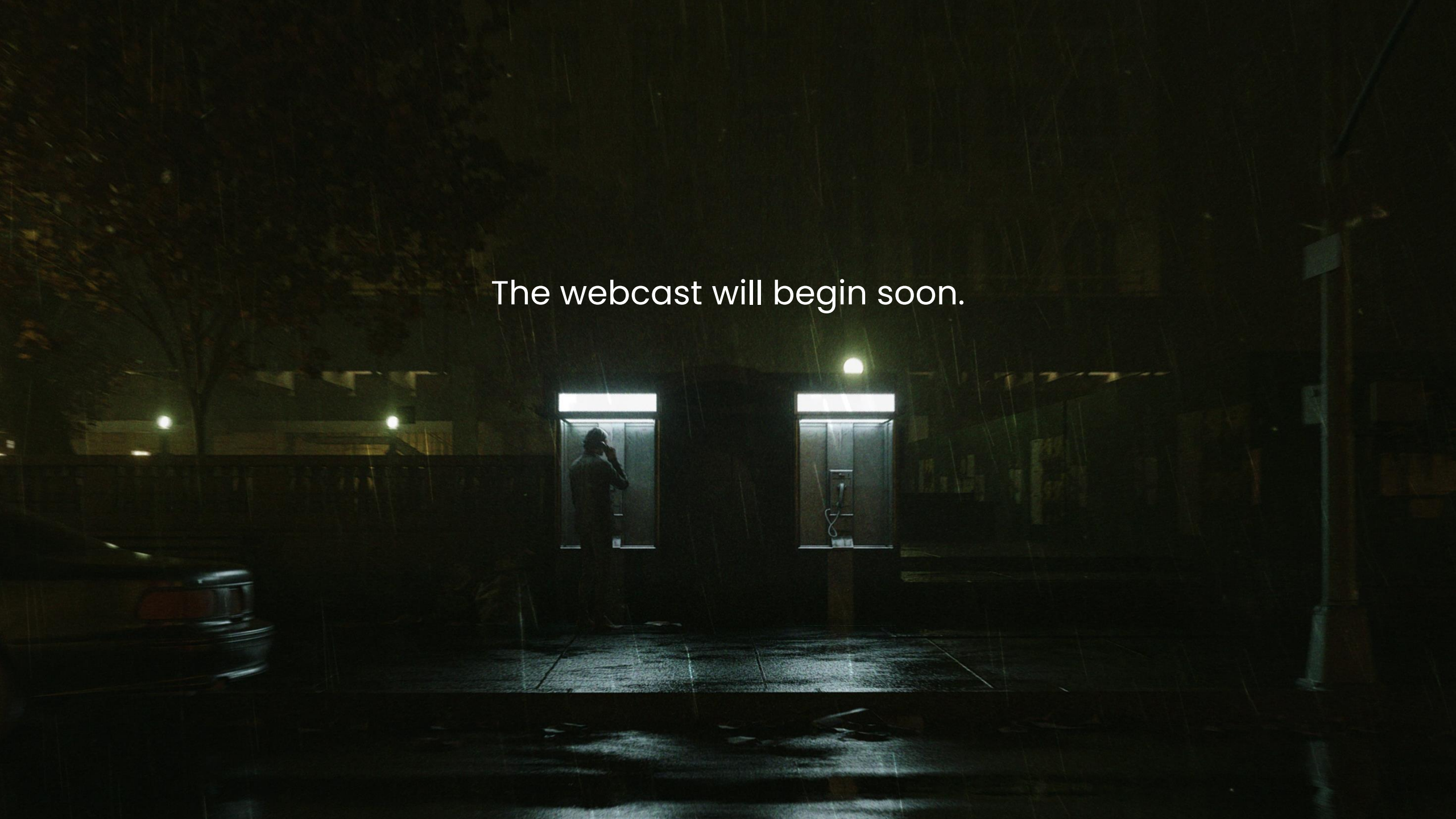


The webcast will begin soon.



FINANCIAL STATEMENT BULLETIN

JANUARY–DECEMBER 2022

February 10, 2023



AGENDA

- 1 Q4 2022 Review
- 2 Q4 and FY 2022 Financial Results
- 3 Outlook
- 4 Questions & Answers



