

REMEDY ENTERTAINMENT PLC



REMEDY IN A NUTSHELL

- Video game company from Finland, founded in 1995.
- More than 350 professionals from 32 nationalities
- 1 studio in Espoo Finland and 1 studio in Stockholm Sweden.
- AAA console and PC games that expand into long-lasting franchises.





GAMES WITH

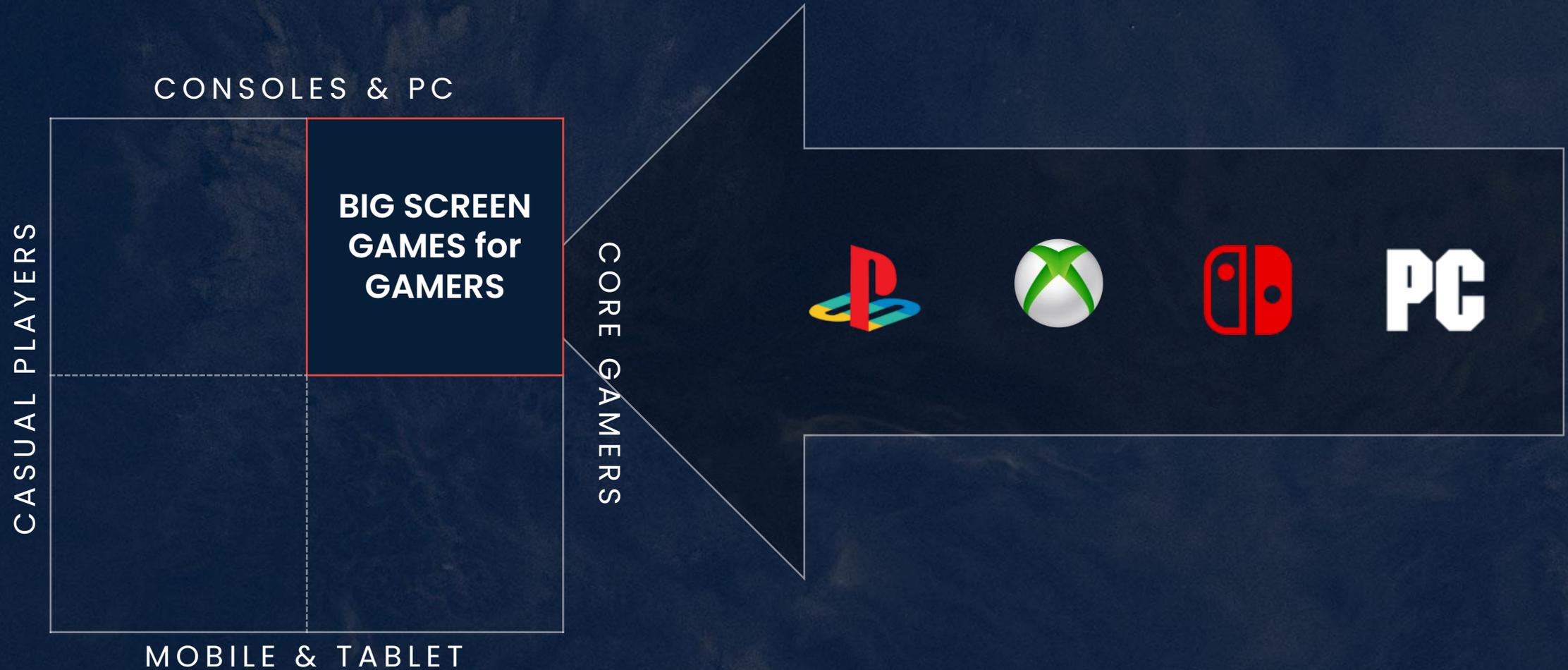
Immersive
worlds

Interesting
characters

Memorable
stories

Polished action
gameplay

OUR FOCUS ON THE MARKET



SOURCES: NEWZOO, SONY,
VGCHARTZ

CURRENT PROJECT PORTFOLIO



CONTROL

LAUNCHED



Condor*

PROOF-OF-CONCEPT



Control 2

CONCEPT



~~CROSSFIRE~~

LAUNCHED



Alan Wake
Remastered

LAUNCHED



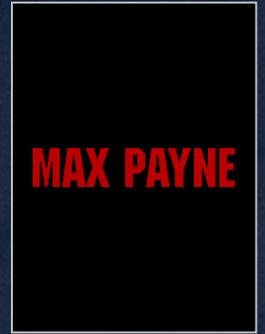
Alan Wake II

FULL PRODUCTION



VANGUARD

PROOF-OF-CONCEPT



Max Payne
1&2 Remake

CONCEPT

WITH

505GAMES

WITH



WITH



WITH
Tencent

WITH



* project codename

REMEDY

MAX PAYNE 1&2 REMAKE

- Remake of the iconic Max Payne and Max Payne 2: The Fall of Max Payne video games
- Published by Rockstar Games
- Fits well with many of our strengths and has good business potential with well-managed risks
- Team is developing the game utilizing production and technology synergies across our projects
- In the concept stage



