REMEDY

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INDERES CORPORATE CUSTOMER

COMPANY REPORT

Forecast model updates

We reiterate our Accumulate recommendation and EUR 19.0 target price for Remedy. We have corrected assumptions in our forecast model regarding Control Resonant's assumed revenue sharing ratio with Annapurna for 2027-2028. In addition, we revised our assumption regarding the amortization of Control rights, the timing of which we had forgotten to change in our previous update. As a result of the changes, our 2027 EBITDA forecast increased, but considering all uncertainties, the projected development path for Control Resonant's expected success in our forecasts remains largely unchanged in the big picture. In our view, the upcoming game release will support Remedy's stock over the next year, and we otherwise consider the valuation reasonable given the company's long-term potential.

Changes to 2027-2028 forecasts for Control Resonant

In our previous update, there was a formula error in our forecast model, which resulted in our calculated 30% share of net revenue for Annapurna after recouping the production budget (starting in 2027) being calculated from Remedy's gross revenue before deducting distribution costs. As a result, the costs we had forecast for Remedy were too high in this respect. At the same time, we revised our assumption for the average game sales price for H2'27 to EUR 45 (was EUR 50), which slightly lowered our revenue expectations. Overall, the changes had the greatest impact on our 2027 EBITDA forecast, which now rose to 26.3 MEUR (was 20.4 MEUR). At the same time, we changed the timing of the depreciation schedule for the Control rights on the balance sheet to be weighted towards 2026-2027 (previously 2027-2028), which impacted the EBIT forecasts.

We expect Control Resonant to sell well

At this point, there is still significant uncertainty regarding the forecasts for the coming years, both in terms of the exact release date of Control Resonant and the game's sales volumes. We assume the game will be released in late Q2'26, although we also consider a Q3 release to be very possible. We forecast Control Resonant to sell roughly 1.8 million copies in 2026 and about 2.2 million copies in 2027. As a result, we estimate Remedy's revenue to exceed 120 MEUR in 2026-2027, with EBITDA reaching ~20-26 MEUR. The starting points for strong game sales are good, as the original Control has sold over 5 million copies, and over 20 million players have played the game across various platforms.

We believe the stock will benefit from upcoming game releases

We believe in Remedy's ability to create multiple high-quality and successful games in the long term, and considering the growth and profitability potential this offers, the company's current valuation is attractive. The long-term potential is indicated by the value of the baseline scenario of the DCF model (EUR 22.6). For Remedy's share value creation, it is essential for the company to succeed with the release of Control Resonant. A successful release would essentially enable the company to finance and publish its next projects itself. It would also further strengthen the value of the Control game brand. Remedy's valuation multiples will also moderate in the coming years (2026e-2027e EV/S ~1.6x and EV/EBITDA - 10x-7x), though they will continue to fluctuate with the timing of future game releases as well. Overall, Control Resonant will generate positive news for Remedy in 2026, in addition to the approaching release of the Max Payne Remake. We believe that Remedy's share price will be boosted by these major upcoming game releases, and, at the current valuation, it is worth holding onto the shares to ride the wave of rising investor enthusiasm.

Recommendation
Accumulate
(was Accumulate)

Target price:
19.00 EUR
(was EUR 19.00)

Share price:
15.88 EUR

Business risk
●●●●○

Valuation risk
●●●○○

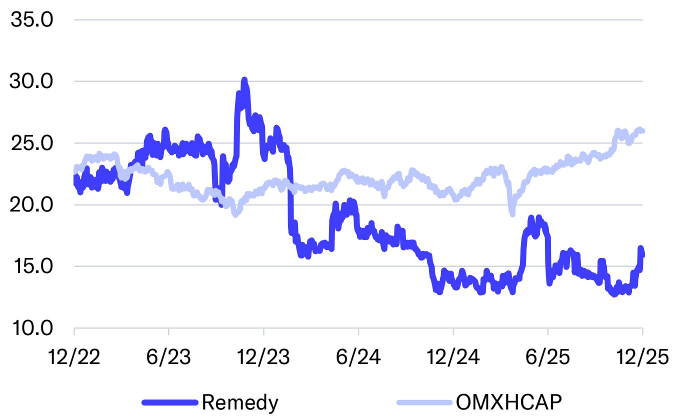
	2024	2025e	2026e	2027e
Revenue	50.7	58.7	122.0	121.3
growth-%	49%	16%	108%	-1%
EBIT adj.	-4.3	-15.5	0.8	13.2
EBIT-% adj.	-8.4 %	-26.4 %	0.6 %	10.9 %
Net Income	-3.6	-13.5	0.2	10.4
EPS (adj.)	-0.27	-0.99	0.02	0.75
P/E (adj.)	neg.	neg.	>100	21.1
P/B	2.8	3.9	3.9	3.3
Dividend yield-%	0.0 %	0.0 %	0.0 %	0.0 %
EV/EBIT (adj.)	neg.	neg.	>100	14.5
EV/EBITDA	65.9	18.9	9.6	7.3
EV/S	3.3	3.4	1.6	1.6

Source: Inderes

Guidance (Unchanged)

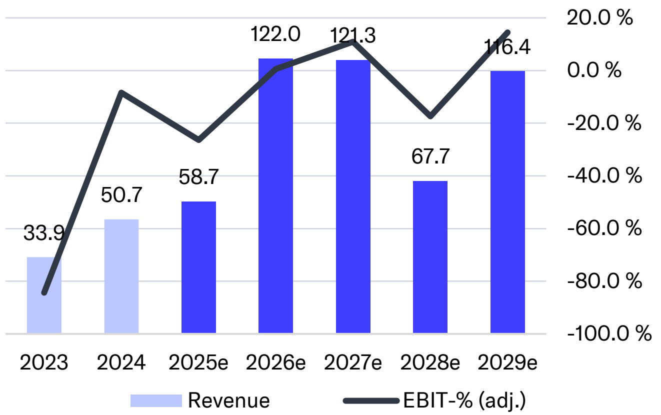
"Remedy now estimates that revenue will grow from the previous year and EBIT will be negative and decline from the previous year."