Tero Virtala
CEO



Terhi Kauppi
CFO

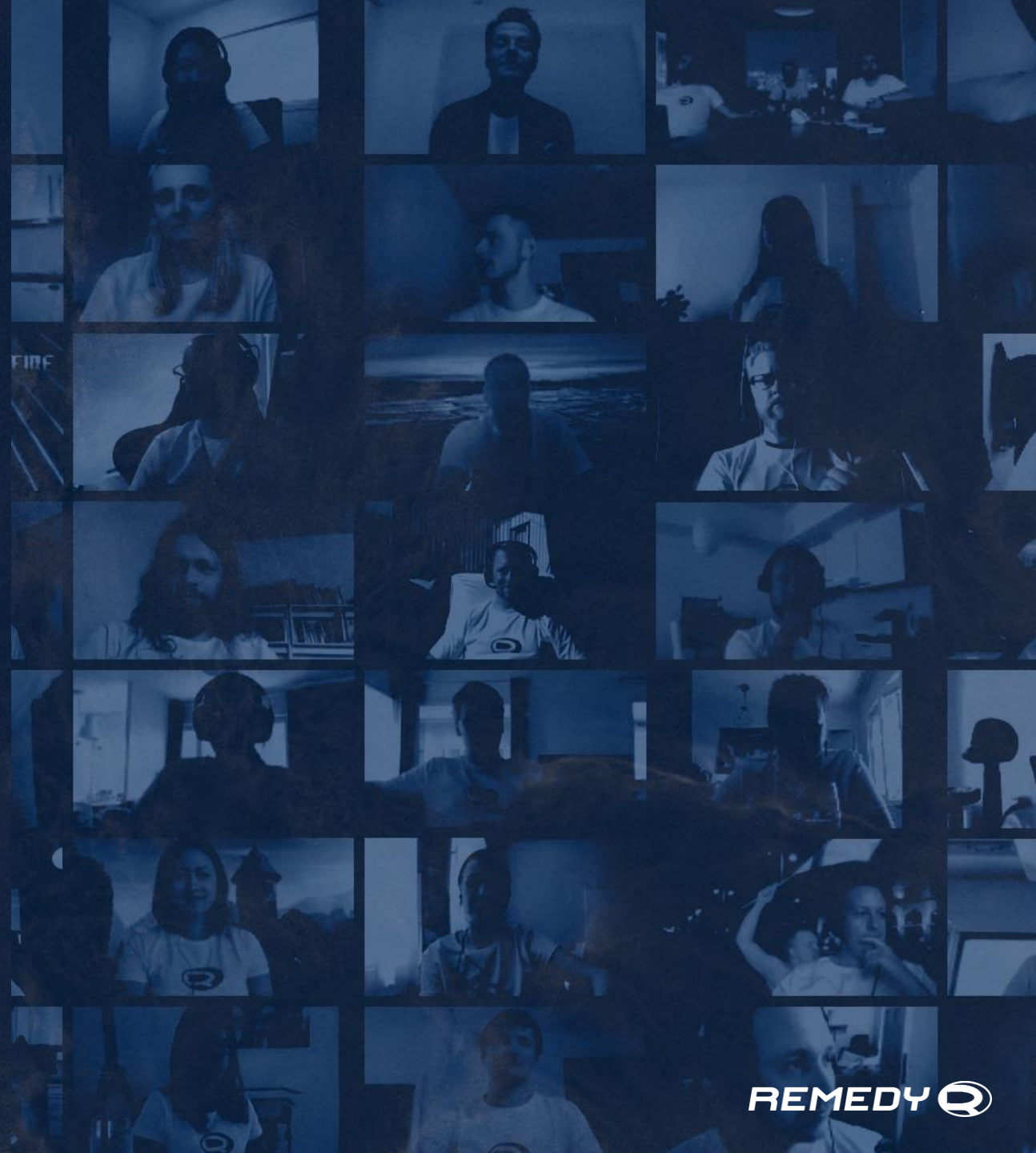
Q4 2022 REVIEW

Tero Virtala, CEO



Q4 2022 HIGHLIGHTS

- Revenue decreased by 31.2% to **13.6 M€** (19.8)
- EBITDA decreased to **2.8 M€** (10.9), mainly due to a significantly lower level of revenue than in the comparison period
- Operating profit **2.1 M€** (10.3), operating profit margin 15.6% (52.2%)
- Cash flow from operations **-3.8 M€** (-2.2)
- In November Remedy Entertainment signed a co-development and co-publishing agreement with 505 Games for Control 2



