

The webcast will begin soon.



HI 2021 REVIEW

13.8.2021



AGENDA

- 1 Q2 2021 in Review
- 2 Q2 and H1 2021
Financial Results
- 3 Outlook
- 4 Questions & Answers



Tero Virtala
CEO



Terhi Kauppi
CFO

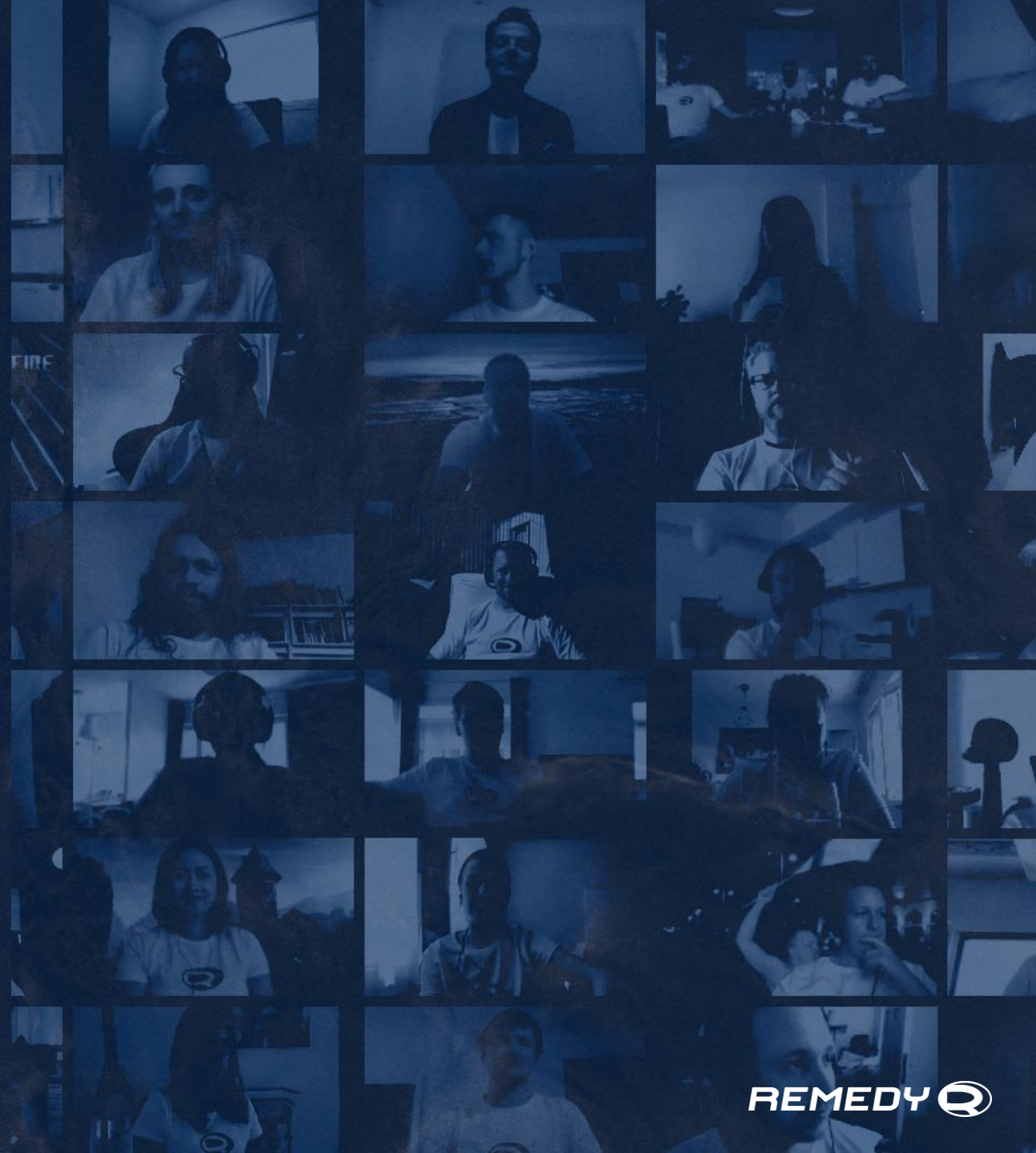
Q2 2021 IN REVIEW

Tero Virtala, CEO



Q2 2021 SUMMARY

- Revenue **9.4 M€** (9.1), **+3.2%**.
- Operating profit **2.3 M€** (2.0), **24.5%** (22.9%) of revenue.
- Remedy and 505 Games signed
 - a co-publishing and development agreement with 505 Games for a multiplayer spin-off game of Control
 - collaboration terms for a future, bigger-budget Control-game



OUR 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**.