Share price



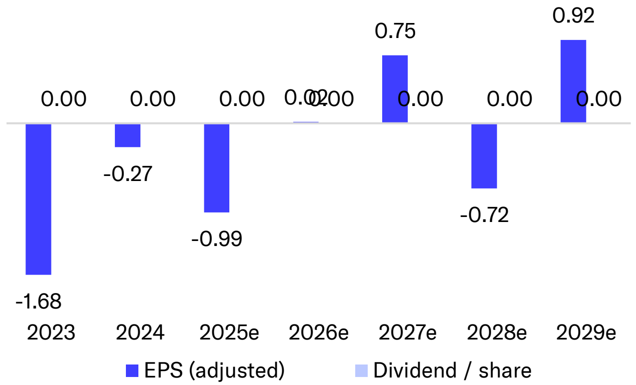
Source: Millistream Market Data AB

Revenue and EBIT %



Source: Inderes

EPS and dividend



Source: Inderes

Value drivers

- Self-owned game brands (Alan Wake and Control)
- Multi-project model creates continuity and diversifies risks
- Strong track record of developing high-quality games
- Own game engine and game development tools create scalability and a competitive advantage
- Attractive position in the value chain considering industry trends and consolidation

Risk factors

- Commercial failure of future games
- Delays in game projects
- Dependency on publishing partners
- Fierce competition for top talent and players' time and money in the games industry
- Technology and market trends
- Changes in expectations for future games can cause significant volatility in the stock

Valuation	2025e	2026e	2027e
Share price	15.9	15.9	15.9
Number of shares, millions	13.6	13.7	13.8
Market cap	217	218	220
EV	201	197	191
P/E (adj.)	neg.	>100	21.1
P/E	neg.	>100	21.1
P/B	3.9	3.9	3.3
P/S	3.7	1.8	1.8
EV/Sales	3.4	1.6	1.6
EV/EBITDA	18.9	9.6	7.3
EV/EBIT (adj.)	neg.	>100	14.5
Payout ratio (%)	0.0 %	0%	0.0 %
Dividend yield-%	0.0 %	0.0 %	0.0 %

Source: Inderes

Estimate revisions

Estimate revisions MEUR / EUR	2025e Old	2025e New	Change %	2026e Old	2026e New	Change %	2027e Old	2027e New	Change %
Revenue	58.7	58.7	0%	122	122	0%	126	121	-4%
EBITDA	10.7	10.7	0%	20.5	20.5	0%	20.4	26.3	28%
EBIT (exc. NRIs)	-15.5	-15.5	0%	5.8	0.8	-86%	6.5	13.2	103%
EBIT	-15.5	-15.5	0%	5.8	0.8	-86%	6.5	13.2	103%
PTP	-16.2	-16.2	0%	5.3	0.3	-95%	6.0	12.7	111%
EPS (excl. NRIs)	-0.99	-0.99	0%	0.31	0.02	-95%	0.36	0.75	111%
DPS	0.00	0.00		0.00	0.00		0.00	0.00	

Source: Inderes

Strategy in light of game projects

	2023	2024	2025	2026	2027	2028	2029	2030	2031
Control	Royalties $	$	$	$	$				
Alan Wake Remastered	Royalties $	$	$	$	$	$			
Alan Wake 2	Development fees $$$	Royalties $	Royalties $$$	$$/$$$	$$	$$	$	$	$
FBC: Firebreak	Development fees $/$$		**Release in Q2** $$	$					
Control Resonant	Development fees $$	Development fees $$$	Development fees $$$	**Release in Q2** $$$	$$$	$$$	$$$	$$	$/$$
Max Payne	Development fees $$	Development fees $$$	Development fees $$$	**Release in Q3'26-Q1'27** $$$	$$/$$$	$$/$$$	$$/$$$	$/$$	$
Next game projects*		New project in preliminary conception	New project in conceptualization				**"Alan Wake 3" publication** $$$	$$$	$$$
				New project in conceptualization				**"Control 3" publication** $$$	$$$
					New project in conceptualization				**"Game X" publication** $$$

Source: Inderes, *Inderes' estimates of future projects

Underlying assumptions for revenue estimates 1/2

Alan Wake 2 assumptions	Q1'25	Q2'25	Q3'25	Q4'25	Q1'26	Q2'26	Q3'26	Q4'26	2027	2028
Average price (€)	40	40	40	40	40	35	35	35	30	25
Sales volume (millions of copies)	0.16	0.14	0.17	0.17	0.15	0.12	0.12	0.15	0.60	0.50
Project income (MEUR)	4.0	3.6	4.3	4.3	3.8	2.6	2.6	3.3	11.3	7.9
B2B contracts (MEUR)				2.5						
Remedy's royalties (MEUR)	**2.0**	**1.8**	**2.1**	**4.6**	**1.9**	**1.3**	**1.3**	**1.6**	**5.7**	**3.9**
Cumulative copies sold (million)	2.3	2.4	2.6	2.7	2.9	3.0	3.1	3.3	3.9	4.4

FBC: Firebreak	Q2'25	Q3'25	Q4'25	Q1'26	Q2'26	Q3'26	Q4'26	2027	2028
Average price (€)	35	30	30	30	30	30	30	30	25
Sales volume (millions of copies)	0.05	0.02	0.00	0.00	0.00	0.00	0.00	0.00	0.00
In-game purchases (MEUR)	0.1	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
B2B contracts (MEUR)	5.5	2	2.5	1.0	1.0				
Remedy's total revenue	**7.1**	**2.5**	**2.5**	**1.0**	**1.0**	**0.0**	**0.0**	**0.0**	**0.0**

Control Resonant	Q2'26	Q3'26	Q4'26	Q1'27	Q2'27	Q3'27	Q4'27	2028	2029	2030
Sales volume	0.7	0.5	0.6	0.5	0.6	0.5	0.6	1.1	0.5	0.3
Average price	60	60	60	50	50	45	45	40	30	30
Remedy's gross revenue	**35**	**25**	**30**	**20.8**	**25.0**	**18.8**	**22.5**	**36.7**	**12.5**	**7.5**
Distribution costs	8.6	6.2	7.4	5.1	6.2	4.6	5.5	9.0	3.1	1.8
Annapurna's share	10.7	8.7	8.8	4.3	5.2	3.9	4.5	8.3	2.8	1.7
Remedy's net revenue	**24.3**	**16.3**	**21.2**	**16.6**	**19.8**	**14.8**	**18.0**	**28.4**	**9.7**	**5.8**
Cumulative copies sold	0.7	1.2	1.8	2.3	2.9	3.4	4.0	5.1	5.6	5.9

- The project's gross revenue is included in Remedy's income statement. Annapurna's share, on the other hand, is shown in expenses.
- According to our estimates, Annapurna's share of the production budget will be paid off by the end of 2026. After this, we assume Annapurna's share to be 30% of net revenue (gross revenue – distribution and marketing costs).
- We assume that Remedy will spend approximately 15 MEUR on marketing the game in 2026-2027.

