

CAPITAL MARKETS DAY

December 9th, 2020





Tero Virtala
CHIEF EXECUTIVE OFFICER



Terhi Kauppi
CHIEF FINANCIAL OFFICER



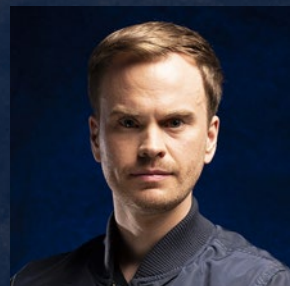
Mikaela Öberg
HR DIRECTOR



Sam Lake
CREATIVE DIRECTOR



Christopher Schmitz
CHIEF OPERATING OFFICER



Johannes Paloheimo
CHIEF COMMERCIAL OFFICER

OUR NEXT GROWTH PHASE

Tero Virtala, CEO



CATEGORY-DEFINING, CREATIVE SUPER-DEVELOPER

- Creator of world-class gaming brands.
- Developer of distinctive, benchmark-setting games.
- Professional multi-project developer.
- Ability to self-publish, and partner with publishers.
- Highly attractive home to world-class talent.
- Profitable growth company with managed risks.



EXPANDING GAME BRANDS & AWARD-WINNING AAA CONSOLE AND PC GAMES



Death Rally
1996



Max Payne
2001



Max Payne 2
2003



Alan Wake
2010



Alan Wake's
American Nightmare
2012



Quantum Break
2016



Control
2019

OVER 250 INDUSTRY AWARDS AND ACCOLADES



THE VERGE

TIME

ACADEMY
OF
INTERACTIVE ARTS & SCIENCES



REMEDY 



GAMES WITH

Immersive
worlds

Interesting
characters

Memorable
stories

Polished action
gameplay

THE TRANSFORMATION

2016 Talented developer working on one subcontracting project.

2017 New strategy: transformation to enable future growth.

2. Scalability via multi-project model



3. Stronger position in the value chain



DURING THE PAST THREE YEARS...

First phase of our **growth strategy** has been completed:

- Multi-project organization.
- 4 game teams.
- 274 talents + external partners.
- Invested into 3 own brands.
- Strengthened creative, technology and production skills.
- Developed Control in 3 years and €30M budget.
- Done two Crossfire projects.
- Entered to growth path, profitably.
- Maintained a good work atmosphere!

GAMES WE ARE NOW WORKING ON



CONTROL

WITH

**505
GAMES**



CROSSFIRE

WITH


Smilegate
Entertainment



Two unannounced
projects

WITH

EPIC
GAMES



VANGUARD

REMEDY 

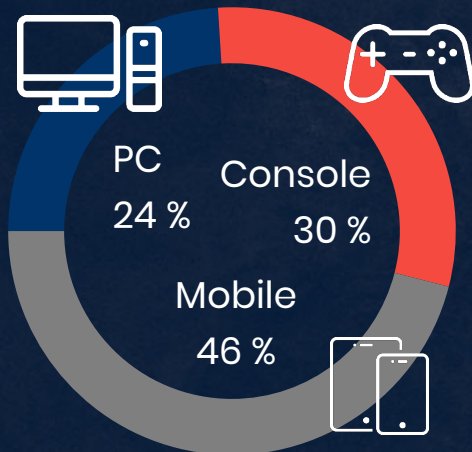
GLOBAL GAMES MARKET

TOTAL MARKET

\$159.3Bn

+9.3% YoY

MARKET SHARES



North America
\$38.4Bn

+8.3% YoY

Europe, Middle East & Africa
\$33.4Bn

+7.1% YoY

Asia-Pacific
\$71.6Bn

+6.6% YoY

Latin America
\$5.5Bn

+8.8% YoY

OUR FOCUS ON THE MARKET



SOURCES: NEWZOO, SONY, VGCHARTZ

MARKET CONTINUES TO GROW AND CHANGE

**New entrants
challenge existing
platforms & stores**

**Content
continues
to be king**

**Consolidation
accelerates**

**PC & console games
engage longer**

**AAA games are (still)
a hit-driven business**

CONCLUSIONS FOR REMEDY



We have a strong basis to build on.



Market has developed favourably to us.



We will aim for bigger opportunities.

LONG-TERM OBJECTIVES

- To create **several successful games**, and at least one **major hit game**.
- To own at least three expanding **game brands**, all with long-term **hit potential**.
- To have capabilities to select the right commercial model for each game: **self-finance**, **self-publish**, or **work with publishing partners**.
- To be **the most attractive** gaming industry **employer** in Europe.
- To reach these objectives while having a **profitable** and **growing** business with **well-managed risks**.

STRATEGIC GUIDELINES

...that we will follow to get to the objectives:

1

Build a portfolio of recognized, growing game brands.

2

Create long-engaging games in immersive and expanding worlds.

3

Further strengthen our position in the value chain.

4

Iterate towards bigger games with professional and scalable game productions.

5

Empower creative, world-class teams and people.

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QUESTIONS & ANSWERS