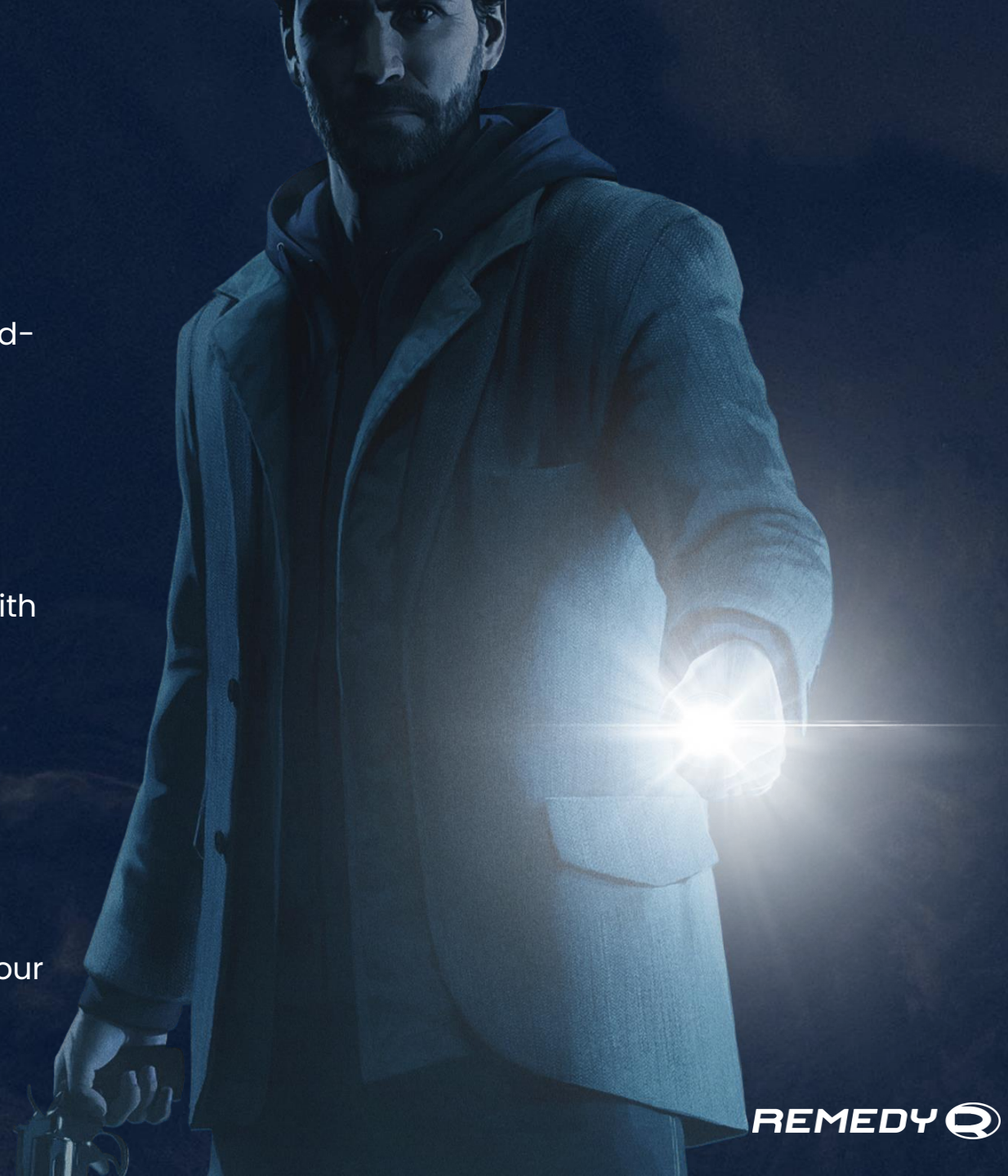
FULL YEAR 2022 HIGHLIGHTS

- Revenue decreased by 2.5% to **43.6 M€** (44.7)
- EBITDA was **1.9 M€** (14.5)
- Operating profit **-0.6 M€** (11.4), operating profit margin -1.3% (25.5%)
- Cash flow from operations **11.1 M€** (6.1)
- In April, Remedy announced it will remake Max Payne and Max Payne 2: The Fall of Max Payne with Rockstar Games.
- In May trading in Remedy's shares was transferred from the First North Growth Market Finland marketplace to the official list of Nasdaq Helsinki.
- In August, Remedy lowered its revenue and operating result outlook for 2022.
- In November Remedy Entertainment signed a co-development and co-publishing agreement with 505 Games for Control 2.
- The Board of Directors proposes a dividend of 0.10 (0.17) euros per share.



KEY OPERATIONAL DEVELOPMENTS IN 2022

- Agreements in place for all five game projects with world-class partners.
- Balanced portfolio: Longer-engaging single-player, and service-based multiplayer games
- Strong cash position, increased own investments to games, with good royalty upside.
- Path set to becoming a co-publisher, in co-operation with Tencent and 505 Games.
- Core game teams, support teams, and external development capabilities strengthened, with improved ways of working.
- Good progress in game projects.
- Northlight game engine and toolset with several major advancements .
- Successful year in attracting, retaining and developing our people.



CURRENT PROJECT PORTFOLIO



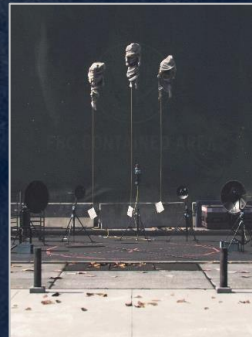
CONTROL

LAUNCHED



Condor*

PROOF-OF-CONCEPT



Control 2

PROOF-OF-CONCEPT



Alan Wake
Remastered

LAUNCHED



Alan Wake II

FULL PRODUCTION



VANGUARD *

PROOF-OF-CONCEPT



Max Payne
1&2 remake

CONCEPT

WITH
505GAMES

WITH
**EPIC
GAMES**

WITH
Tencent

WITH
R

* project codename

REMEDY

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

366

Remedy talents
(December 31, 2022)

A NEW
DEVELOPMENT STUDIO
IN STOCKHOLM

UTILIZE and CONTINUE TO EXPAND
EXTERNAL DEVELOPMENT CAPABILITIES

ATTRACTING, RETAINING AND DEVELOPING OUR PEOPLE AND TEAMS IN ONE OF OUR KEY SUCCESS FACTORS

- In 2022 we almost doubled the number of new Remedians compared to 2021.
- We succeeded in retaining our people despite of the competitive talent market and overall increased employee turnover in gaming industry (after pandemic).
- We continued to provide opportunities for professional development, career progress, leadership training and ways of improved working.
- We now have 5 core game development teams, technology team and set of important support teams in place. These teams are stronger, and also collaborate more efficiently, than ever before.

WE HAVE BUILT A STRONG BASIS AND INVEST TO ENABLE SUSTAINABLE LONG-TERM GROWTH.

2017 – 2021

- Building scalable multi-project organization.
- Moving towards longer-lasting games.
- Aiming for stronger position in the value chain.

REMEDY in 2022

- Ability to develop 5 games in parallel.
- Longer-engaging single-player games, and service-based multiplayer games.
- Partners for all 5 games.
- Strong cash position. Own investments in 4, co-publisher in 3 games.

2023 – 2027

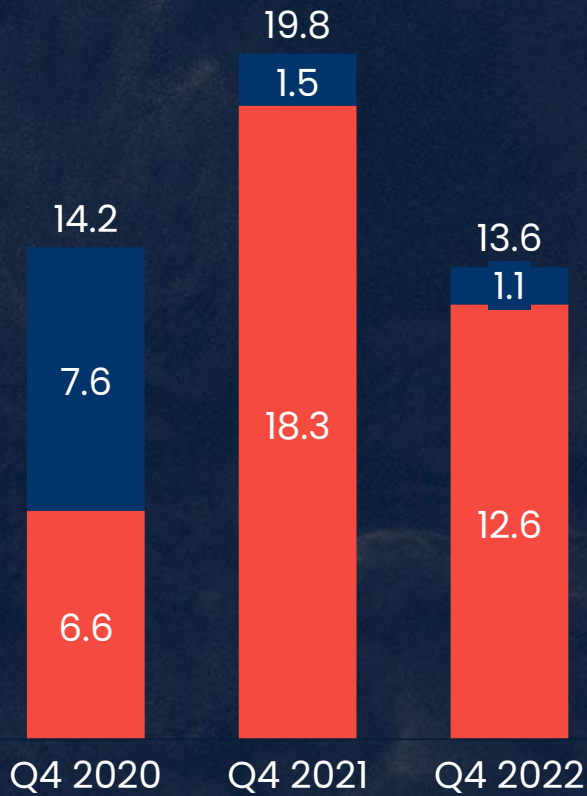
- Ability to develop new games and live operate existing ones.
- Game updates, and new game launches every year.
- Longer-engaging games with recurring revenue.
- Higher royalty upside.
- Direct involvement in game marketing and sales.
- Stronger ability to build, connect and serve our communities.