Assumptions of future game projects

Max Payne 1&2 (subcontracting)

Marketing budget 25 MEUR
Production budget 60 MEUR
Remedy's share of royalties 15%

	2027	2028	2029
Sales volume (millions of copies)	3.2	1.5	1.2
Average price (€)	60	50	45

"Alan Wake 3" (self-publication)

Marketing budget 20 MEUR

	2029	2030	2031
Sales volume (millions of copies)	1.5	1.8	1.2
Average price (€)	60	55	50

"Control 3" (self-publication)

Marketing budget 20 MEUR

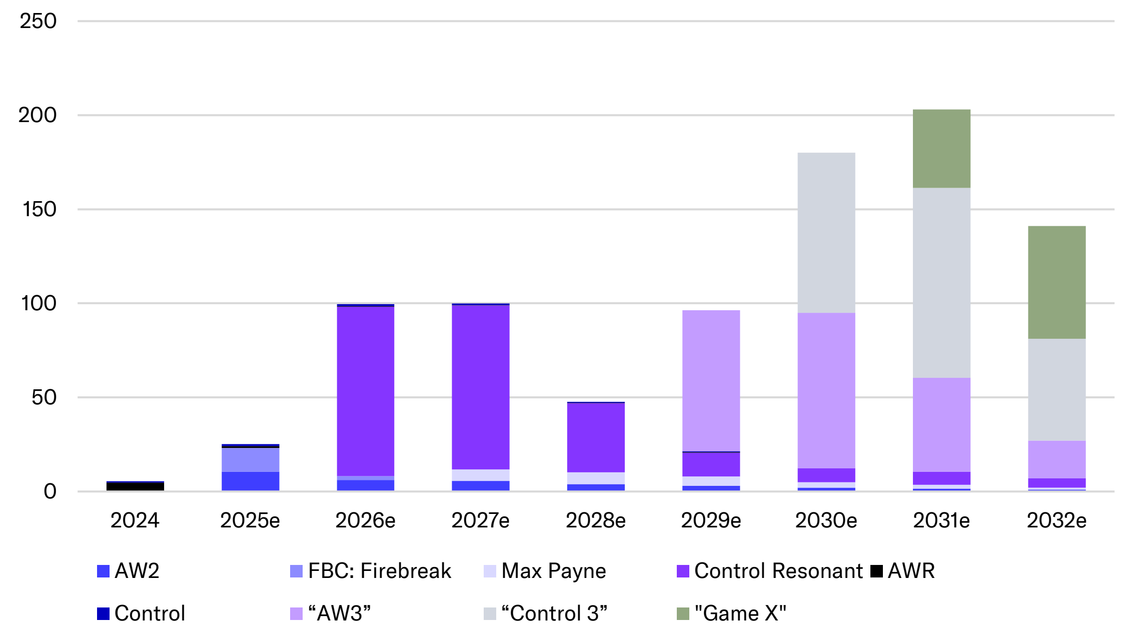
	2030	2031	2032
Sales volume (millions of copies)	1.7	2.2	1.3
Average price (€)	60	55	50

Underlying assumptions for the calculations:

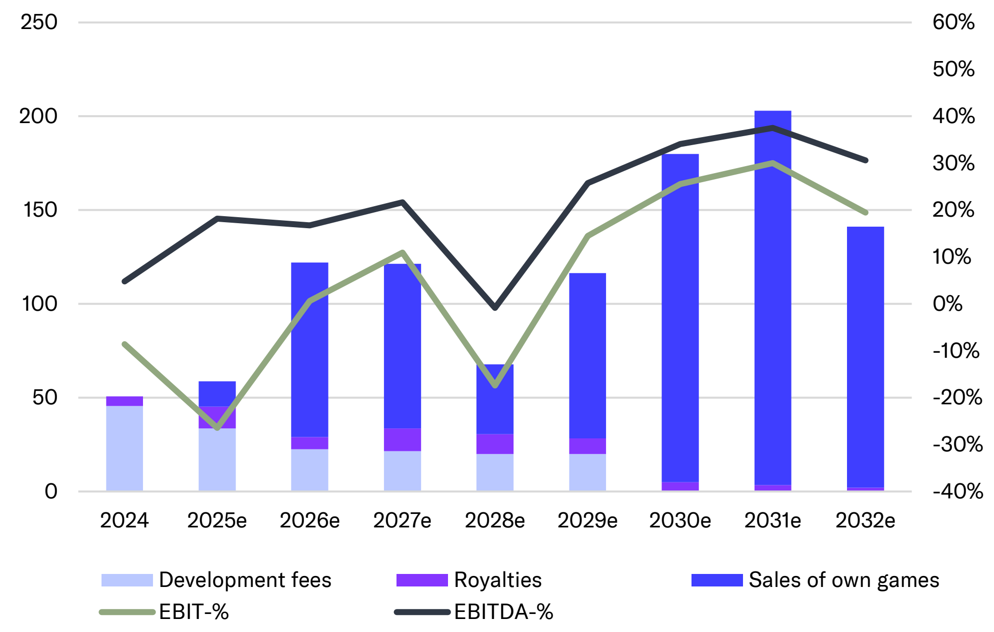
- Value added tax 20%
- Distribution cost 25%
- We expect Remedy to be able with its current organization (with assumed increase in costs) to start and self-publish the next game projects

Underlying assumptions for revenue estimates 2/2

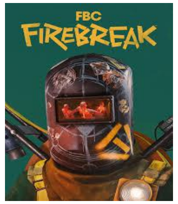
Assumptions on royalties and own game sales (MEUR)

