Business Review January–September 2023

OCTOBER 31, 2023

AGENDA

- Q3 2023 Review
- 2 Q3 2023 Financial Results
- 3 Outlook
- Questions & Answers



Tero VirtalaCEO

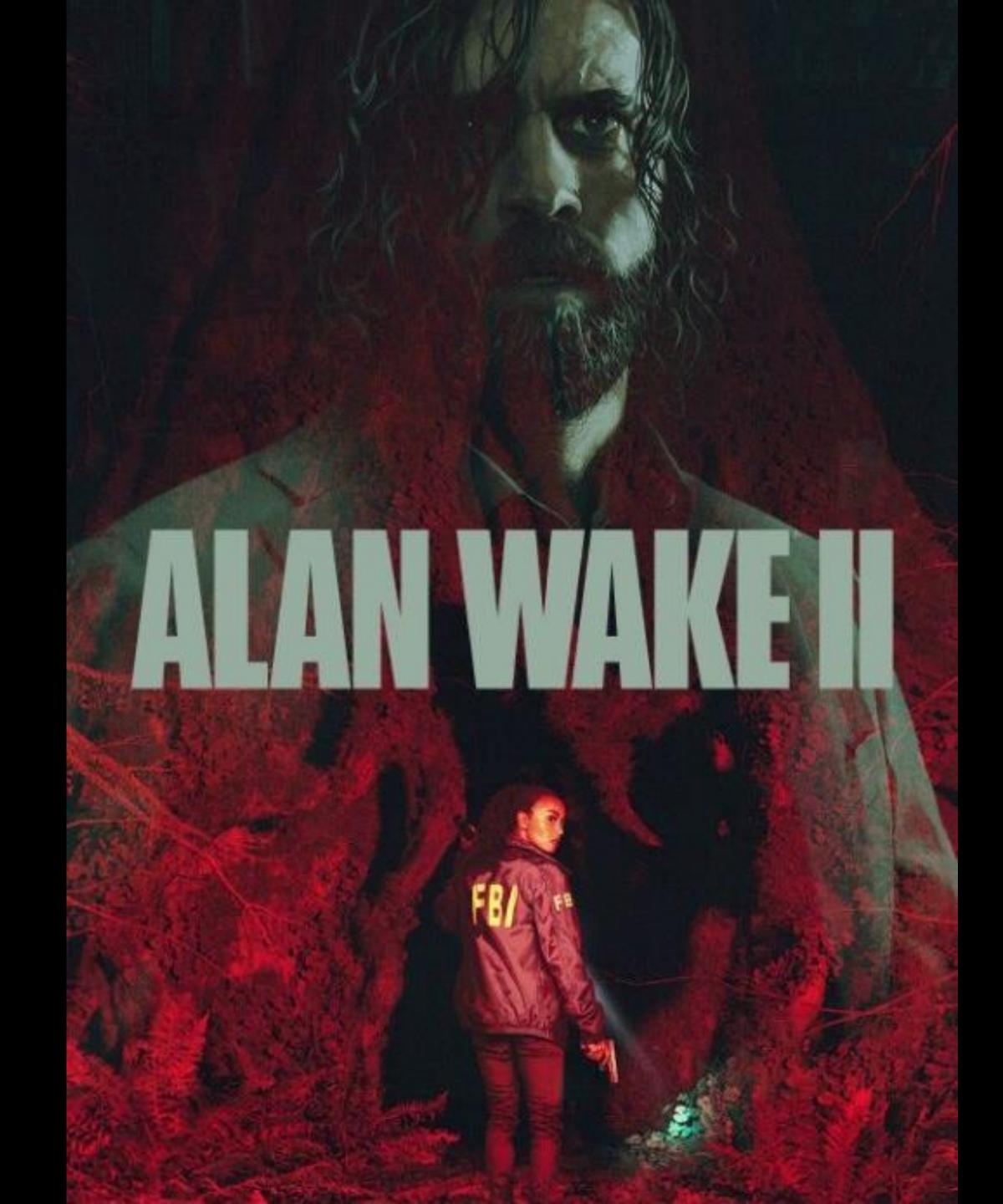


Terhi Kauppi CFO



Q3 2023 HIGHLIGHTS

- Revenue decreased by 1.1% to 7.8 M€ (7.9)
- EBITDA decreased to -4.2 M€ (-2.4)
- Operating profit -5.5 M€ (-3.0), operating profit margin -70.0% (-38.4%)
- Cash flow from operations -5.1 M€ (4.7)
- In September, the Board of Directors of Remedy decided on a new option plan 2023
- Alan Wake 2 was being finalized for its October 27,
 2023 launch
- In August, the Alan Wake 2 Dark Place trailer debuted at Gamescom
- In September, an Alan Wake 2 briefing and an exclusive hands-on demo session was held for a select group of global media and influencers