Q4 AND FY 2022 FINANCIAL RESULTS

Terhi Kauppi, CFO

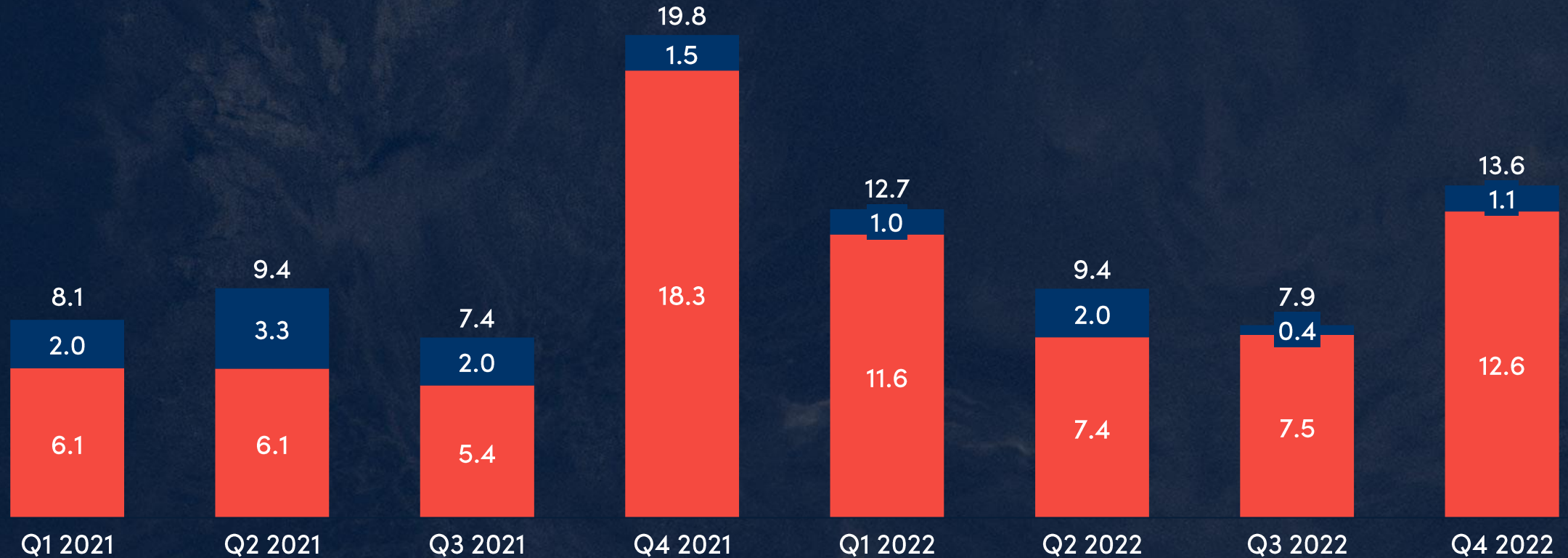


Q4 2022: Y-O-Y DECREASE IN REVENUES EXPLAINED MAINLY BY A STRONG COMPARABLE PERIOD



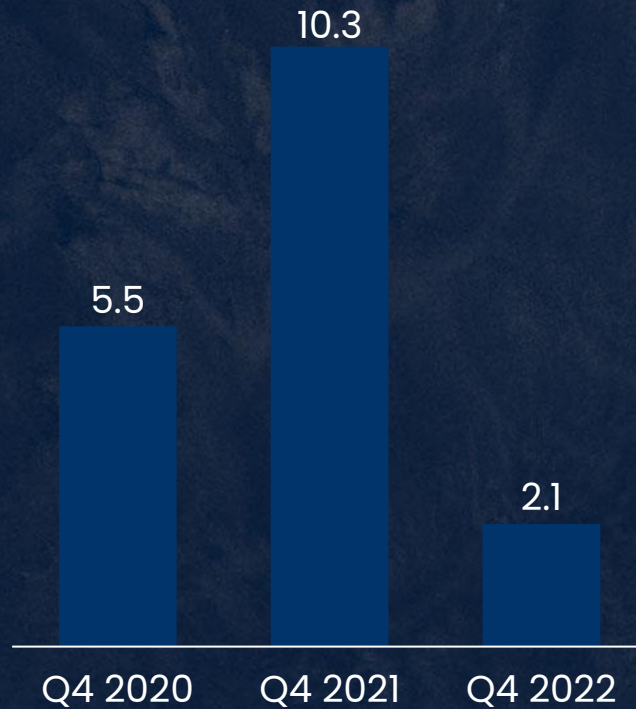
■ Royalties (EURm) ■ Development Fees (EURm)

HISTORICAL BREAKDOWN OF REVENUE

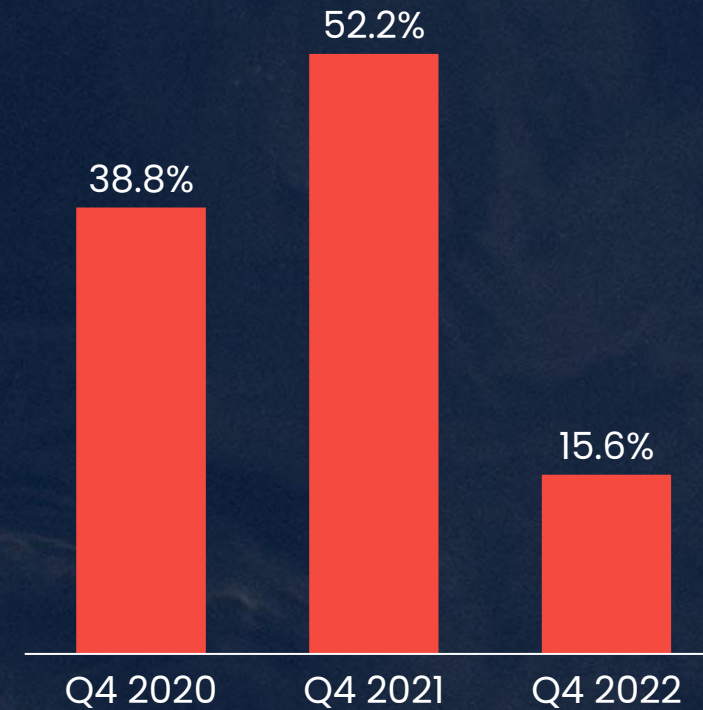


Royalties (EURm) Development Fees (EURm)