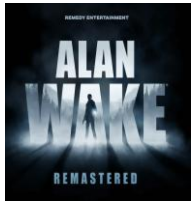


Revenue and profitability



Remedy's game projects and partners

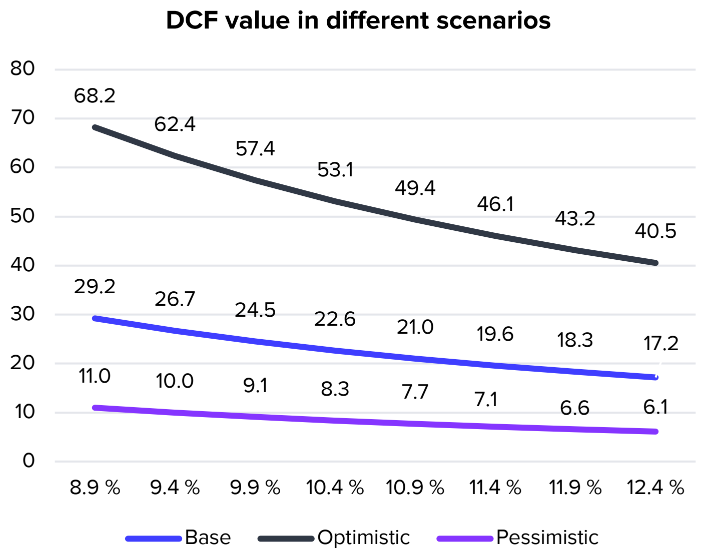




	Control	FBC: Firebreak	Control Resonant	Alan Wake Remastered	Alan Wake 2	Max Payne 1&2 remake	Project #4
	Released Q3’19	Released Q2’25	Production	Released Q4’21	Released Q3’23	Production	Proof-of-concept
	Budget ~30 MEUR	Budget ~30 MEUR	Budget ~50 MEUR	Budget ~8 MEUR[1]	Budget ~60 MEUR[1]	Budget ~60 MEUR[1]	?
Remedy’s share of the production budget:	45%[4]	100%	50%	0%[3]		0%	
Remedy's share of revenue:	100%[4]	100%	60-75%[5]	50%		10-30%[1]	
Recoup[2] before the royalties to Remedy?				✓	✓	✓	
	REMEDY	REMEDY	ANNAPURNA INTERACTIVE	EPIC GAMES		Rockstar Games	REMEDY

Source: Inderes, [1] Inderes’ rough estimates of the production budgets and profit splits.
[2] The production and marketing budget financed by the distributor must be recouped in whole or in part before royalties accrue to Remedy.
[3] Remedy also provided some funding for Alan Wake 2 towards the end of production to ensure the game's high quality.
[4] Old publishing agreement with 505 Games, as of 2025 Remedy's share of net sales 100%
[5] Remedy will be the publisher of the game and will be responsible for marketing costs, thus getting a bigger share of the game sales. The game's revenue will be split equally until the game's production budget is recouped.

DCF scenarios

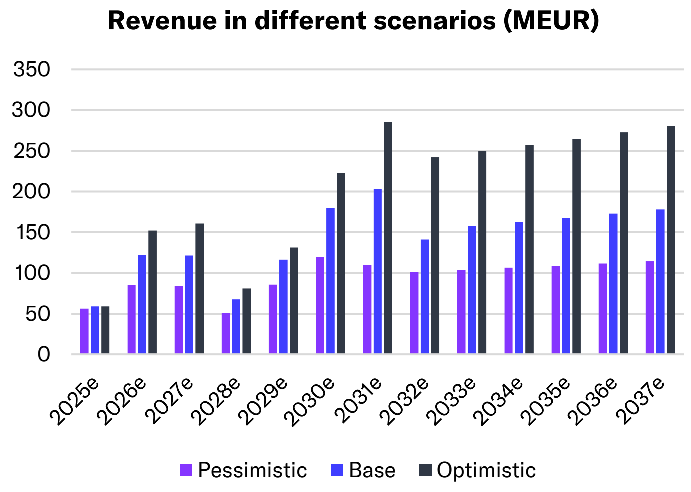


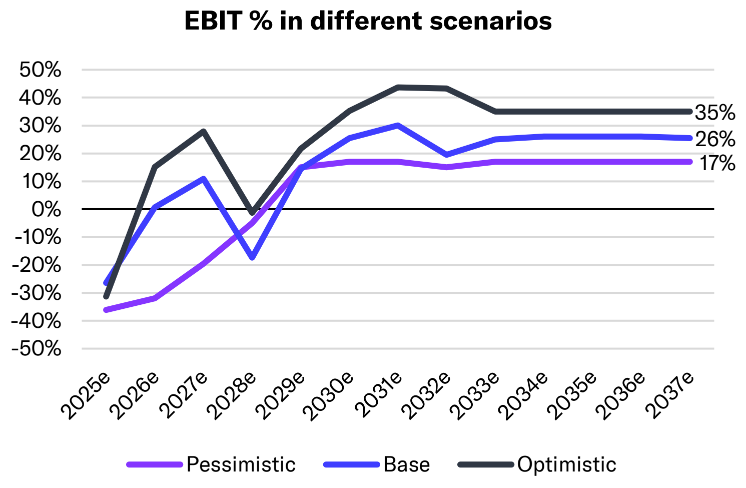
Underlying assumptions for the calculations:

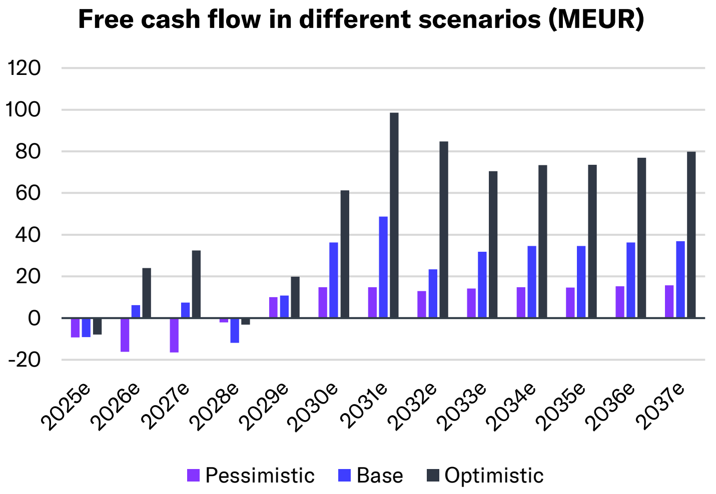
- In the baseline scenario, we assume that the major AAA games will sell an average of around 5 million copies in the first three years.

- In the optimistic scenario, we expect the major AAA projects to sell around 7 million copies on average over three years, and we expect Max Payne to outperform the baseline.

- In the pessimistic scenario, we expect the major AAA game projects to sell an average of about 3 million copies in three years, and Max Payne to be significantly below the baseline. In this case, we estimate that Remedy would need to reduce its cost structure below the baseline to achieve reasonable profitability.