ALAN WAKE 2: GREAT VISIBILITY ACROSS STORES



PlayStation Store

New games

NHL® 24













View All

Assassin's Creed® Mirage

METAL GEAR SOLID: MASTER
COLLECTION Vol. 1



Marvel's Spider-Man 2

UFC® 5

10/10

TheSixthAxis

God is a Geek

10/10

Gamereactor UK

5/5

VG247

Rectify Gaming

Jeux Video

9.5/10

Press Start

90/100

Gaming Trend

10/10

Gamespot

5/5

ScreenRant

10/10

GamesRadar+

5/5

VGC

9.5/10

MP1st

4.5/5

Windows Central

10/10

Push Square

4.5/5

Entertainment Geekly

SECTOR sk

9/10

Shacknews

10/10

XboxEra

5/5

TheGamer

PCGamesN

GamingBolt

10/10

Nexus Hub

5/5

Dexerto

COGconnected

4.5/5

CG Magazine

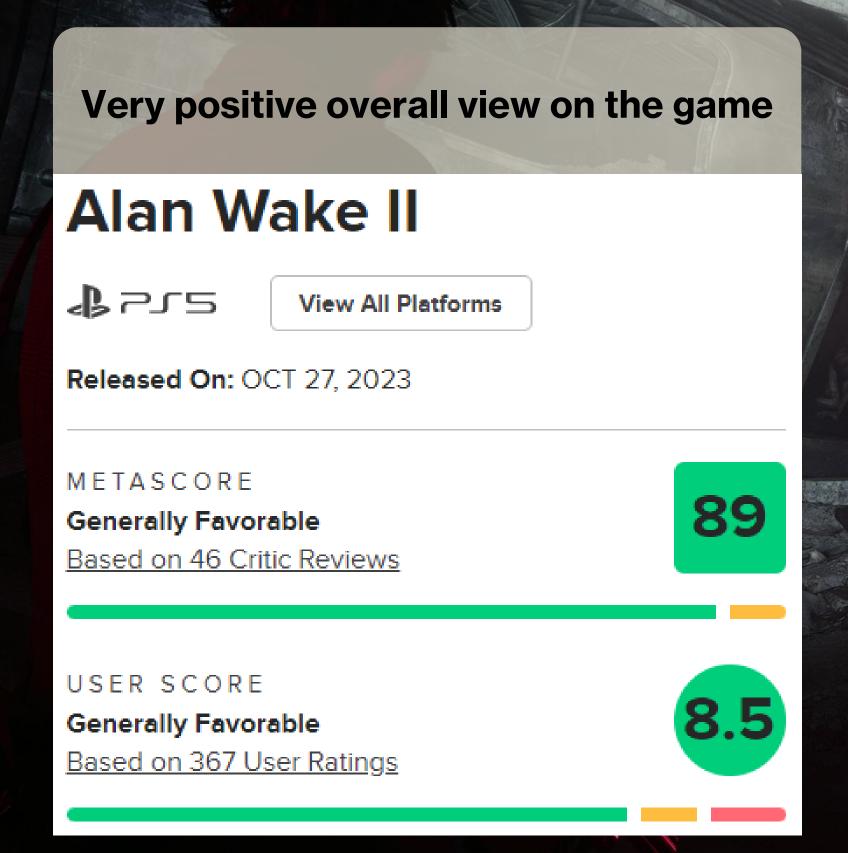
10/10

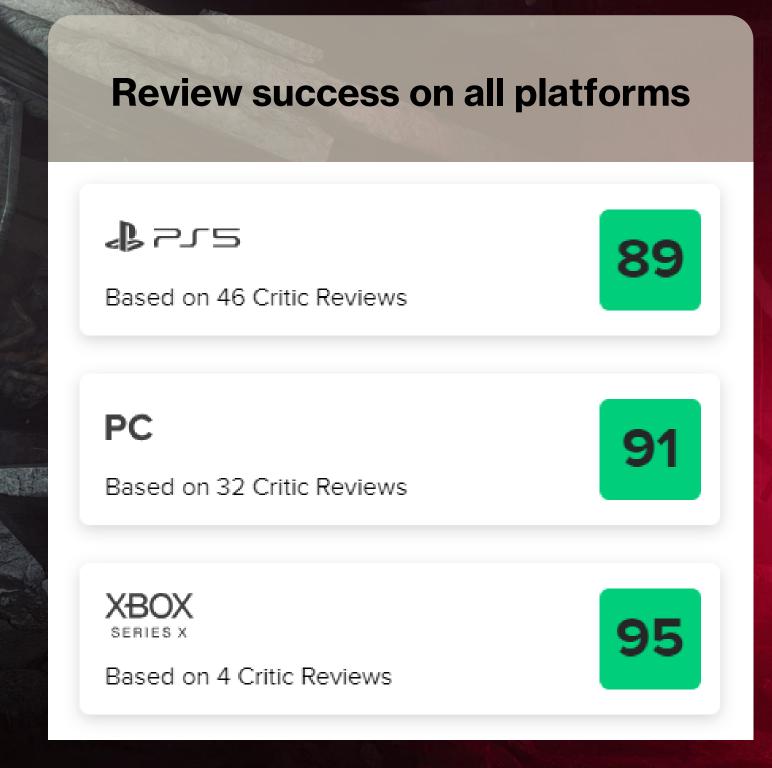
Player 2

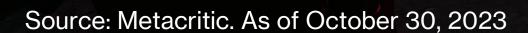
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Gaming Bible

DEDICATION AND HARD WORK REFLECTED IN THE METACRITIC SCORE OF ALAN WAKE 2







CURRENT PROJECT PORTFOLIO



REMEDY CONFIDENTIAL



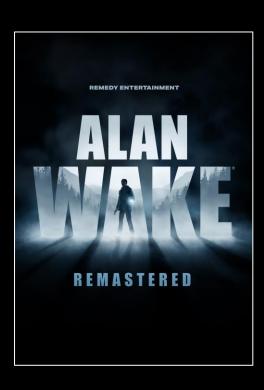




Condor*



Control 2



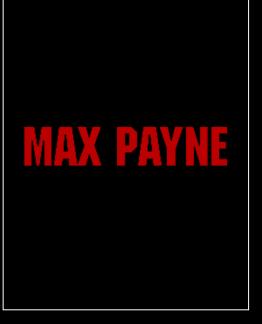
Alan Wake Remastered



Alan Wake II



VANGUARD *



Max Payne 1&2 remake

LAUNCHED

PRODUCTION READINESS

PROOF-OF-CONCEPT

LAUNCHED

LAUNCHED

PROOF-OF-CONCEPT

PRODUCTION READINESS

WITH **505GAMES**



WITH **Tencent**



WE CONTINUE TO INVEST INTO OUR WORLD CLASS TALENT POOL

376

Remedy talents*
(September 30, 2023)

We utilize and continue to expand external development capabilities

Development studios



^{*} Defined as headcount added with people who work in Remedy's projects but are not employed by Remedy

STRONG BASIS AND INVESTMENTS TO ENABLE SUSTAINABLE LONG-TERM GROWTH

HOTEL

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.

