Board of Directors. "Option Plan 2018" is part of the Board of Directors' longer term plan to introduce a long-term share-based incentive program to the Company's key persons during 2018–2020, corresponding a total of 10 percent of all Company shares and votes after a potential subscription. Potential option plans for 2019 and 2020 will be decided separately.

Dividend proposal

Remedy Entertainment Plc had non-restricted equity of 22 227 797,79 euros on 31 December 2018, and profit for the financial year was 532 168,62 euros. The Board of Directors proposes to the Annual General Meeting on 8 April 2019 a dividend distribution of 0,10 euros per share, resulting in a total amount of 1 207 215,00 euros in the following way:

	Euros/share	Euros
Dividend distribution from the profit and retained earnings of the financial year	0,10	1 207 215,00
Remaining in non-restricted equity		21 020 582,79
Total		22 227 797,79

The ex-dividend date shall be on 9 April 2019. The dividend shall be paid to a shareholder who is registered in the shareholders' register of the Company maintained by Euroclear Finland Ltd on the dividend record date 10 April 2019. The payment date proposed by the Board of Directors for the dividend is 17 April 2019.

The Company's Board of Directors has established a dividend policy aimed at maximizing ownership value through efficient allocation of capital. The payment of any dividend is influenced by business investment needs, expected return on investments and ensuring liquidity. In the event that dividend is paid, all shares of the Company are entitled to equal dividend.

Annual General Meeting 2019

The Board of Directors decided to call for the Annual General Meeting on 8 April 2019. The Company will give notice of the Annual General Meeting at a later date within the time limit set by the Articles of Association.

Risks and uncertainties

The most substantial short-term risks and uncertainties are:

- The Company's in-house game development may fail, and the Company might not necessarily be able to realize the games it has planned with the sufficient quality, schedule or budget.
- There is no certainty of the continuity of the Company's major publisher partnerships and the Company's publisher partners may present claims towards the Company.
- The Company might not be able to recruit or retain key employees and professionally skilled employees.
- Changes in foreign exchange rates may have a negative impact on the Company's foreign currency-denominated receivables from its customers.

The above-mentioned risks might, if they materialize, have a significant negative impact on the Company's business operations, result, financial position, outlook and share price.

Events after the end of the financial year

There are no events to be reported after the end of the financial year.

Accounting principles applied in the financial statements release

The financial statements release has been prepared in accordance with good accounting practice and Finnish legislation. The information has been presented to the extent required by item 4.4 (e) of the First North rules. The disclosed figures have been rounded up from the accurate figures.

The full-year figures disclosed in the financial statements release are audited figures.

Financial disclosures in 2019

Week 13 / 2019 Annual report 2018 including Board of Directors' report and financial statements in electronic format on the Company's website at <https://www.remedygames.com/investors/releases-and-publications/>

8 April 2019 Annual General Meeting

13 August 2019 Half-year financial review for 1 January–30 June 2019

Income statement (FAS)

	1.7.- 31.12.2018	1.7.- 31.12.2017	1.1.- 31.12.2018	1.1.- 31.12.2017
Income statement				
REVENUE	10 922 008	8 861 649	20 146 402	17 167 957
Other operating income	25 121	733 175	248 816	1 074 816
Materials and services	-1 153 285	-1 308 774	-2 556 595	-2 668 725
GROSS PROFIT	9 793 844	8 286 050	17 838 623	15 574 048
Personnel expenses	-5 880 108	-5 139 355	-11 677 169	-9 797 092
Wages and salaries	-4 907 630	-4 242 862	-9 686 247	-8 059 184
Social security expenses	-972 478	-896 493	-1 990 922	-1 737 908
Depreciation and impairment	-352 010	-109 087	-492 702	-201 846
Depreciation according to plan	-352 010	-109 087	-492 702	-201 846
Other operating expenses	-2 564 329	-1 648 423	-5 059 484	-3 569 071
OPERATING PROFIT (LOSS)	997 396	1 389 186	609 268	2 006 039
Financial income and expenses	21 608	-154 516	61 517	-168 730
Other interest income and other financial income	46 884	-27 754	199 605	25 120
Interest and other financial expenses	-25 276	-126 762	-138 088	-193 850
PROFIT (LOSS) BEFORE APPROPRIATIONS AND TAXES	1 019 004	1 234 670	670 785	1 837 309
Income taxes	-138 619	-291 949	-138 617	-367 970
Taxes for the financial year and previous financial years	-138 619	-291 949	-138 617	-367 970
PROFIT (LOSS) FOR THE FINANCIAL YEAR	880 385	942 721	532 169	1 469 339

Balance sheet (FAS)

BALANCE SHEET	31.12.2018	31.12.2017
NON-CURRENT ASSETS	2 968 534	451 664
Intangible assets	1 670 834	0
Tangible assets	1 297 700	451 664
CURRENT ASSETS	25 292 926	26 200 441
Non-current receivables	445 029	512 527
Loans receivable	6 347	12 393
Other debtors	438 682	500 134
Current receivables	1 819 850	3 099 265
Trade receivables	875 345	2 465 637
Other receivables	319 202	192 776
Prepayments and accrued income	625 303	440 852
Cash in hand and at banks	23 028 047	22 588 649
TOTAL ASSETS	28 261 460	26 652 105
SHAREHOLDERS' EQUITY	22 352 150	21 819 981
Share capital	80 000	80 000
Share premium account	38 005	38 005
Other reserves (Itd)	13 747 629	13 747 629
Retained earnings (losses)	7 954 347	6 485 007
Profit (loss) for the financial year	532 169	1 469 339
LIABILITIES	5 909 310	4 832 124
Non-current liabilities	2 939 200	1 894 579
Loans from financial institutions	2 939 200	1 894 579
Current liabilities	2 970 110	2 937 545
Advances received	689 399	431 286
Trade liabilities	250 359	228 102
Other liabilities	2 030 352	2 278 157
TOTAL EQUITY AND LIABILITIES	28 261 460	26 652 105