Gauging long-term potential

Share price in different scenarios

EV/EBIT 12x

EBIT-%	Revenue (MEUR) 100	125	150	175	200
25%	21.3	26.3	31.3	36.3	41.3
30%	25.3	31.3	37.3	43.3	49.3
35%	29.3	36.3	43.3	50.3	57.3
40%	33.3	41.3	49.3	57.3	65.3

EV/EBIT 16x

EBIT-%	Revenue (MEUR) 100	125	150	175	200
25%	28.0	34.7	41.3	48.0	54.7
30%	33.3	41.3	49.3	57.3	65.3
35%	38.7	48.0	57.3	66.7	76.0
40%	44.0	54.7	65.3	76.0	86.7

EV/EBIT 20x

EBIT-%	Revenue (MEUR) 100	125	150	175	200
25%	34.7	43.0	51.3	59.7	68.0
30%	41.3	51.3	61.3	71.3	81.3
35%	48.0	59.7	71.3	83.0	94.7
40%	54.7	68.0	81.3	94.7	108.0

Annual expected return 2030

EV/EBIT 12x

EBIT-%	Revenue (MEUR) 100	125	150	175	200
25%	6%	11%	14%	18%	21%
30%	10%	14%	18%	22%	25%
35%	13%	18%	22%	26%	29%
40%	16%	21%	25%	29%	32%

EV/EBIT 16x

EBIT-%	Revenue (MEUR) 100	125	150	175	200
25%	12%	17%	21%	25%	28%
30%	16%	21%	25%	29%	32%
35%	19%	25%	29%	33%	36%
40%	22%	28%	32%	36%	40%

EV/EBIT 20x

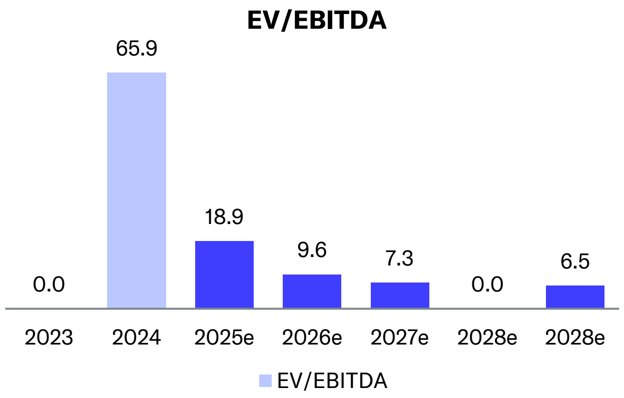
EBIT-%	Revenue (MEUR) 100	125	150	175	200
25%	17%	22%	26%	30%	33%
30%	21%	26%	31%	35%	38%
35%	25%	30%	35%	39%	43%
40%	28%	33%	38%	43%	46%

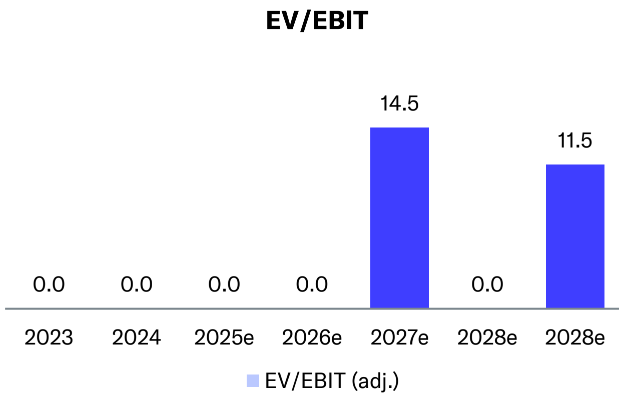
- The scenarios aim to illustrate the expected return on Remedy's share if the company achieves a revenue of 100-200 MEUR with an EBIT margin of 25-40% by 2030.
- If the company's game projects perform well, we see the revenue and profitability potential to reach these levels.
- The scenarios assume Remedy's net cash to be 20 MEUR and number of shares to be 15 million (accounting for the dilution of stock option schemes and convertible bond).
- In terms of valuation multiples, we believe that an EV/EBIT multiple of 12x would reflect a scenario where Remedy's future growth outlook would be weak, good at 16x and excellent at 20x.

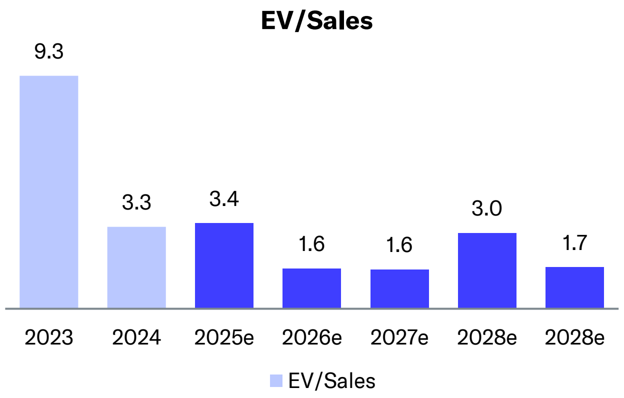
Valuation table

Valuation	2021	2022	2023	2024	2025e	2026e	2027e	2028e	2029e
Share price	39.7	21.9	25.4	14.1	**15.9**	**15.9**	**15.9**	**15.9**	**15.9**
Number of shares, millions	13.1	13.4	13.5	13.5	**13.6**	**13.7**	**13.8**	**13.9**	**14.9**
Market cap	528	294	343	191	**217**	**218**	**220**	**221**	**236**
EV	473	241	316	166	**201**	**197**	**191**	**205**	**194**
P/E (adj.)	59.0	neg.	neg.	neg.	**neg.**	**>100**	**21.1**	**neg.**	**17.2**
P/E	59.0	neg.	neg.	neg.	**neg.**	**>100**	**21.1**	**neg.**	**17.2**
P/B	6.0	3.3	5.1	2.8	**3.9**	**3.9**	**3.3**	**4.0**	**2.8**
P/S	11.8	6.7	10.1	3.8	**3.7**	**1.8**	**1.8**	**3.3**	**2.0**
EV/Sales	10.6	5.5	9.3	3.3	**3.4**	**1.6**	**1.6**	**3.0**	**1.7**
EV/EBITDA	32.8	>100	neg.	65.9	**18.9**	**9.6**	**7.3**	**neg.**	**6.5**
EV/EBIT (adj.)	41.5	neg.	neg.	neg.	**neg.**	**>100**	**14.5**	**neg.**	**11.5**
Payout ratio (%)	25.7 %	neg.	0.0 %	0.0 %	**0.0 %**	**0.0 %**	**0.0 %**	**0.0 %**	**0.0 %**
Dividend yield-%	0.4 %	0.5 %	0.0 %	0.0 %	**0.0 %**	**0.0 %**	**0.0 %**	**0.0 %**	**0.0 %**

Source: Inderes







The market cap and enterprise value in the table consider the expected change in the number of shares and net debt for the forecast years.