Q4 2022: PROFITABILITY IMPACTED BY REVENUE DECREASE AND CO-FINANCED PROJECTS

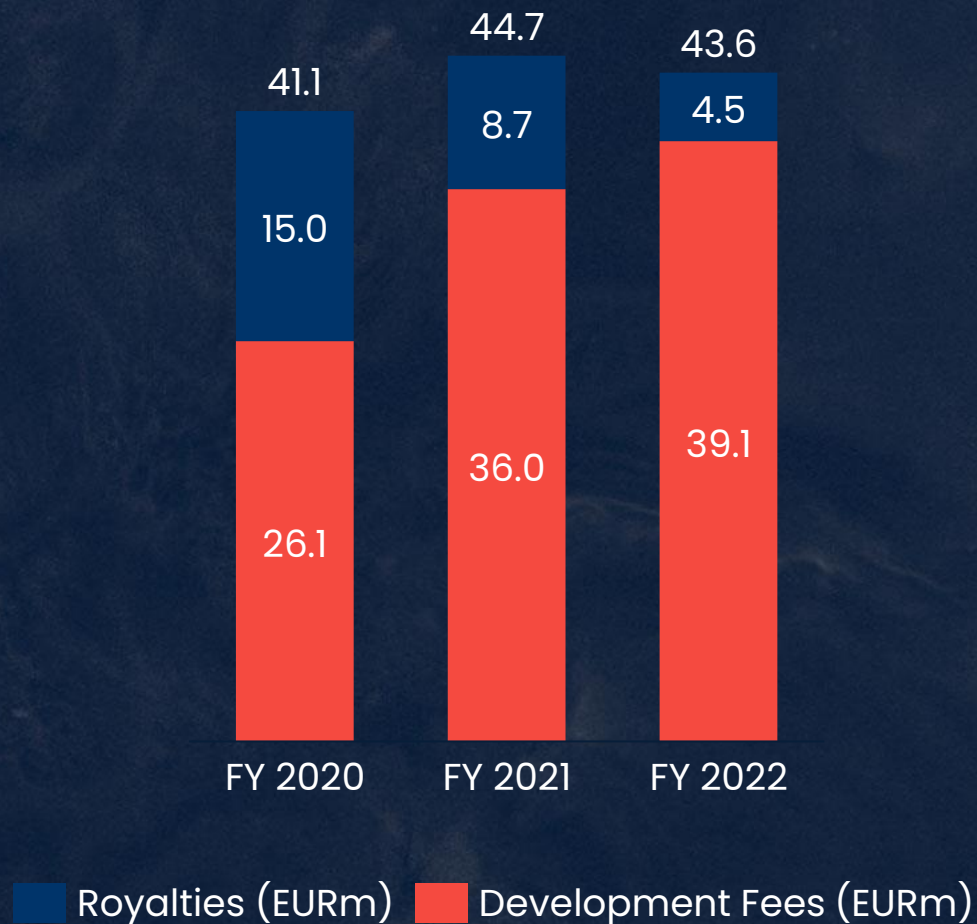


■ Operating Profit (EURm)

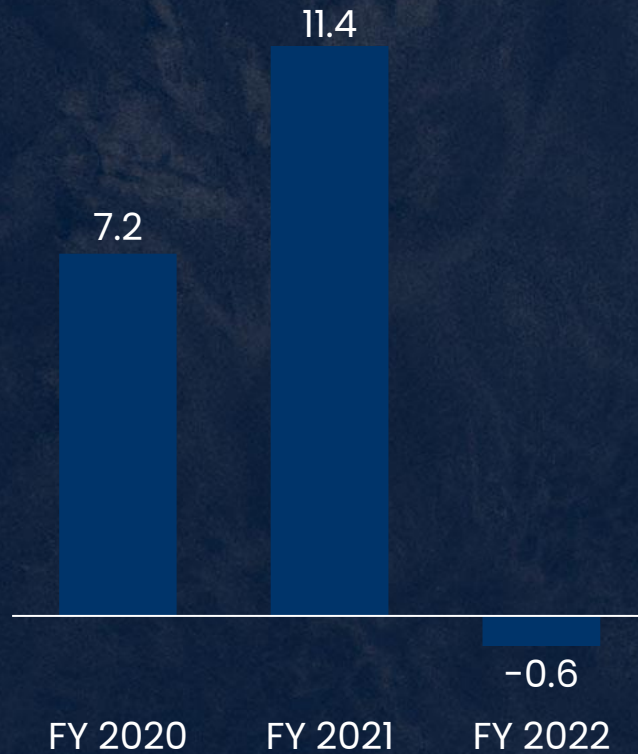


■ Operating Profit Margin (%)