ALAN WAKE 2

- Long-awaited sequel to the award-winning 2010 psychological thriller
- Survival horror game
- Published by Epic Games
- In the full production stage
- The game is coming together on all fronts, user testing continues and the feedback from user research has been encouraging
- To be launched in 2023



CODENAME VANGUARD

- Free-to-play (F2P), cooperative multiplayer game
- Co-published with Tencent
- In the proof-of-concept stage
- Designs are taken further, prototyped and tested
- Team is making sure all key elements merge together in a right way before we make final decisions on the plans for the next development phase in 2023



CODENAME CONDOR

- 4-player cooperative PvE (player vs. environment) spin-off game of Control
- Co-published and developed with 505 Games
- Initial development budget 25 M€
- In the proof-of-concept stage
- Team is currently testing the key gameplay elements and finalizing the main designs before moving the project to the next development phase



CONTROL 2

- Formerly known as Codename Heron
- A sequel to Remedy's award-winning game Control
- Co-published and developed with 505 Games
- Initial development budget 50 M€
- In the concept stage
- Team is currently concepting and prototyping the game and developing selected technologies and tools in collaboration with the Northlight team

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



WE CONTINUE TO GROW AND INVEST INTO OUR WORLD CLASS TALENT POOL

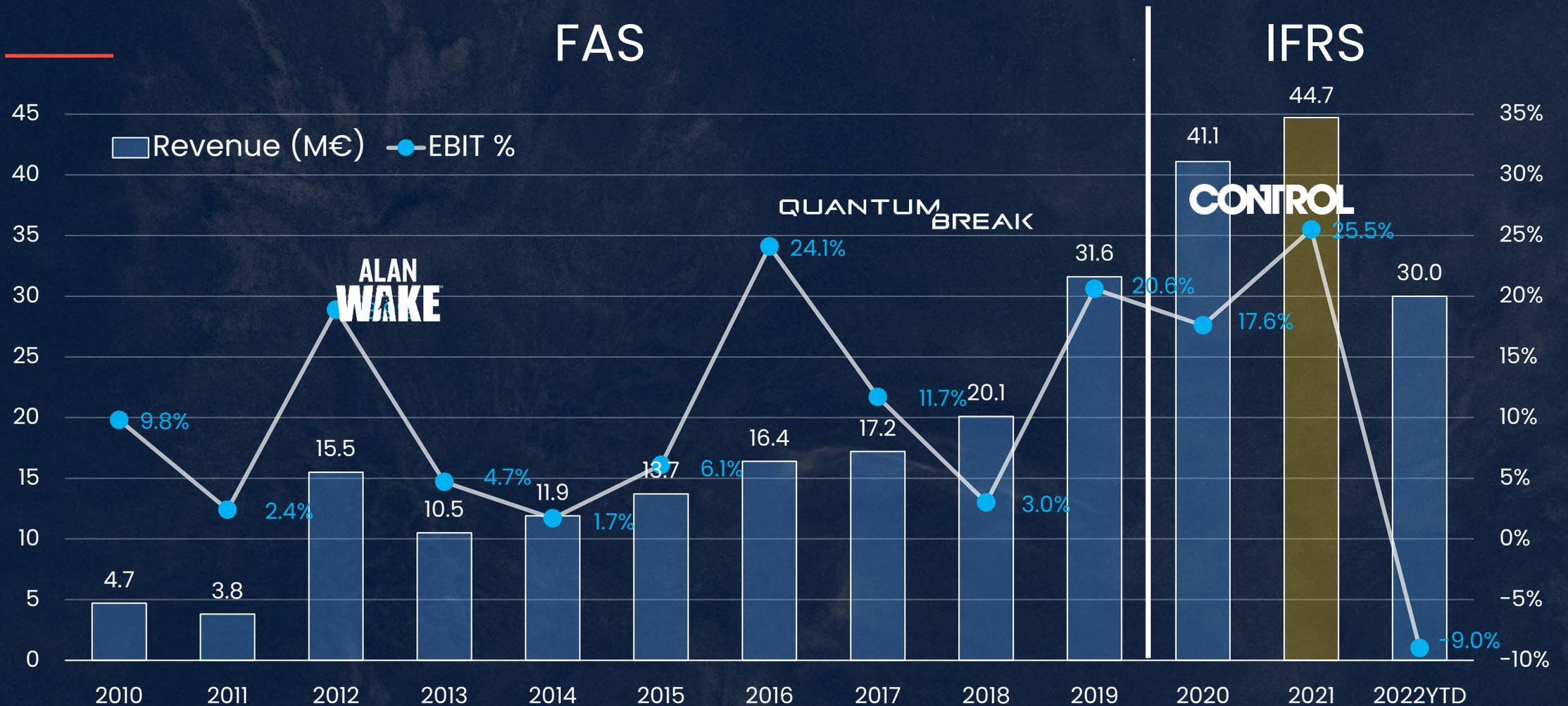
360

Remedy talents
(September 30, 2022)