Peer group valuation

Peer group valuation	Market cap	EV	EV/EBIT		EV/EBITDA		EV/S		Lv:n kasvu-%		EBIT-%	
Company	**MEUR**	**MEUR**	**2025e**	**2026e**	**2025e**	**2026e**	**2025e**	**2026e**	**2025e**	**2026e**	**2025e**	**2026e**
Frontier Developments	205	178	18.1	18.6	8.9	21.6	1.7	1.6	2%	7%	10%	9%
Embracer	1177	849	2.6	5.2	1.5	1.8	0.4	0.5	-40%	-24%	14%	9%
Starbreeze	16	6		1.7	1.1	0.4	0.3	0.3	25%	12%	-22%	15%
CD Projekt	5855	5630	56.3	86.7	47.1	66.9	23.4	27.0	12%	-13%	42%	31%
Paradox Interactive	1572	1494	31.6	19.2	11.7	10.0	7.0	6.6	11%	7%	22%	34%
Playway	376	348	8.1	7.6	8.0	7.4	5.0	4.8	-7%	4%	63%	64%
11 Bit Studios	88	72	4.5	5.2	3.2	5.5	1.9	2.3	13%	-20%	42%	45%
Enad Global 7	108	106	92.8	10.2	4.7	2.3	0.7	0.6	-8%	30%	1%	5%
Thunderful Group	7	13				1.6	0.6	0.5	-13%	24%	-68%	-2%
Tinybuild	34	30			13.9	9.4	1.0	0.9	-2%	8%	-10%	-2%
CI Games	123	131		7.3	35.8	3.8	11.4	2.2	-42%	428%	-19%	30%
Electronic Arts	43419	43951	24.8	19.5	21.5	17.7	7.2	6.4	-5%	13%	29%	33%
Take-Two Interactive	38419	39215	73.7	60.1	59.2	47.2	8.2	7.1	6%	15%	11%	12%
Ubisoft	846	2268			3.0	3.5	1.2	1.3	-14%	-4%	-2%	-2%
Remedy (Inderes)	**217**	**201**	**-13.0**	**251.1**	**18.9**	**9.6**	**3.4**	**1.6**	**16%**	**108%**	**-26%**	**1%**
Average			**34.7**	**21.9**	**16.9**	**14.2**	**5.0**	**4.4**	**-4%**	**35%**	**8%**	**20%**
Median			**24.8**	**10.2**	**8.9**	**6.5**	**1.8**	**1.9**	**-4%**	**8%**	**11%**	**13%**
Diff-% to median			**-152%**	**2357%**	**112%**	**49%**	**90%**	**-15%**				

Source: Refinitiv / Inderes

Income statement

Income statement	2023	Q1'24	Q2'24	Q3'24	Q4'24	2024	Q1'25	Q2'25	Q3'25	Q4'25e	2025e	2026e	2027e	2028e
Revenue	**33.9**	**10.8**	**10.3**	**17.9**	**11.7**	**50.7**	**13.4**	**16.9**	**12.2**	**16.2**	**58.7**	**122**	**121**	**67.7**
Development fees	28.8	9.0	9.4	17.0	10.2	45.6	10.7	7.4	6.1	9.3	33.6	22.5	21.5	20.0
Royalties	5.2	1.8	0.9	0.8	1.5	5.1	2.6	2.1	2.1	4.7	11.6	6.5	12.1	10.5
Own game sales	0.0	0.0	0.0	0.0	0.0	0.0	0.0	7.4	3.9	2.2	13.6	93.0	87.8	37.2
EBITDA	**-17.0**	**-1.2**	**-2.4**	**6.7**	**-0.6**	**2.5**	**2.6**	**4.2**	**0.7**	**3.2**	**10.7**	**20.5**	**26.3**	**-0.6**
Depreciation	-11.7	-0.9	-0.9	-4.3	-0.8	-6.8	-1.3	-4.7	-17.1	-3.1	-26.2	-19.7	-13.0	-11.2
EBIT (excl. NRI)	**-28.6**	**-2.1**	**-3.2**	**2.4**	**-1.4**	**-4.3**	**1.3**	**-0.5**	**-16.4**	**0.1**	**-15.5**	**0.8**	**13.2**	**-11.8**
EBIT	**-28.6**	**-2.1**	**-3.2**	**2.4**	**-1.4**	**-4.3**	**1.3**	**-0.5**	**-16.4**	**0.1**	**-15.5**	**0.8**	**13.2**	**-11.8**
Net financial items	1.1	0.1	0.3	0.0	0.1	0.5	-0.2	-0.1	-0.3	-0.1	-0.7	-0.5	-0.5	-0.5
PTP	**-27.5**	**-2.0**	**-2.9**	**2.4**	**-1.3**	**-3.8**	**1.1**	**-0.6**	**-16.7**	**0.0**	**-16.2**	**0.3**	**12.7**	**-12.3**
Taxes	4.9	0.0	0.7	-0.5	0.0	0.2	-0.5	0.0	3.2	0.0	2.7	-0.1	-2.3	2.2
Net earnings	**-22.7**	**-2.0**	**-2.2**	**1.9**	**-1.3**	**-3.6**	**0.6**	**-0.6**	**-13.5**	**0.0**	**-13.5**	**0.2**	**10.4**	**-10.1**
EPS (adj.)	**-1.68**	**-0.15**	**-0.16**	**0.14**	**-0.09**	**-0.27**	**0.04**	**-0.04**	**-0.99**	**0.00**	**-0.99**	**0.02**	**0.75**	**-0.72**
EPS (rep.)	**-1.68**	**-0.15**	**-0.16**	**0.14**	**-0.09**	**-0.27**	**0.04**	**-0.04**	**-0.99**	**0.00**	**-0.99**	**0.02**	**0.75**	**-0.72**

Key figures	2023	Q1'24	Q2'24	Q3'24	Q4'24	2024	Q1'25	Q2'25	Q3'25	Q4'25e	2025e	2026e	2027e	2028e
Revenue growth-%	-22.2 %	56.2 %	16.2 %	128.5 %	13.1 %	49.3 %	24.1 %	63.5 %	-32.0 %	39.2 %	15.9 %	107.9 %	-0.6 %	-44.2 %
EBITDA-%	-50.0 %	-11.2 %	-22.7 %	37.3 %	-5.0 %	5.0 %	19.3 %	24.9 %	5.7 %	19.6 %	18.2 %	16.8 %	21.7 %	-0.9 %
Adjusted EBIT-%	-84.4 %	-19.3 %	-31.0 %	13.4 %	-11.8 %	-8.4 %	9.7 %	-2.7 %	-135.1 %	0.5 %	-26.4 %	0.6 %	10.9 %	-17.4 %
Net earnings-%	-66.8 %	-18.5 %	-21.4 %	10.6 %	-10.9 %	-7.1 %	4.4 %	-3.4 %	-110.7 %	-0.1 %	-22.9 %	0.2 %	8.6 %	-14.9 %

Source: Inderes

Full-year earnings per share are calculated using the number of shares at year-end.