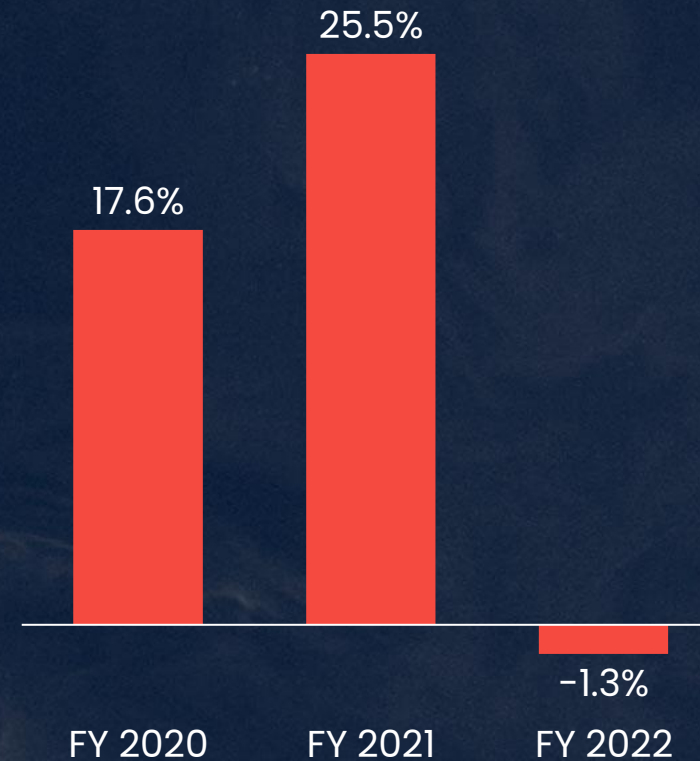
FY 2022: REVENUES AT A SIMILAR LEVEL TO THE PREVIOUS YEAR



FY 2022: PROFITABILITY AT A PLANNED LEVEL

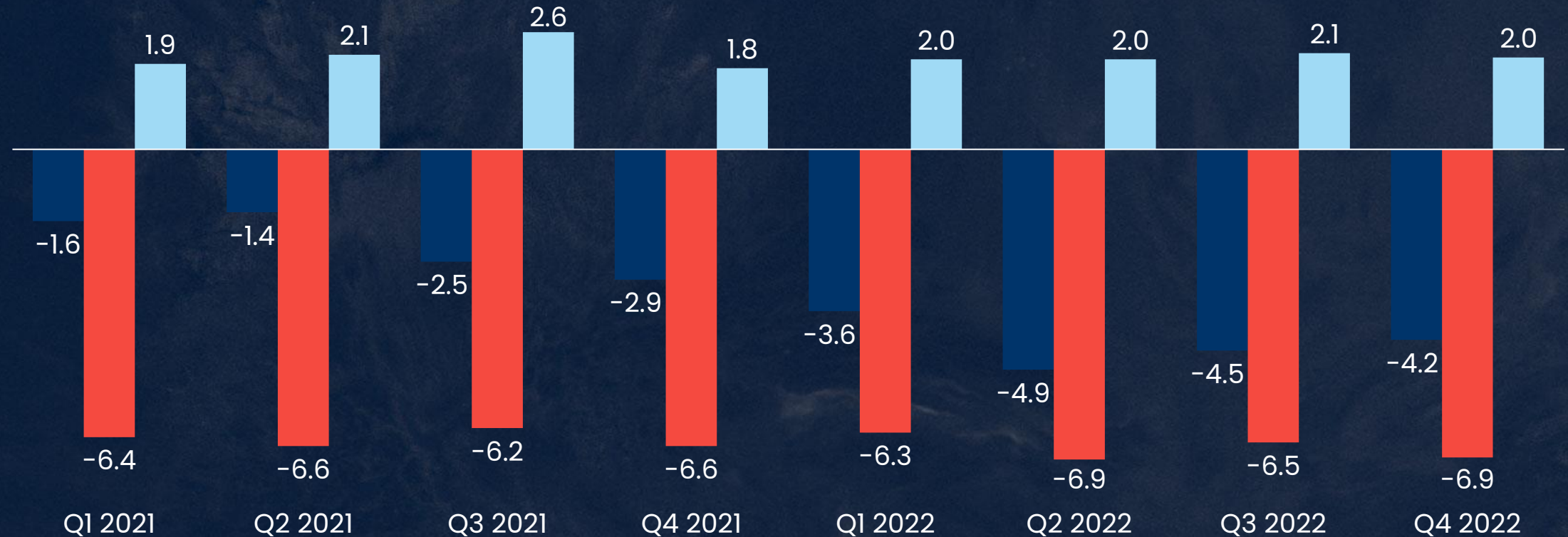


Operating Profit (EURm)