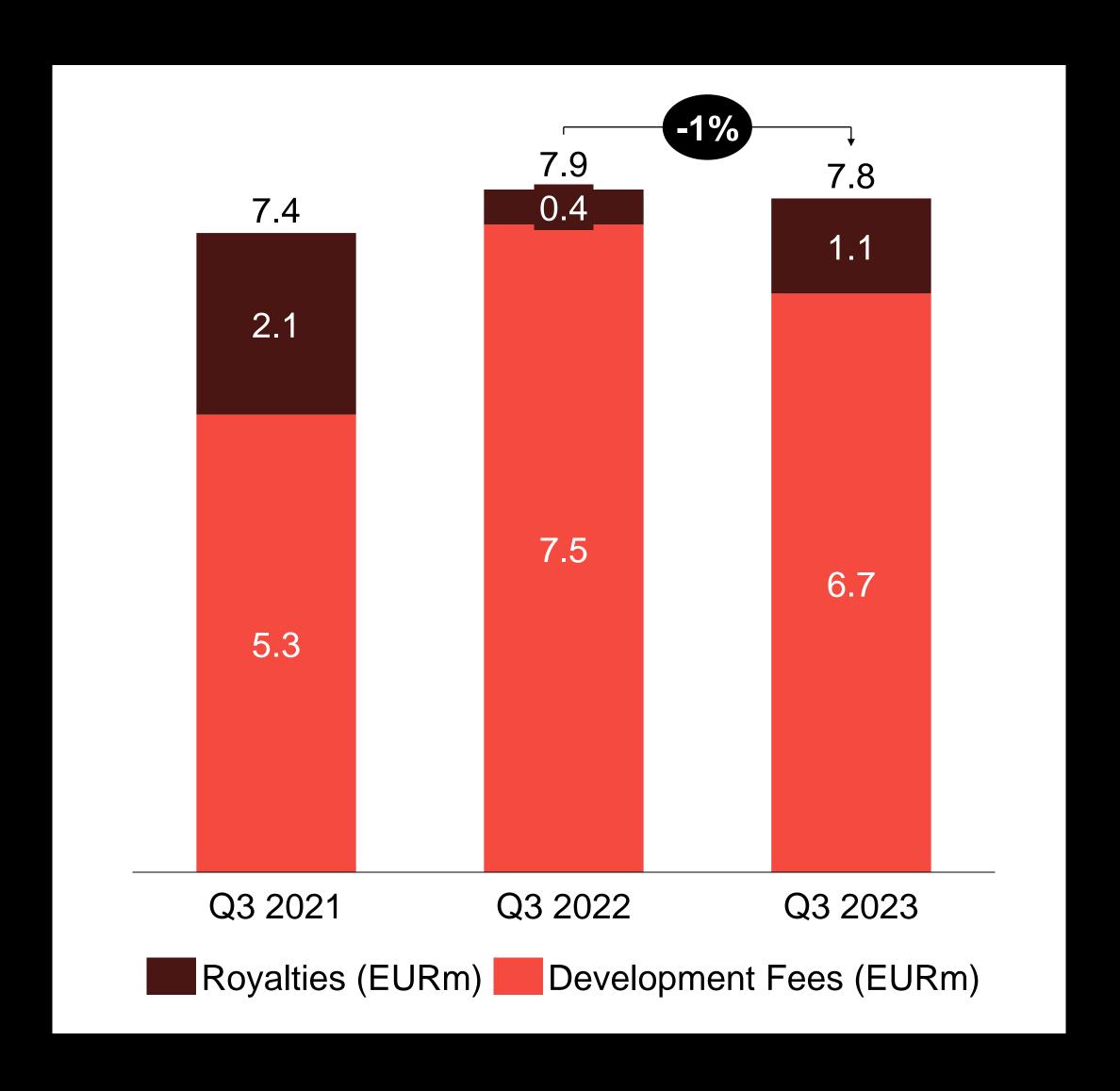
2023 - 2027

- 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.



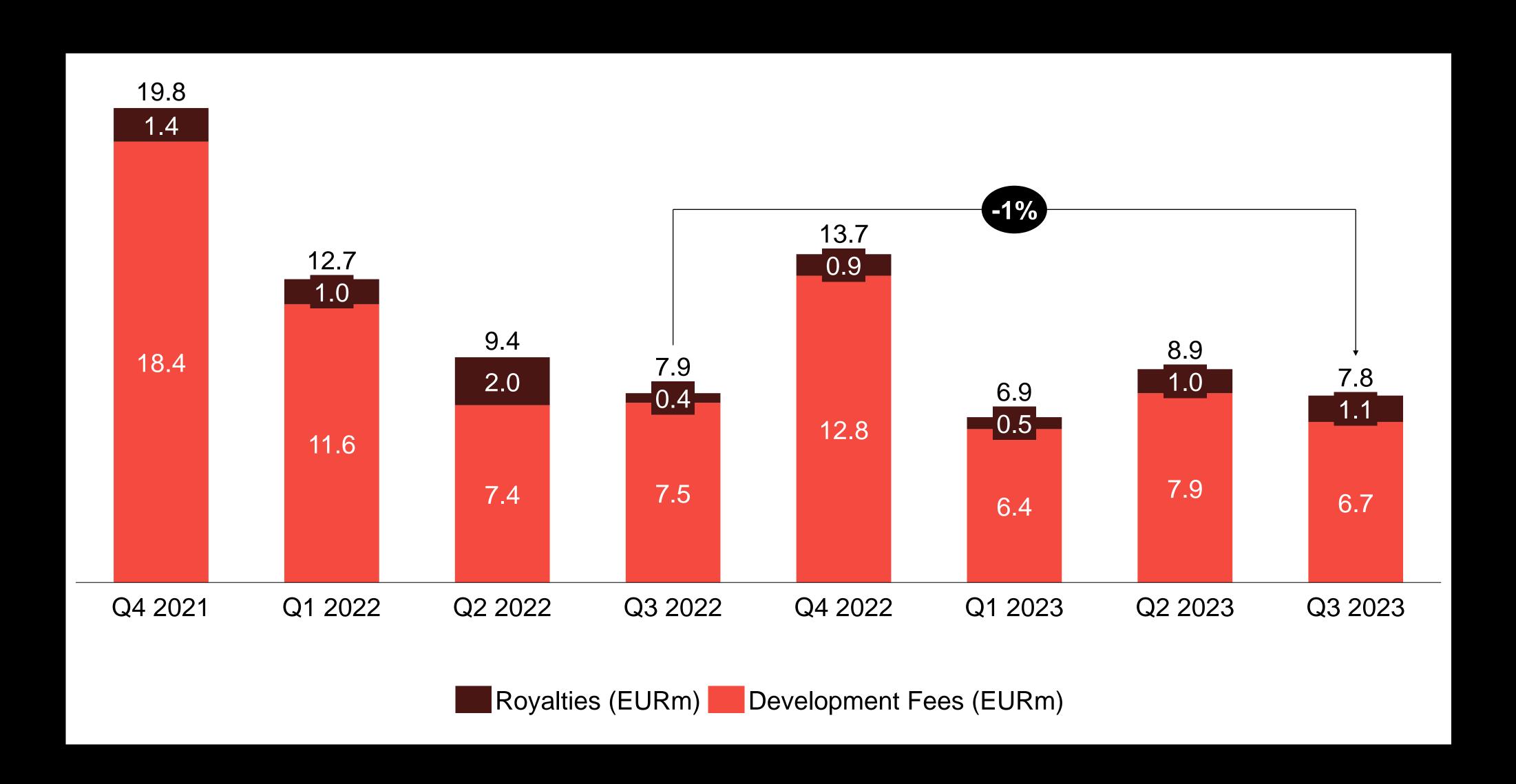
Q3 2023: REVENUE FLAT Y-O-Y, ROYALTIES GREW Y-O-Y DRIVEN BY ALAN WAKE REMASTERED BREAKING EVEN DURING THE QUARTER