Balance sheet

Assets	2023	2024	2025e	2026e	2027e
Non-current assets	**35.8**	**45.1**	**51.4**	**35.9**	**31.2**
Goodwill	0.0	0.0	0.0	0.0	0.0
Intangible assets	23.3	32.9	36.8	22.3	18.3
Tangible assets	6.5	5.8	5.2	4.2	3.5
Associated companies	0.0	0.0	0.0	0.0	0.0
Other investments	0.0	0.0	0.0	0.0	0.0
Other non-current assets	1.0	1.0	1.0	1.0	1.0
Deferred tax assets	5.0	5.4	8.4	8.4	8.4
Current assets	**47.4**	**47.3**	**42.2**	**58.2**	**62.8**
Inventories	0.0	0.0	0.0	0.0	0.0
Other current assets	0.0	0.0	0.0	0.0	0.0
Receivables	17.0	6.2	10.6	20.7	18.2
Cash and equivalents	30.4	41.1	31.7	37.4	44.6
Balance sheet total	**79.3**	**99.3**	**84.1**	**93.4**	**99.0**

Source: Inderes

Liabilities & equity	2023	2024	2025e	2026e	2027e
Equity	**67.8**	**68.5**	**55.1**	**55.3**	**65.7**
Share capital	0.1	0.1	0.1	0.1	0.1
Retained earnings	9.8	10.1	-3.4	-3.2	7.3
Hybrid bonds	0.0	0.0	0.0	0.0	0.0
Revaluation reserve	0.0	0.0	0.0	0.0	0.0
Other equity	57.8	58.3	58.3	58.3	58.3
Minorities	0.0	0.0	0.0	0.0	0.0
Non-current liabilities	**1.5**	**14.6**	**15.1**	**15.1**	**16.0**
Deferred tax liabilities	0.1	0.1	0.1	0.1	0.1
Provisions	0.0	0.0	0.0	0.0	0.0
Interest bearing debt	1.4	14.5	15.0	15.0	15.9
Convertibles	0.0	0.0	0.0	0.0	0.0
Other long-term liabilities	0.0	0.0	0.0	0.0	0.0
Current liabilities	**10.0**	**16.2**	**13.9**	**23.0**	**17.2**
Interest bearing debt	2.2	1.4	1.0	1.0	0.2
Payables	7.8	14.8	12.9	22.0	17.0
Other current liabilities	0.0	0.0	0.0	0.0	0.0
Balance sheet total	**79.3**	**99.3**	**84.1**	**93.4**	**99.0**

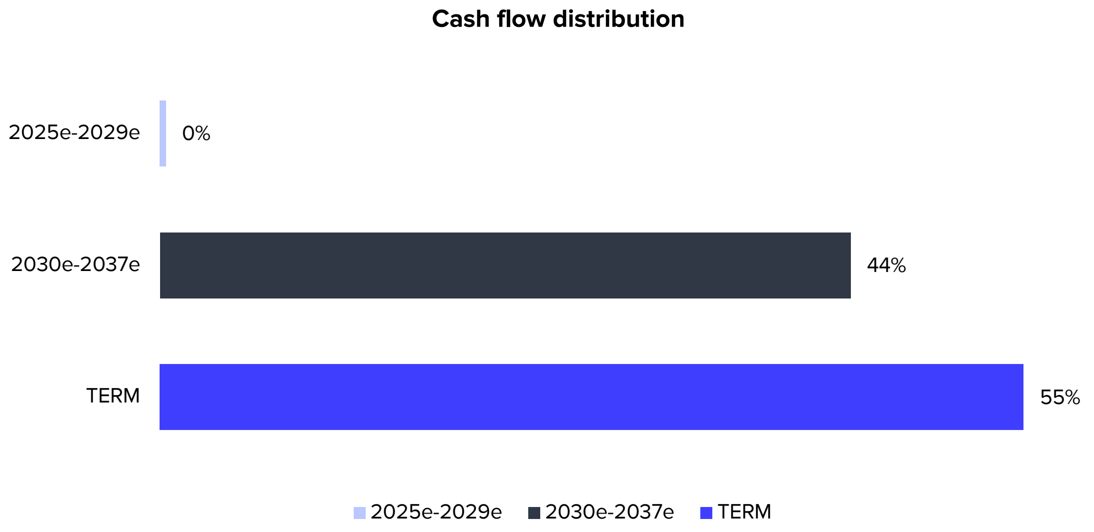
DCF calculation

DCF model	2024	2025e	2026e	2027e	2028e	2029e	2030e	2031e	2032e	2033e	2034e	2035e	2036e	2037e	TERM
Revenue growth-%	49.3 %	15.9 %	107.9 %	-0.6 %	-44.2 %	71.8 %	54.7 %	12.8 %	-30.5 %	12.0 %	3.0 %	3.0 %	3.0 %	3.0 %	3.0 %
EBIT-%	-8.4 %	-26.4 %	0.6 %	10.9 %	-17.4 %	14.5 %	25.5 %	30.0 %	19.5 %	25.0 %	26.0 %	26.0 %	26.0 %	25.5 %	25.5 %
EBIT (operating profit)	**-4.3**	**-15.5**	**0.8**	**13.2**	**-11.8**	**16.8**	**45.9**	**60.9**	**27.5**	**39.5**	**42.3**	**43.6**	**44.9**	**45.4**	
+ Depreciation	6.8	26.2	19.7	13.0	11.2	13.1	15.4	15.2	15.6	15.8	15.9	16.0	16.5	16.7	
- Paid taxes	-0.1	-0.3	-0.1	-2.3	2.2	-3.0	-8.2	-11.0	-4.9	-7.1	-7.6	-7.8	-8.1	-8.2	
- Tax, financial expenses	0.0	-0.1	-0.1	-0.1	-0.1	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	
+ Tax, financial income	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	
- Change in working capital	17.8	-6.3	-1.1	-2.4	0.5	-1.1	-1.9	-0.5	1.2	-0.3	-0.1	-0.1	-0.1	-0.1	
Operating cash flow	**20.3**	**3.9**	**19.2**	**21.5**	**2.1**	**25.9**	**51.2**	**64.7**	**39.4**	**47.9**	**50.5**	**51.6**	**53.2**	**53.8**	
+ Change in other long-term liabilities	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	
- Gross CAPEX	-26.6	-13.0	-13.0	-14.0	-14.0	-15.0	-15.0	-16.0	-16.0	-16.0	-16.0	-17.0	-17.0	-17.0	
Free operating cash flow	**-6.3**	**-9.1**	**6.2**	**7.5**	**-11.9**	**10.9**	**36.2**	**48.7**	**23.4**	**31.9**	**34.5**	**34.6**	**36.2**	**36.8**	
+/- Other	5.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	
FCFF	-1.3	-9.1	6.2	7.5	-11.9	10.9	36.2	48.7	23.4	31.9	34.5	34.6	36.2	36.8	
Discounted FCFF		**-9.0**	**5.6**	**6.1**	**-8.8**	**7.3**	**22.0**	**26.9**	**11.7**	**14.4**	**14.2**	**12.9**	**12.2**	**11.2**	**157**
Sum of FCFF present value		283	292	287	281	290	282	260	233	222	207	193	180	168	157