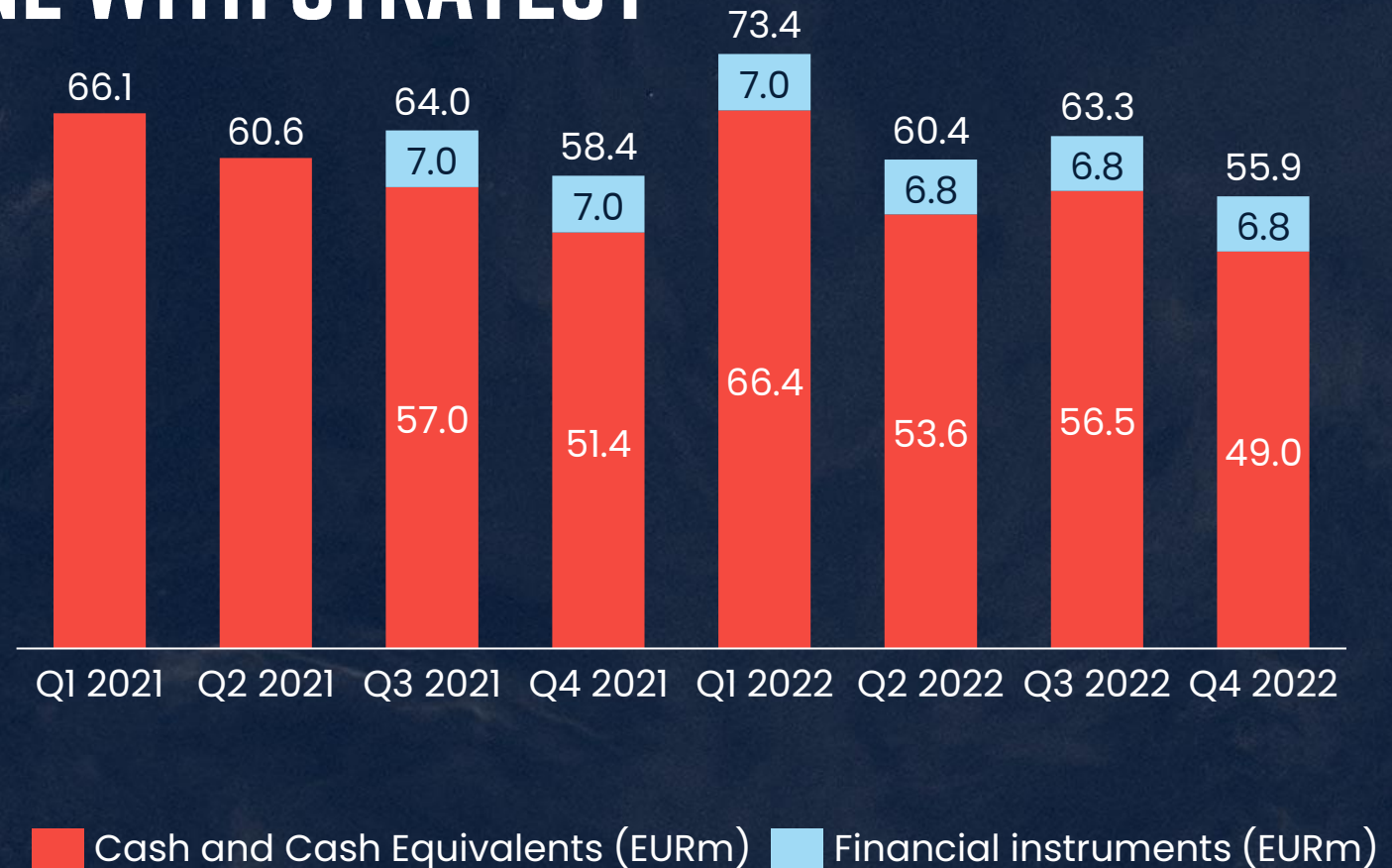
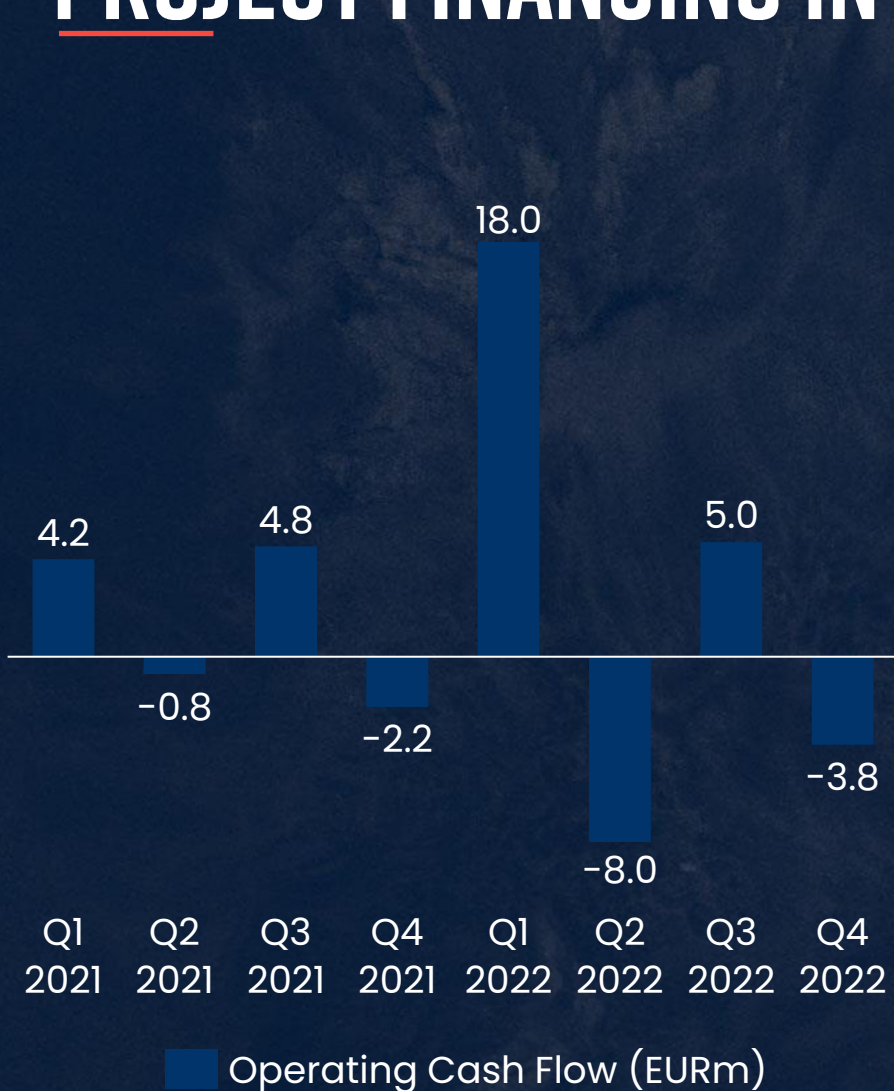
Operating Profit Margin (%)