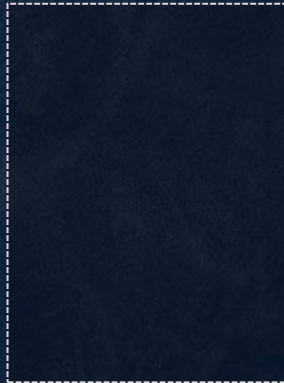
CURRENT PROJECT PORTFOLIO



CONTROL



Condor – a
spinoff from
Control



Bigger
new Control
game



CROSSFIRE



Two unannounced
projects



VANGUARD

WITH
505GAMES

WITH
 **Smilegate**
Entertainment

WITH


REMEDY 

CONTROL CONTINUES TO GROW



2M

OVER
TWO MILLION
COPIES SOLD 12/2020,
CONTINUES TO SELL

EXPANDING TO NEW PLATFORMS AND SERVICES

BRINGS LEARNINGS,
REVENUE, NEW AUDIENCES
AND STRONGER BRAND
AWARENESS

10M

OVER
TEN MILLION
PLAYERS,
**AUDIENCE KEEPS
GROWING**

CONDOR & BIGGER CONTROL GAME

June 2021: co-publishing and development agreement with 505 Games

- Condor
 - Multiplayer spin-off game of Control
 - 4-player cooperative PvE (player vs. environment) game
 - For console and PC platforms
 - Initial development budget of EUR 25 million
 - Development and marketing investments shared 50-50
 - Net revenues* shared 50-50
 - Remedy to retain IP ownership
- Collaboration terms for a future, bigger-budget Control-game also agreed

*Net revenue equals Gross revenue minus VAT, store fees, marketing, localization & other.

CROSSFIRE – 2 LAUNCHES EXPECTED IN 2021



Developed by **Smilegate**

With **Tencent**

Platform: **PC**

Crossfire's HD story mode to be released in 2021

Continuation to the Crossfire game in China

Includes Remedy's single player Operations



Developed by **Smilegate**

With **Microsoft**

Platforms: **Xbox One & Series X | S**

To be released in 2021

A new console game in the Crossfire franchise

Includes Remedy's single player Operations

EPIC PUBLISHING & REMEDY

- 2 games in development: AAA project and a smaller project
- Remedy to retain IP ownership
- Epic will fully fund the development*
- For console and PC platforms
- Significant marketing investment
- Net revenues* shared 50/50
- The AAA project has now moved into full production
- The smaller-scale game continues in full production

*Revenue share begins once Epic Games has fully recouped project development fees. Net revenue equals gross revenue minus VAT, store fees, marketing, localization and & other.

VANGUARD

- Long-lasting service-based co-op multiplayer game combined with selected Remedy world-building and narrative strengths
- Free-to-Play game
- Publishing model yet to be decided
- Development progresses at a good pace, internal and closed external playtesting continues

OUR CAPABILITIES ARE GROWING

293

Remedy talents
(June 30th 2021)

370

External talents
(worked for us in 2020)

CONTINUOUSLY DEVELOPING

our people and teams, the ways we work,
Northlight technology and commercial capabilities.