A NEW
DEVELOPMENT STUDIO
IN STOCKHOLM

UTILIZE and CONTINUE TO EXPAND
EXTERNAL DEVELOPMENT CAPABILITIES

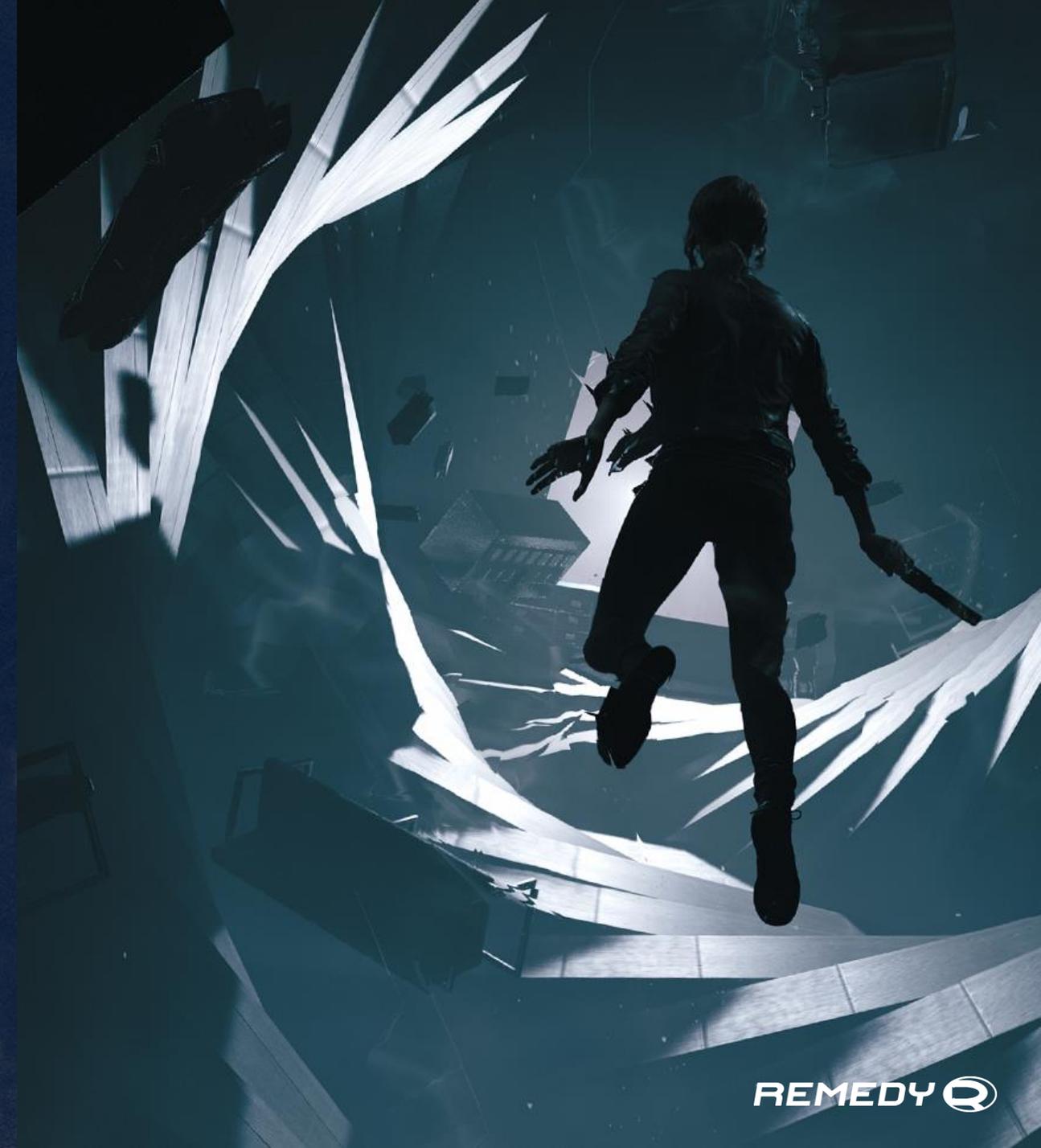
STEADY LONG-TERM GROWTH



OUTLOOK FOR 2022

Remedy expects its revenue to remain at the previous year's level and its operating result to decline significantly compared to the year 2021.

In 2021, Remedy's revenue totaled EUR 44.7 million and operating profit EUR 11.4 million.



OUR LONG-TERM OBJECTIVES (BY END OF 2025)

- 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.



THANK YOU!

Contact ir@remedygames.com
investors.remedygames.com

     [RemedyGames](#)