Cash flow statement (FAS)

	1.7.- 31.12.2018	1.7.- 31.12.2017	1.1.- 31.12.2018	1.1.- 31.12.2017
CASH FLOW STATEMENT				
Cash flow from business operations	6 798 673	-1 532 224	2 398 303	-2 221 083
Cash flow from investments	-945 413	-40 276	-3 009 572	-278 910
Cash flow from financing	4 645	1 935 586	1 050 667	14 740 293
Liquid assets – opening balance	17 170 142	22 225 256	22 588 649	10 348 348
Change in liquid assets	5 857 905	363 083	439 399	12 240 300
Liquid assets – closing balance	23 028 047	22 588 649	23 028 047	22 588 649

Statement of changes in shareholders' equity (FAS)

Changes in shareholders' equity 1 July –31 December 2018	Share capital	Share	Invested	Retained	Profit for the	SHAREHOLDERS' EQUITY TOTAL
		premium account	unrestricted equity fund	earnings	financial year	
Opening balance 1 July 2018	80 000	38 005	13 747 629	7 954 347	-348 216	21 471 765
Increase in share capital						
Share issue and other share subscriptions						
Dividend						
Amount paid for own shares						
Profit/loss for the period under review					880 385	
SHAREHOLDERS' EQUITY 31 DECEMBER 2018	80 000	38 005	13 747 629	7 954 347	532 169	22 352 150

Changes in shareholders' equity 1 July –31 December 2017	Share capital	Share	Invested	Retained	Profit for the	SHAREHOLDERS' EQUITY TOTAL
		premium account	unrestricted equity fund	earnings	financial year	
Opening balance 1 July 2017	80 000	38 005	13 738 079	7 011 626	0	20 864 710
Share issue and other share subscriptions			9 550			
Dividend						
Amount paid for own shares						

Profit/loss for the period under review					942 721	
SHAREHOLDERS' EQUITY 31 DECEMBER 2017	80 000	38 005	13 747 629	7 011 626	942 721	21 819 981

Changes in shareholders' equity 1 January –31 December 2018

	Share capital	Share premium account	Invested unrestricted equity fund	Retained earnings	Profit for the financial year	SHAREHOLDERS' EQUITY TOTAL
Opening balance 1 January 2018	80 000	38 005	13 747 629	7 954 347	0	21 819 981
Increase in share capital						
Share issue and other share subscriptions						
Dividend						
Amount paid for own shares						
Profit/loss for the period under review					532 169	
SHAREHOLDERS' EQUITY 31 DECEMBER 2018	80 000	38 005	13 747 629	7 954 347	532 169	22 352 150

Changes in shareholders' equity 1 January –31 December 2017

	Share capital	Share premium account	Invested unrestricted equity fund	Retained earnings	Profit for the financial year	SHAREHOLDERS' EQUITY TOTAL
Opening balance 1 January 2017	8 220	38 005	373 453	7 115 931	0	7 535 608
Share issue and other share subscriptions	71 780		13 374 177			
Dividend				-599 925		
Amount paid for own shares				-30 999		
Profit/loss for the period under review					1 469 339	
SHAREHOLDERS' EQUITY 31 DECEMBER 2017	80 000	38 005	13 747 629	6 485 007	1 469 339	21 819 981

Major shareholders 31 December 2018

	NAME	SHARES	PERCENTAGE
1.	Mäki Markus Heimo Tapio	3 447 000	28,6 %
2.	Järvi Sami Antero	610 000	5,1 %
3.	Virtala Tero Tapani	370 000	3,1 %
4.	Lehtinen Saku Hermann	276 000	2,3 %
5.	Reini Mika Olavi	267 800	2,2 %
6.	Sr Taaleritehdas Mikro Markka	266 075	2,2 %
7.	Tolsa Tero Sakari Anttoni	212 000	1,8 %
8.	Hyytiäinen Anssi Kalervo	178 306	1,5 %
9.	Blåfield Henri Erik	127 000	1,1 %
10.	Sihvo Timo Matti	121 947	1,0 %
	10 largest shareholders total	5 876 128	48,7 %
	Accendo Capital SICAV, SIF (nominee registered)	2 680 187	22,2 %
	Other nominee registered	244 394	2,0 %
	Other shares	3 271 441	27,1 %
	Total	12 072 150	100,0 %

Espoo, February 12, 2019
Remedy Entertainment Plc
Board of Directors

FURTHER INFORMATION:

Tero Virtala
Chief Executive Officer
Phone: 09 435 5040
Email: tero.virtala@remedygames.com

Lauri Haavisto
Senior Manager, Investor & Talent Relations
Phone: 09 435 5040
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Alexander Corporate Finance Oy
Certified Advisor
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REMEDY IN BRIEF

Remedy Entertainment Plc is a globally successful game company founded in 1995 and based in Espoo, Finland. Remedy creates story-driven console and computer games released by renowned partners such as Microsoft, Rockstar Games, Smilegate and 505 Games. Remedy's games include Death Rally (1996), Max Payne (2001), Max Payne 2: The Fall of Max Payne (2003), Alan Wake (2010), Alan Wake's American Nightmare (2012) and Quantum Break (2016). www.remedygames.com