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

Q2 AND H1 2021 FINANCIAL RESULTS

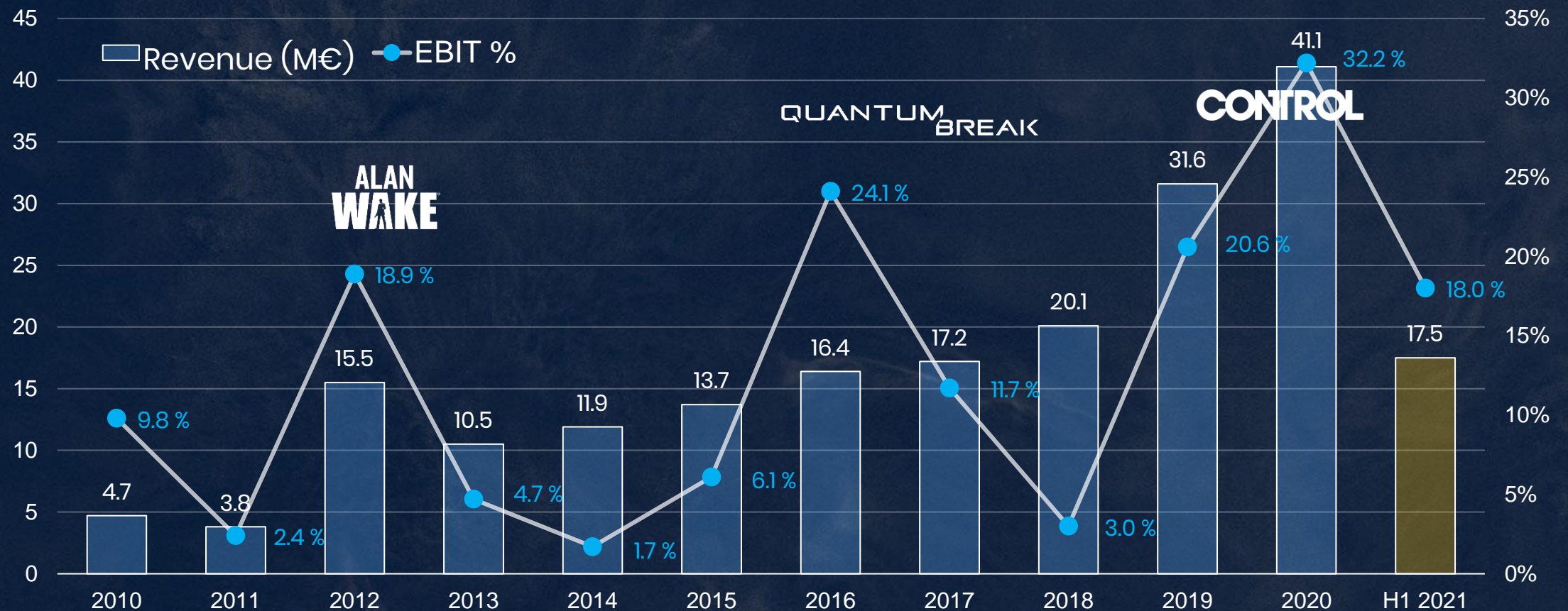
Terhi Kauppi, CFO



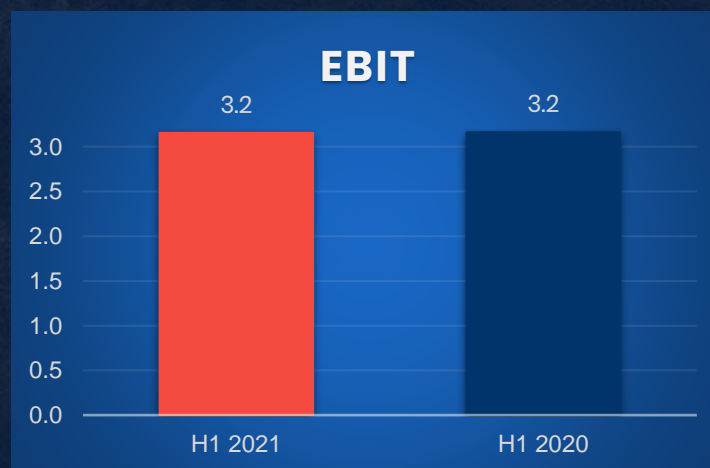
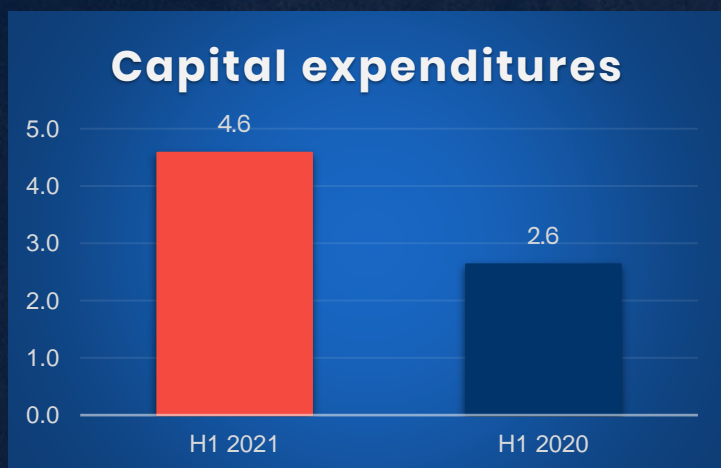
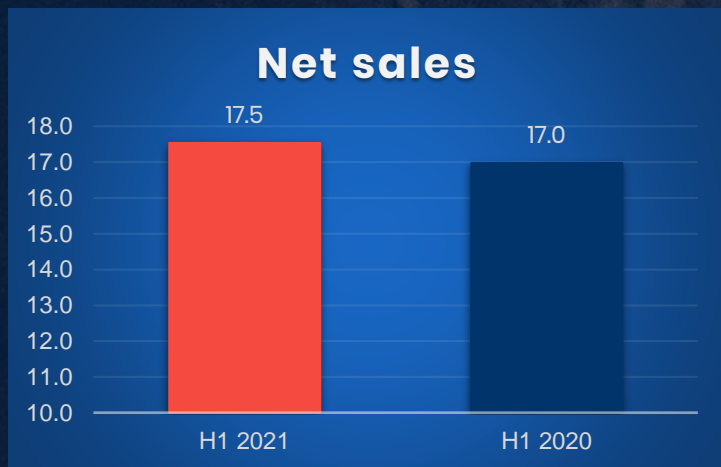
KEY FIGURES Q2 & H1 2021