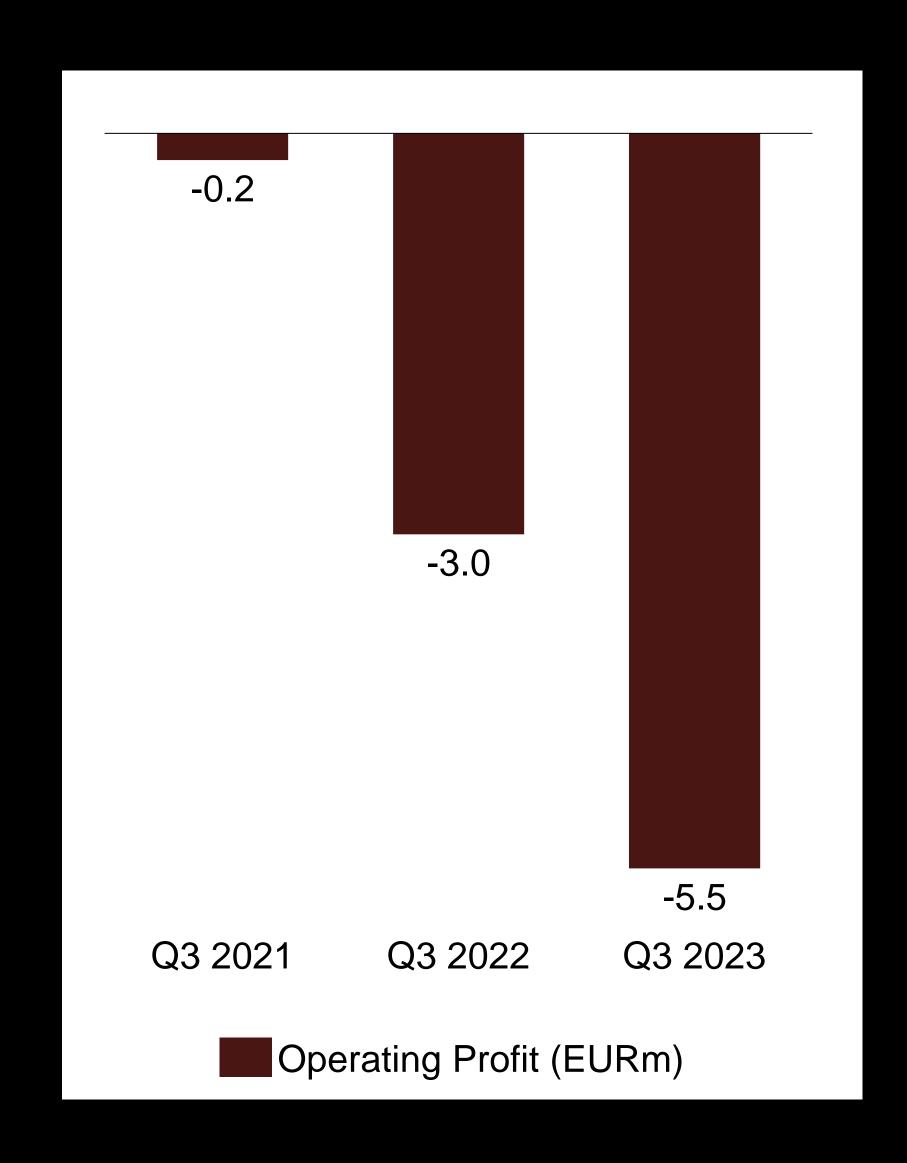
HISTORICAL BREAKDOWN OF REVENUE

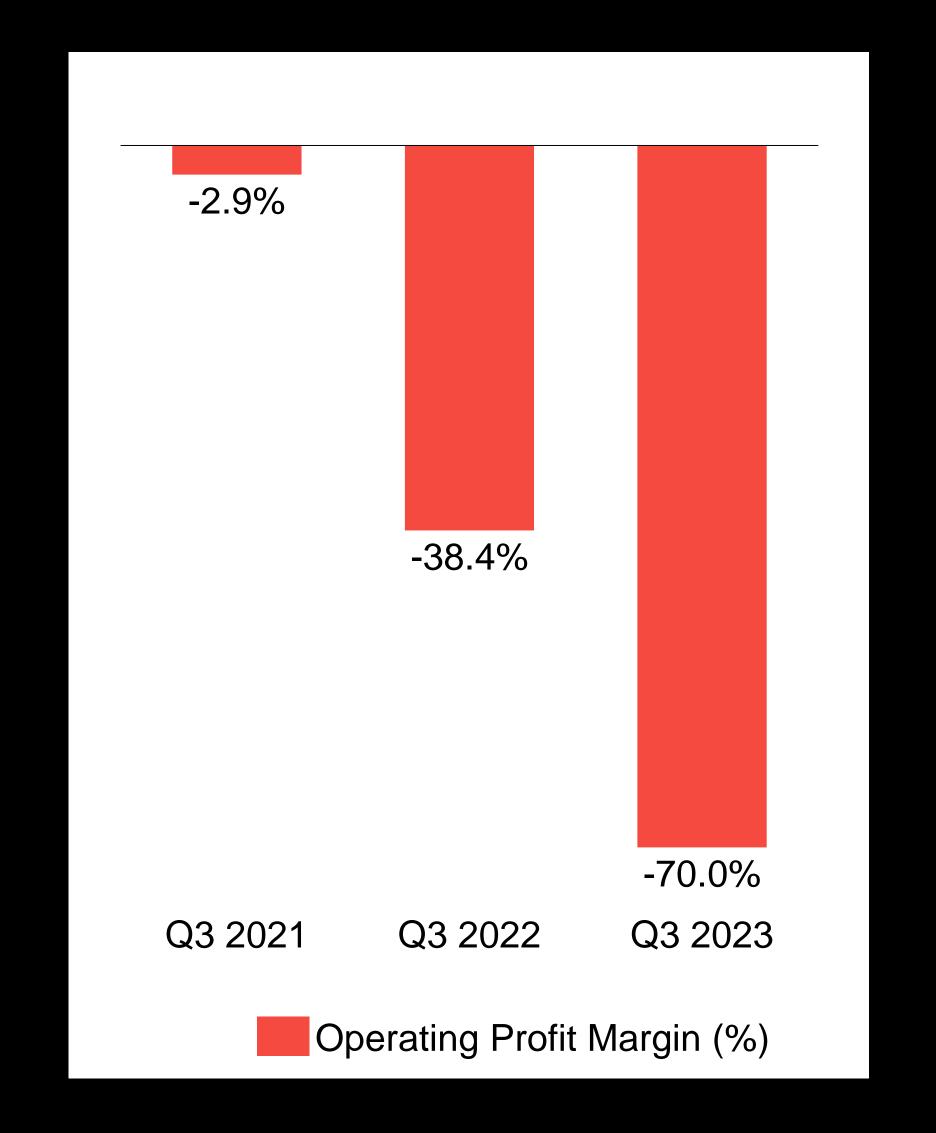




Q3 2023: PROFITABILITY DECLINED WITH OWN GAME INVESTMENTS AT A HIGHER LEVEL