Q4 2022: MEANINGFUL Y-O-Y INCREASE IN EXTERNAL DEVELOPMENT

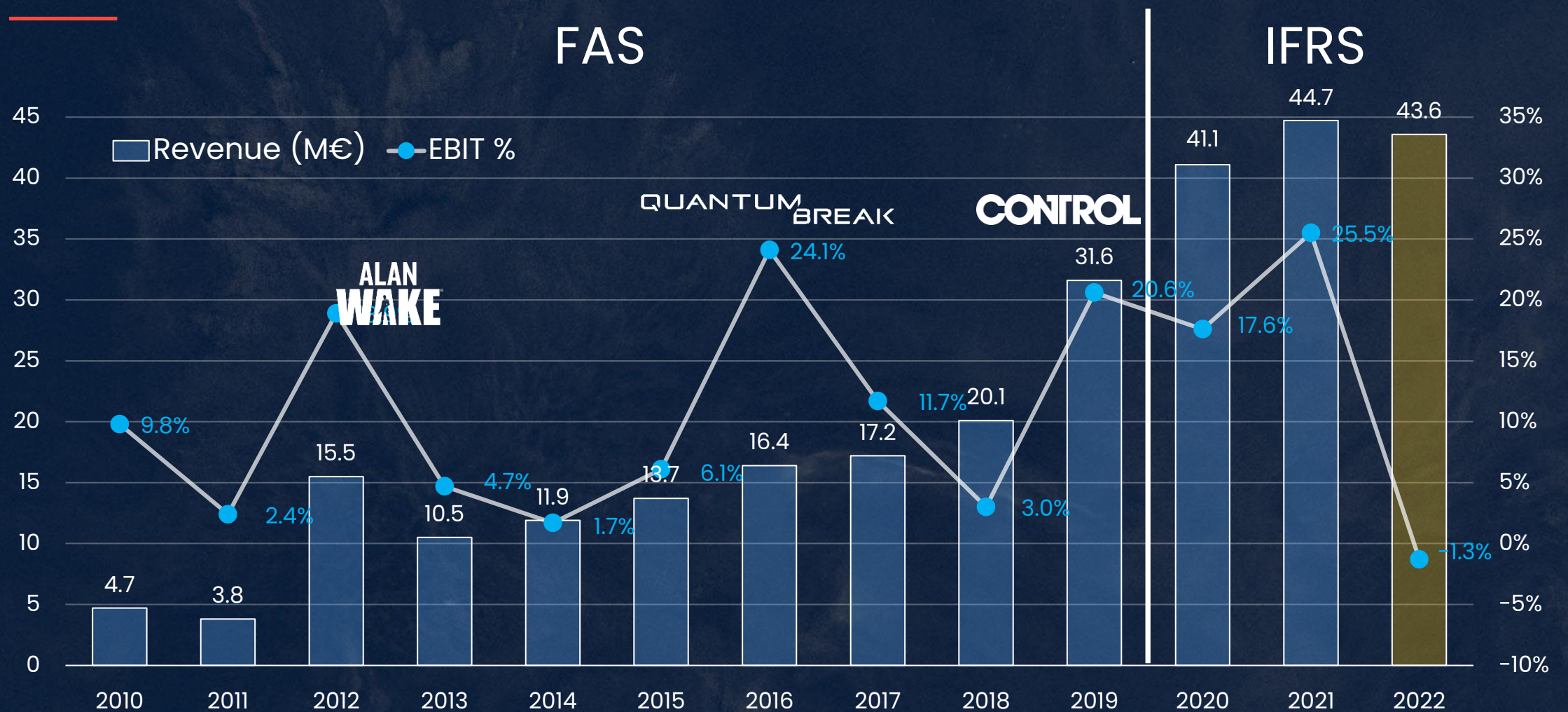


Ext Dev (EURm) Personnel expenses (EURm) Capitalized Dev Cost (EURm)

Q4 2022: CASH POSITION STRONG ENABLING US TO INVEST IN PROJECT FINANCING IN-LINE WITH STRATEGY



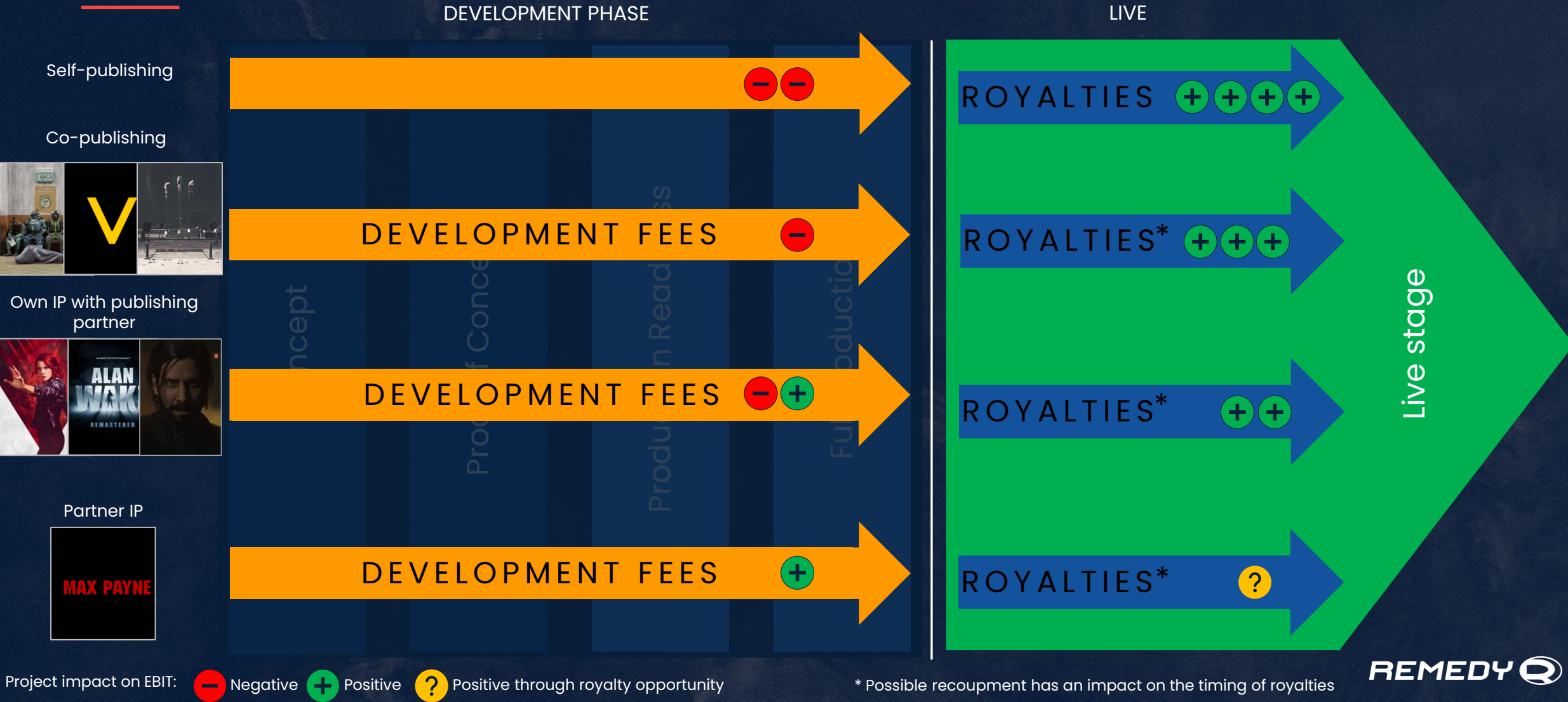
STEADY GROWTH OF REVENUE



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



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



DIVIDEND PROPOSAL

The Board of Directors proposes a dividend of 0.10 (0.17) euros per share.

OUTLOOK

Tero Virtala, CEO



OUTLOOK FOR 2023

Remedy expects its revenue to decline from previous year and a negative operating result.

In 2022, Remedy's revenue totaled EUR 43.6 million and operating profit EUR -0.6 million.



OUR LONG-TERM OBJECTIVES (UNCHANGED)

- 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.

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





THANK YOU!

Contact ir@remedygames.com
investors.remedygames.com

     [RemedyGames](#)



REMEDY 