	Revenue M€	EBIT M€	Operating cash flow M€
Q221	9.4 (9.1)	2.3 (2.1)	-1.0 (1.6)
H121	17.5 (17.0)	3.2 (3.2)	3.0 (1.2)
	3.2% 3.3% growth	24.5% (22.9%) 18.0% (18.6%) of revenue	

WE HAVE PROGRESSED IN A SUSTAINABLE WAY

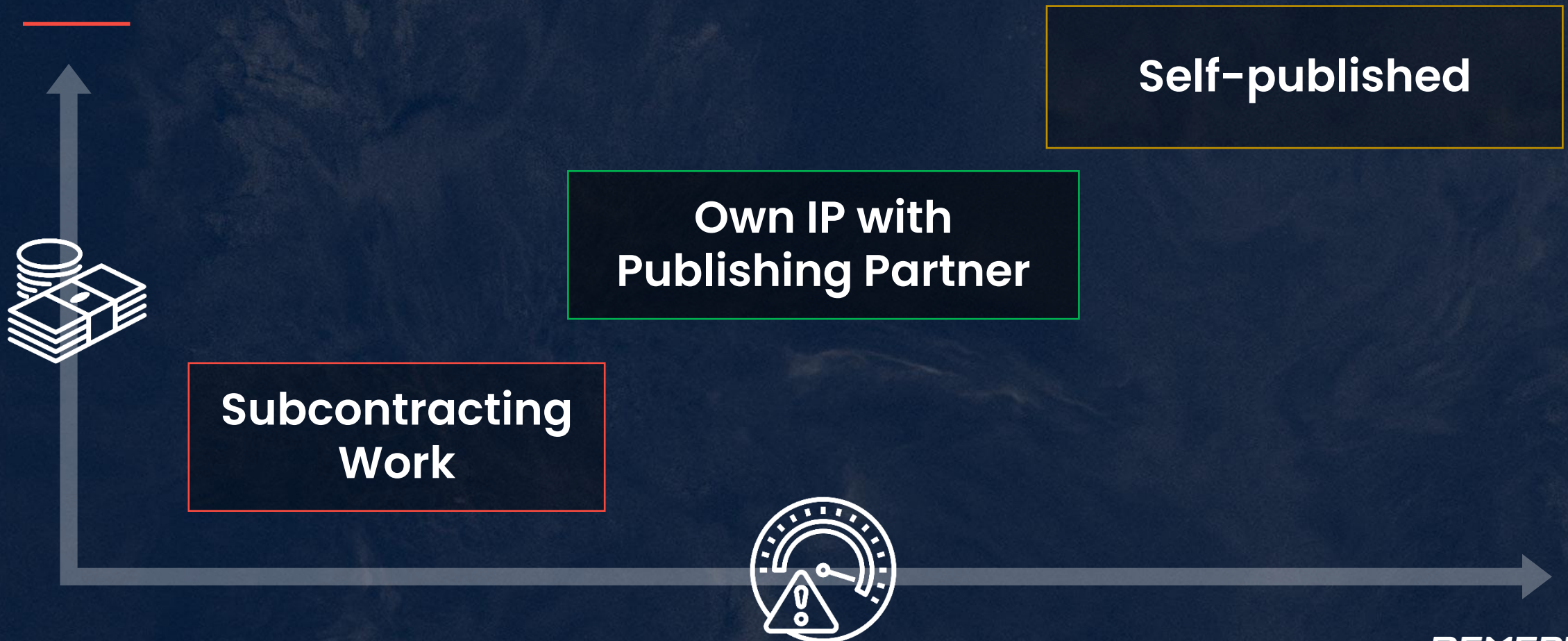


GROWTH ANALYSIS



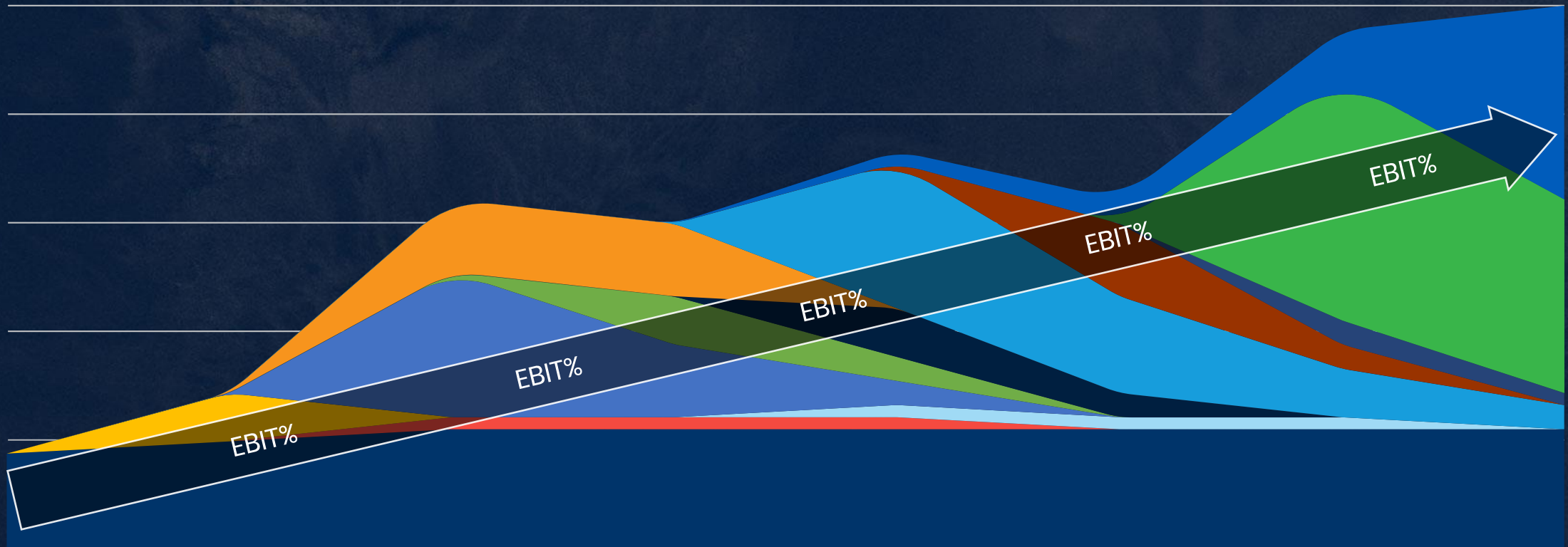
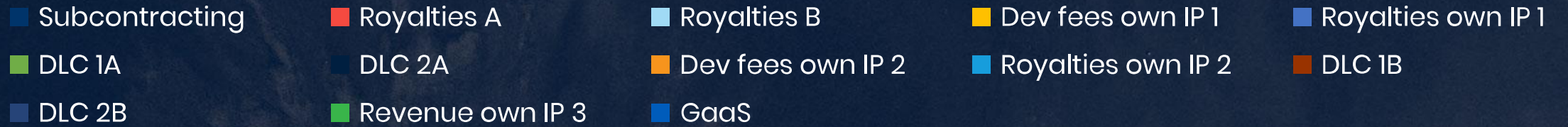
- Royalties were higher than in comparison period
- Subcontracting development fees were on lower level than in comparison period
- EBIT was affected by increased headcount and by change in timing of bonus accruals
- Operating expenses were on higher level than in comparison period due to lower activity level in H1 2020 caused by COVID-19
- Investing in future continues, capex 74% higher

MULTI-PROJECT FUTURE WITH MORE GAMES: BALANCING RISK AND REWARD



WE ARE IN A STRONG POSITION FOR THE FUTURE

ILLUSTRATIVE ONLY



OUTLOOK

Tero Virtala, CEO



OUTLOOK FOR 2021

- We continue according to our long-term growth plans with an aim to launch at least one game or game expansion annually
- We expect the launches of Crossfire's HD story mode and CrossfireX to happen later this year
- We expect 2021 to be a good year and expect our revenue and EBIT to grow during 2021
- Majority of the growth is expected during H2/2021