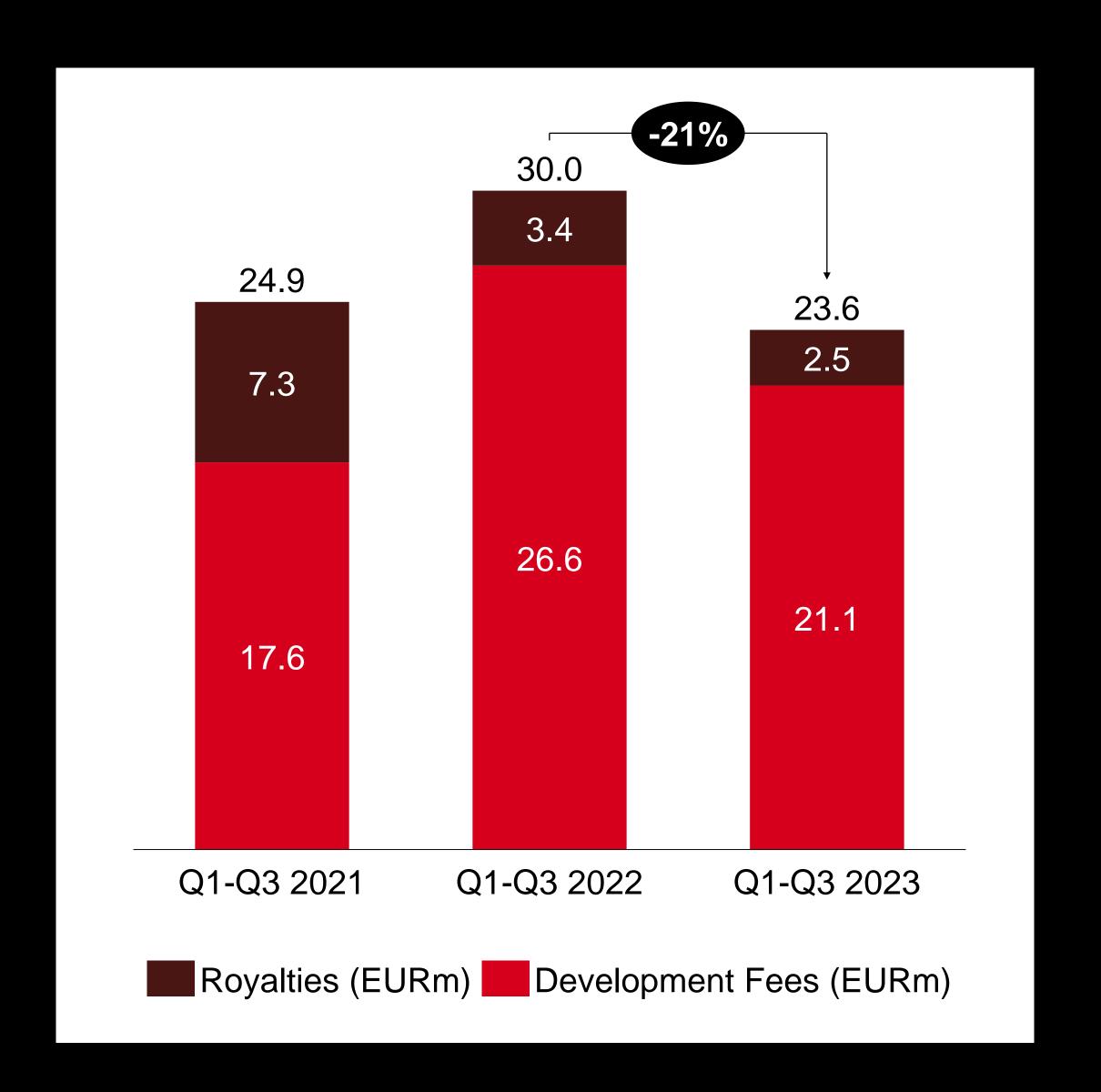






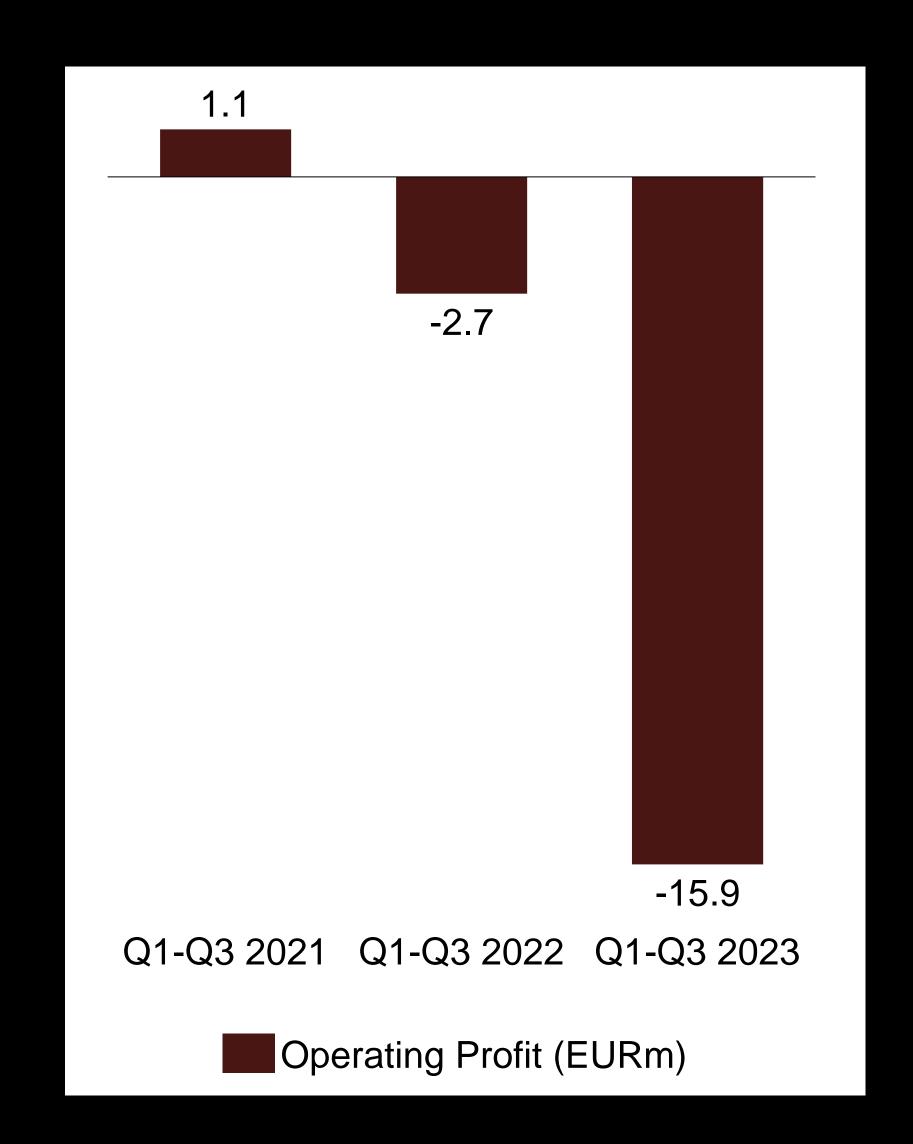
Q1-Q3 2023: REMEDY HAS BEEN INVESTING MORE TO FINANCE PROJECTS RESULTING IN LESS DEVELOPMENT FEES

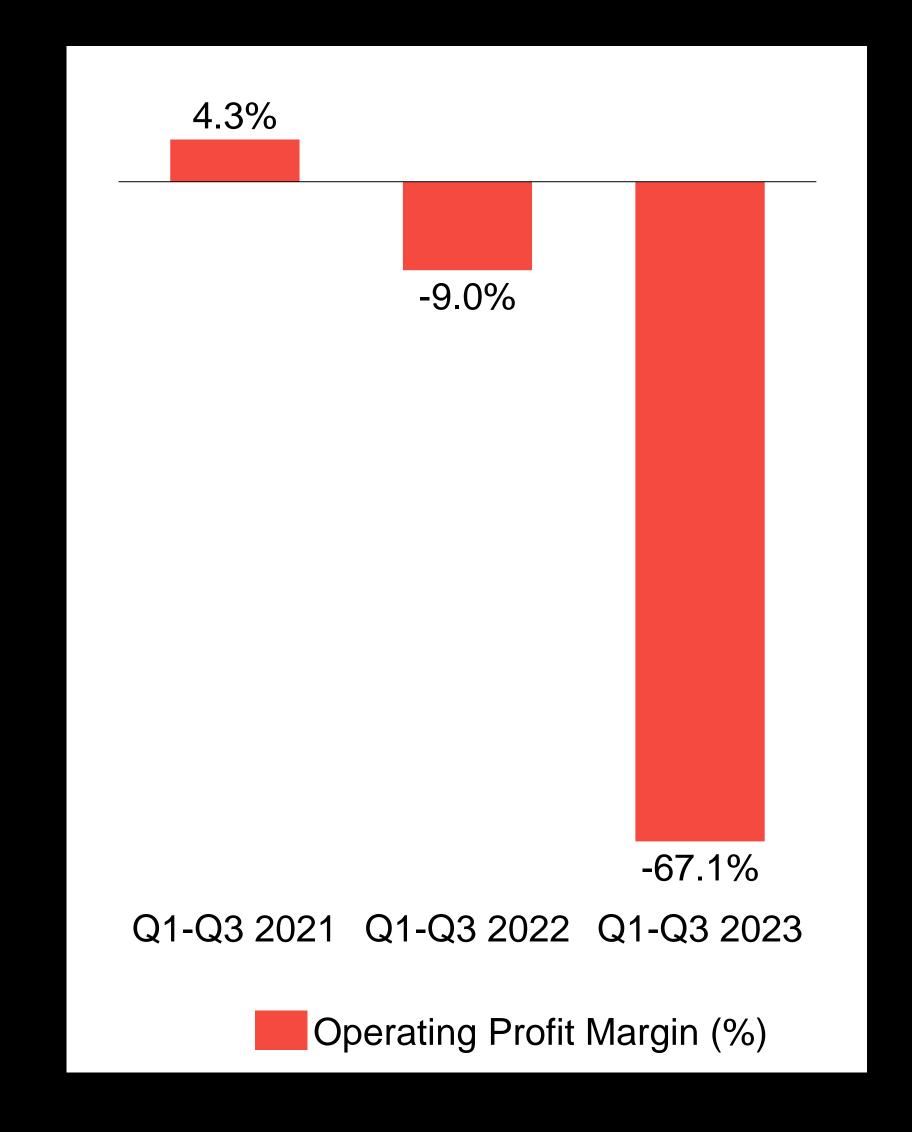




Q1-Q3 2023: INVESTMENT PHASE REFLECTED ON PROFITABILITY: LESS DEVELOPMENT FEES TO COVER DEVELOPMENT EXPENSES

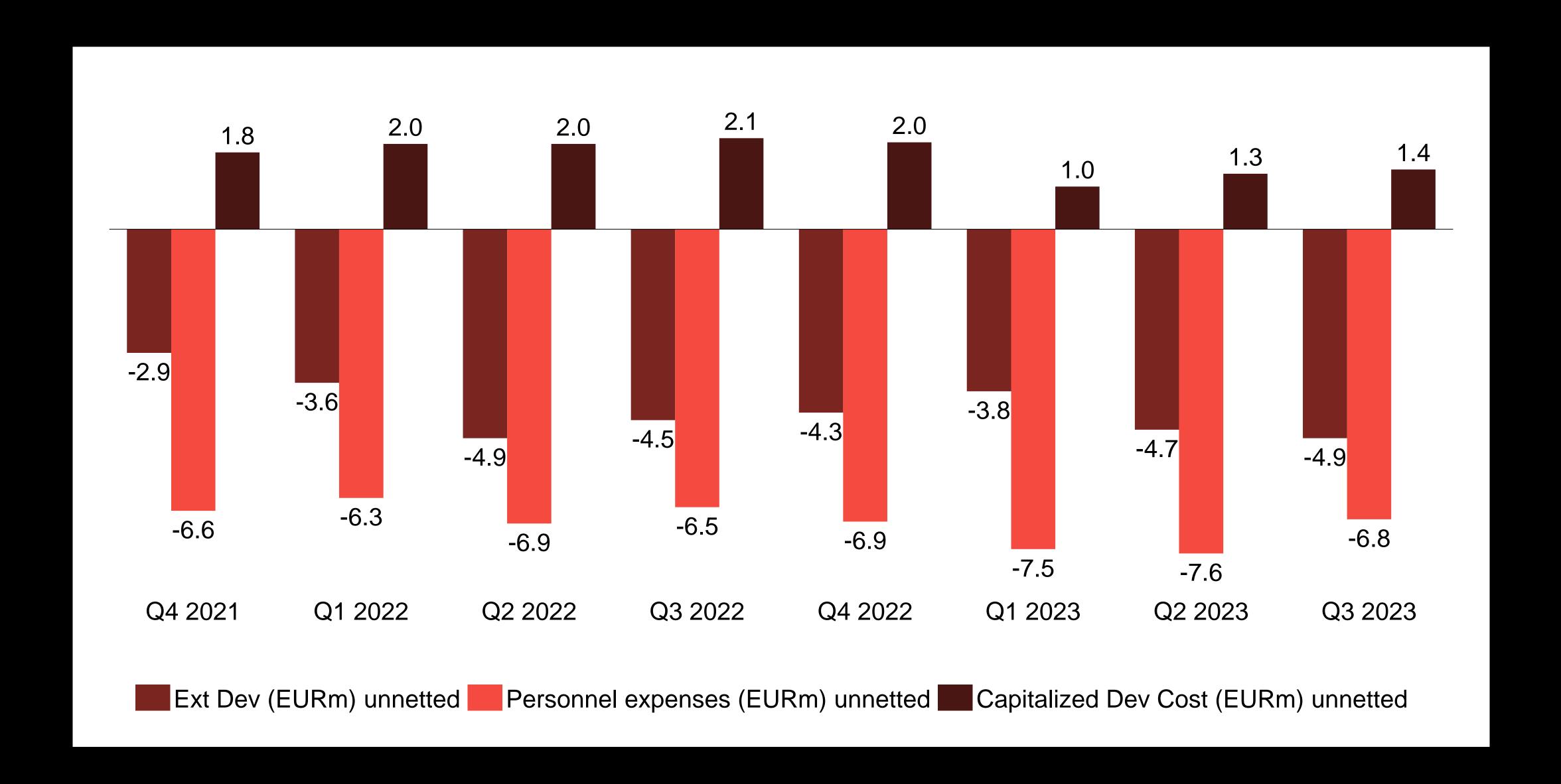






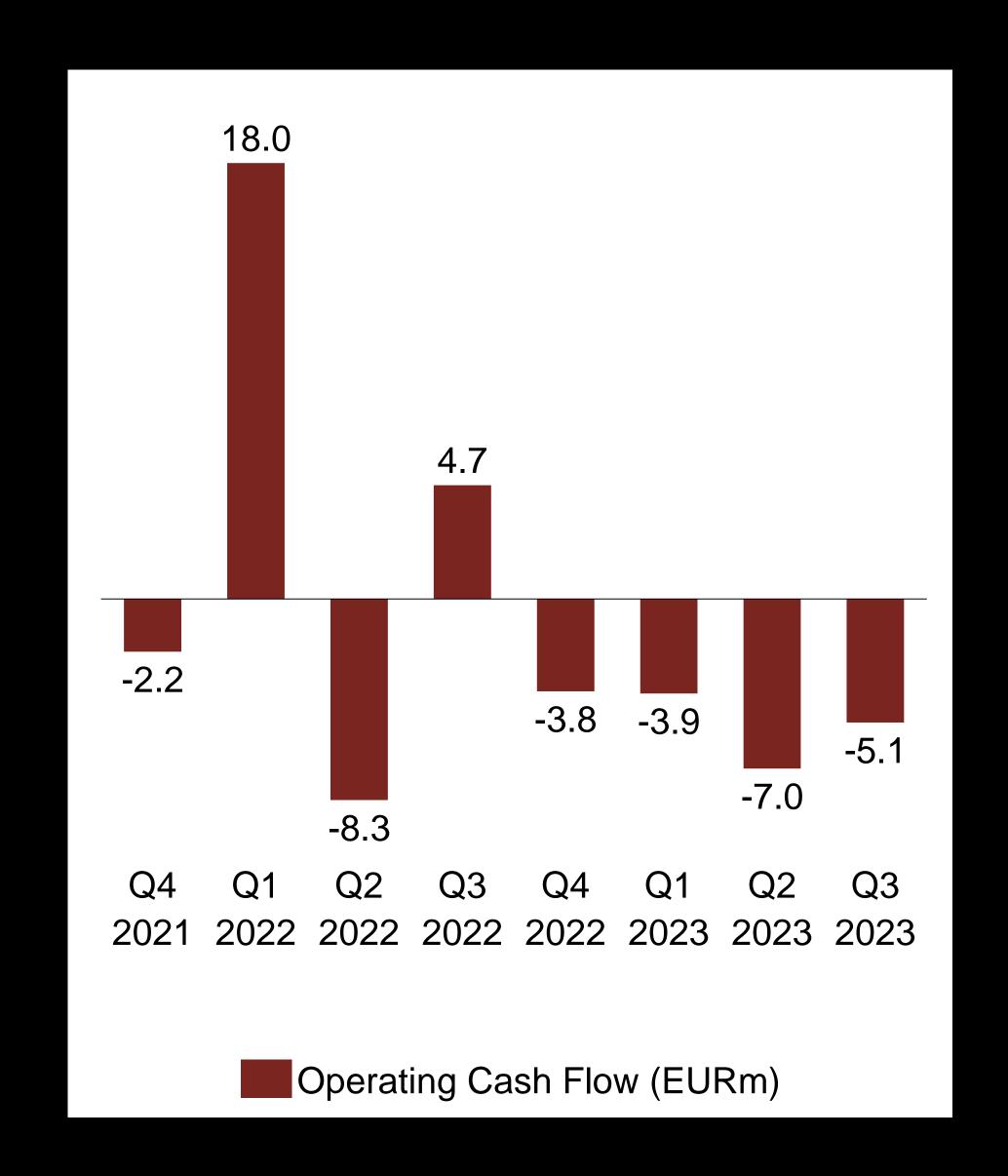
Q3 2023: MARGINAL Y-O-Y INCREASE IN PERSONNEL COST AND EXTERNAL DEVELOPMENT

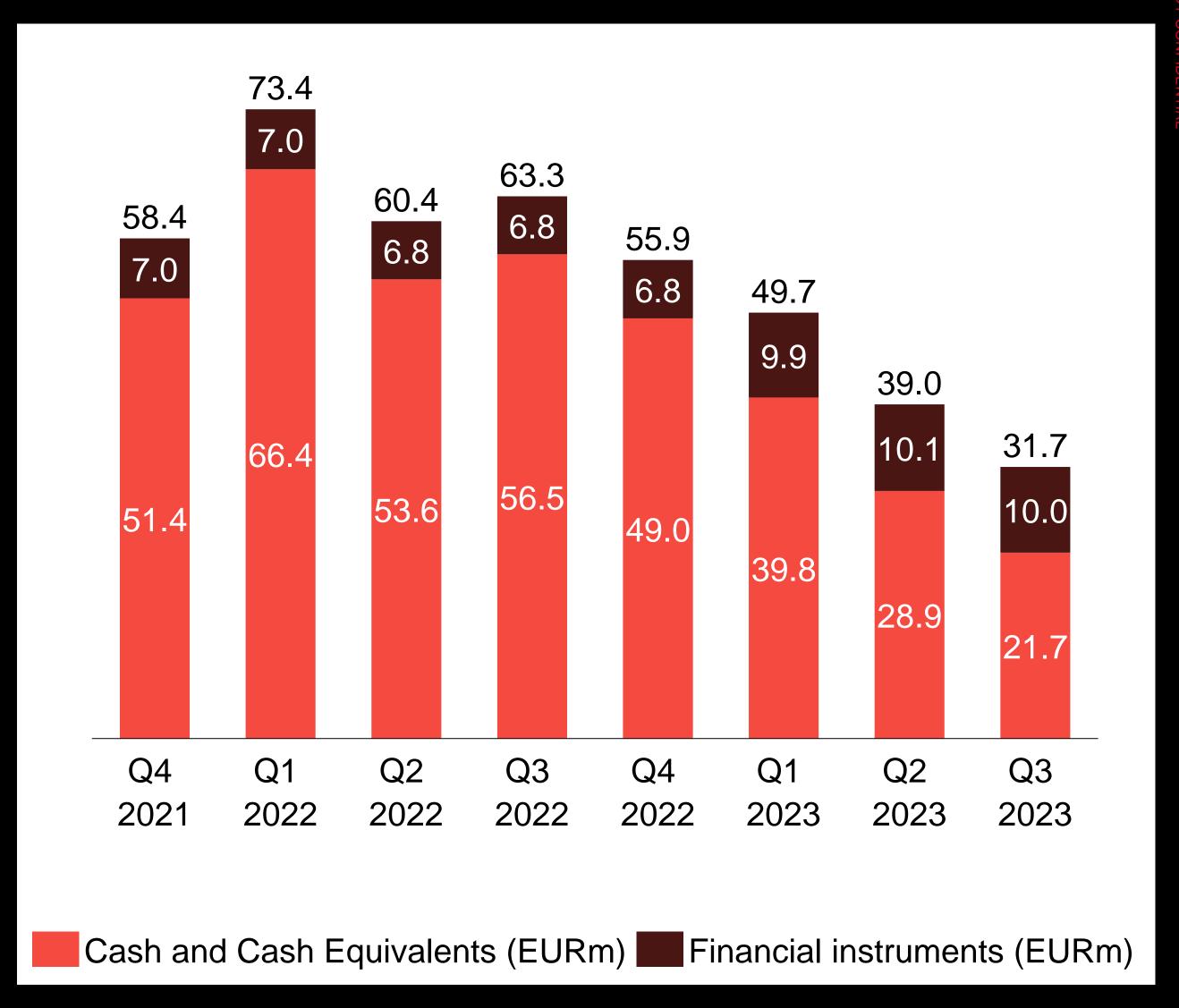




Q3 2023: STRONG CASH POSITION GIVES THE BACKBONE FOR THE CURRENT INVESTMENT PHASE WITH MORE CO-FINANCED PROJECTS

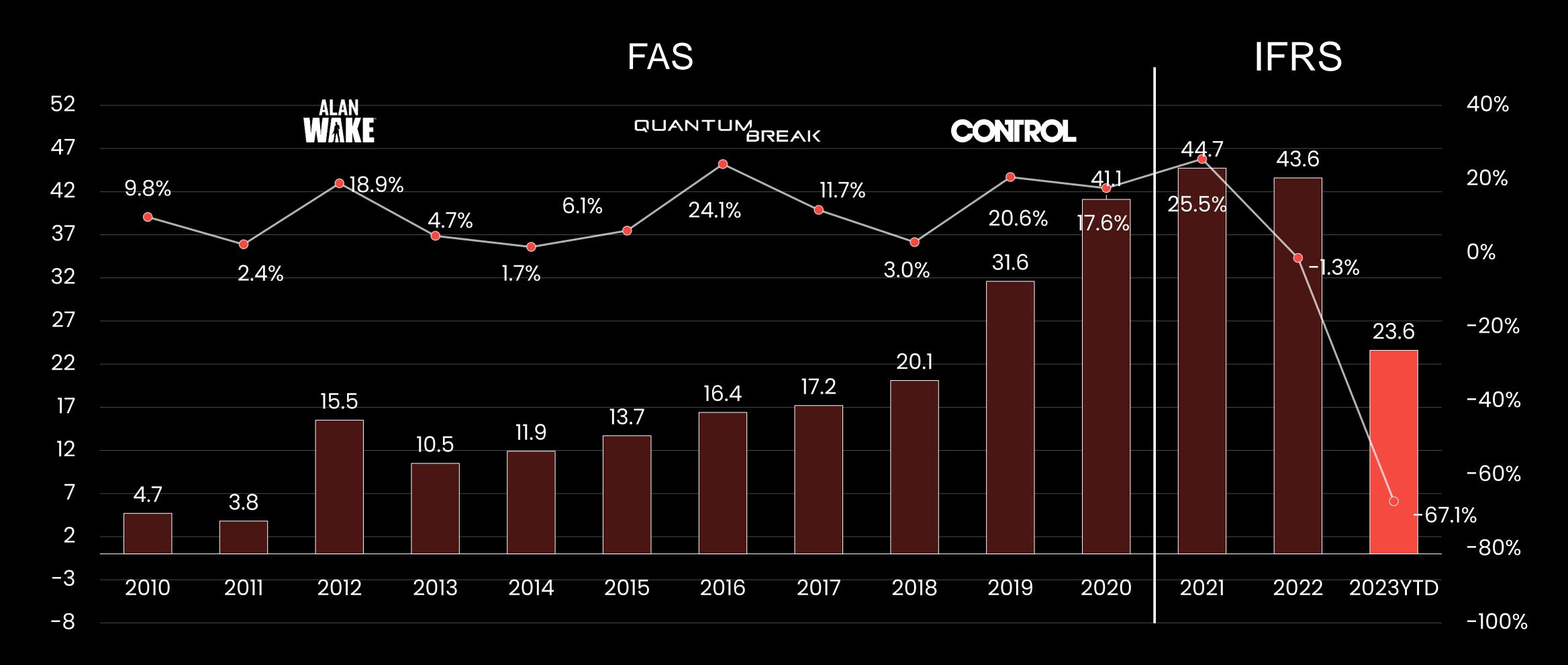