QUESTIONS & ANSWERS

NSC - 02

Q&A INSTRUCTIONS

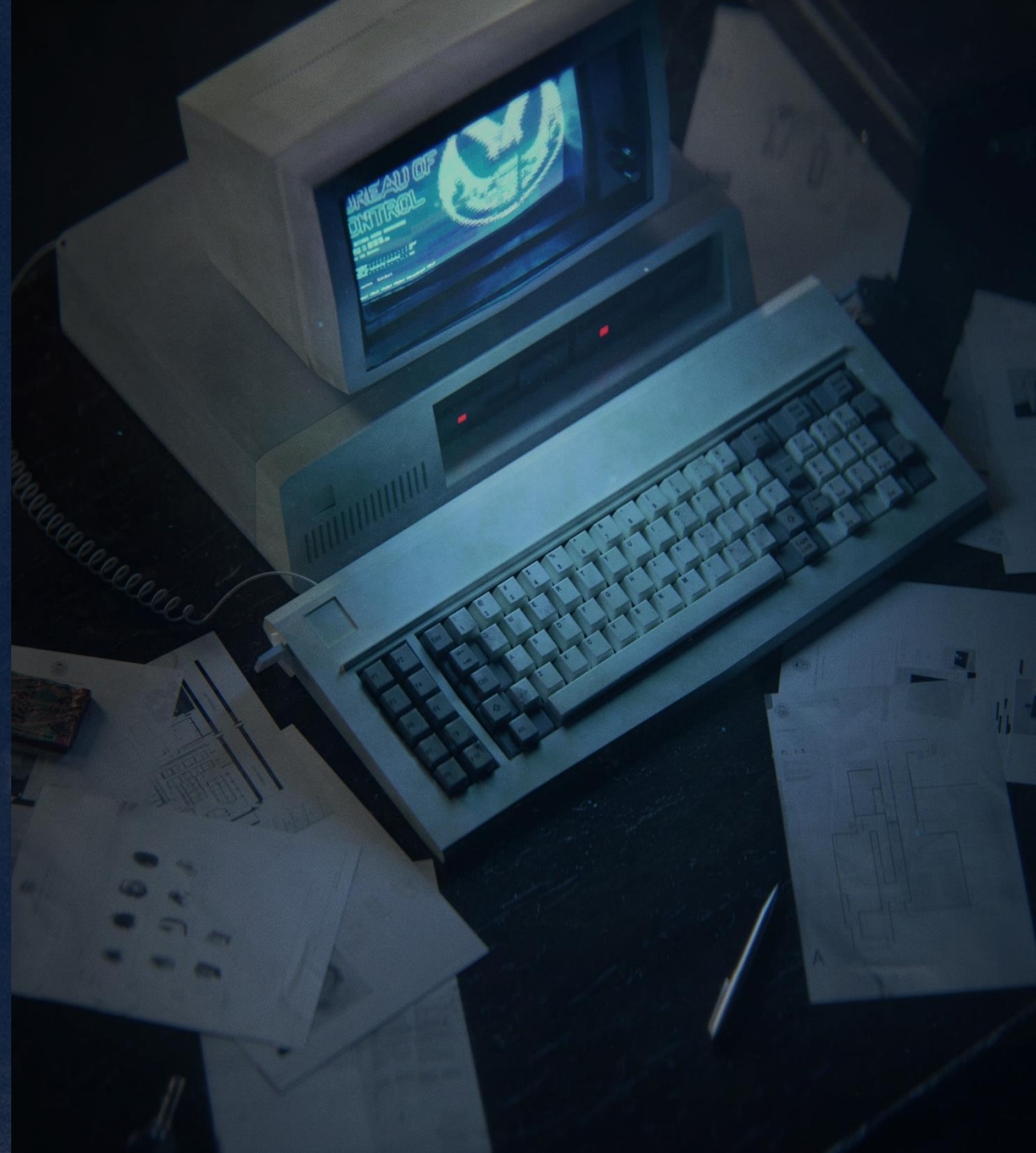
Speakers will now take questions from the investors, analysts and media representatives

Web participants:

- Type in your question, or
- request a speaking turn by clicking  **Raise Hand** in Zoom controls

Call participants:

- Dial ***9** to request a speaking turn





THANK YOU!

Contact ir@remedygames.com
investors.remedygames.com

     [RemedyGames](#)

REMEDY 