HISTORICAL REVENUE AND PROFITABILITY PROFILE



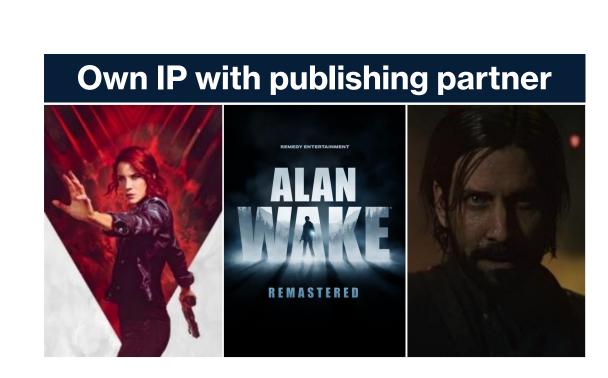


MULTI-PROJECT FUTURE WITH MORE GAMES: BALANCING RISK AND REWARD









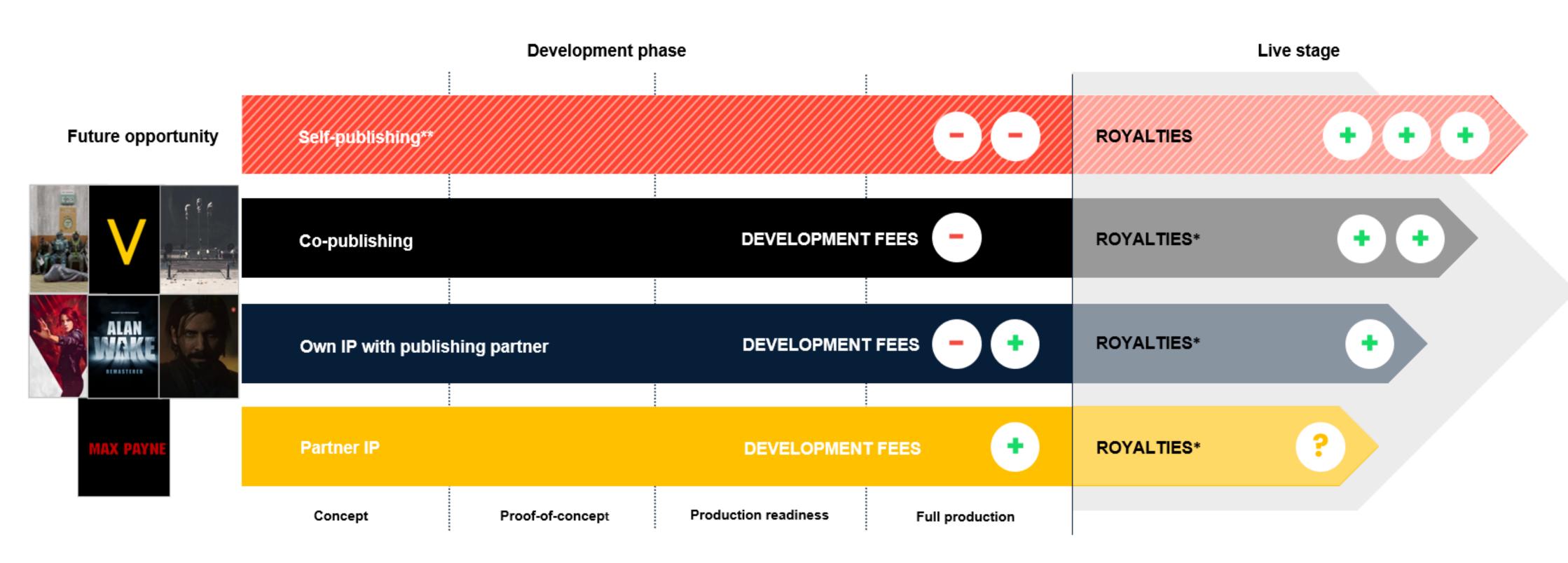




MULTI-PROJECT FUTURE WITH MORE GAMES: BALANCING RISK AND REWARD

Impact on EBIT: - Negative + Positive ? Positive through royalty opportunity





^{*} Possible recoupment has an impact on the timing of royalties

** At the end of June 2023, Remedy did not yet have self-publishing projects in development.



OUTLOOK FOR 2023 (UNCHANGED)

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.





REMEDY ENTERTAINMENT 2023 REMEDY CONFIDENTIAL

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 longterm hit potential

To have capabilities to select the right commercial model for each game

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

Q&A INSTRUCTIONS



- Speakers will now take questions from the investors, analysts and media representatives
- Web participants: type in your question





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RemedyGames