Enterprise value DCF	**283**
- Interest bearing debt	-15.8
+ Cash and cash equivalents	41.1
-Minorities	0.0
-Dividend/capital return	0.0
Equity value DCF	**309**
Equity value DCF per share	**22.6**

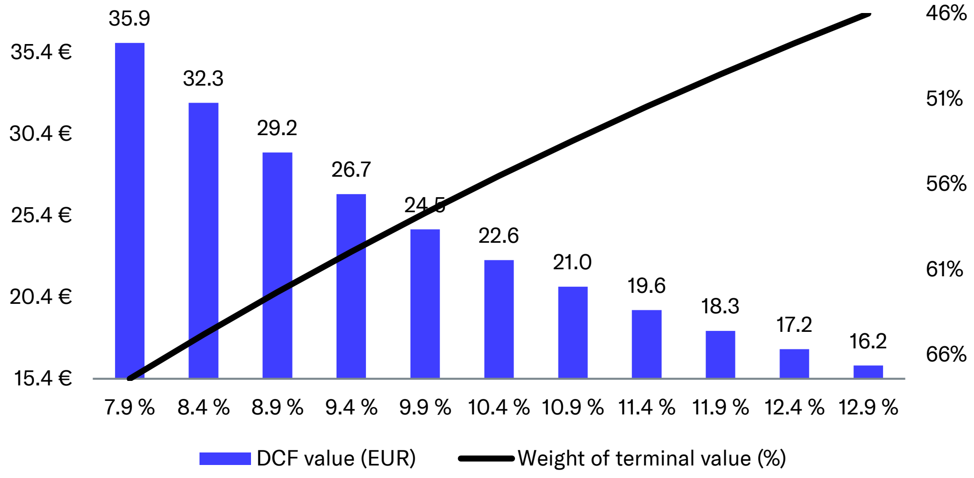
WACC	
Tax-% (WACC)	20.0 %
Target debt ratio (D/(D+E)	0.0 %
Cost of debt	5.0 %
Equity Beta	1.30
Market risk premium	4.75%
Liquidity premium	1.70%
Risk free interest rate	2.5 %
Cost of equity	**10.4 %**
Weighted average cost of capital (WACC)	**10.4 %**

Source: Inderes

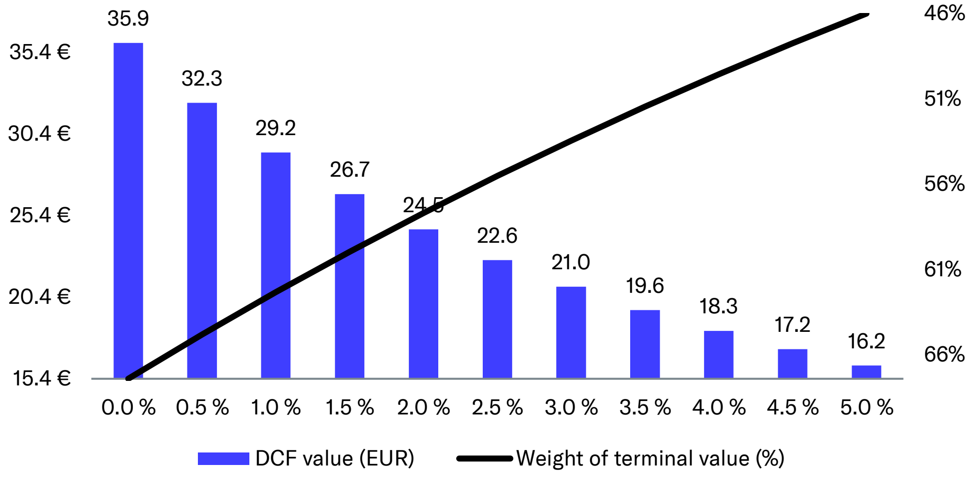


DCF sensitivity calculations and key assumptions in graphs

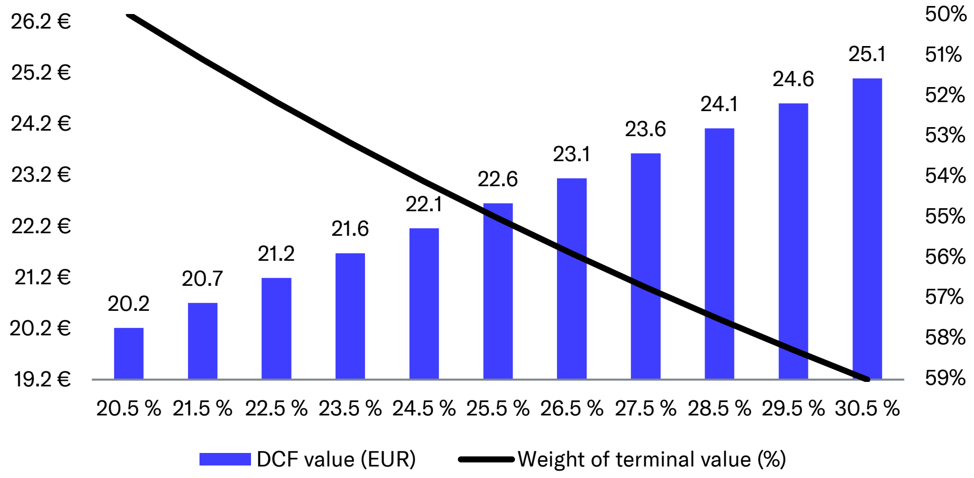
Sensitivity of DCF to changes in the WACC-%



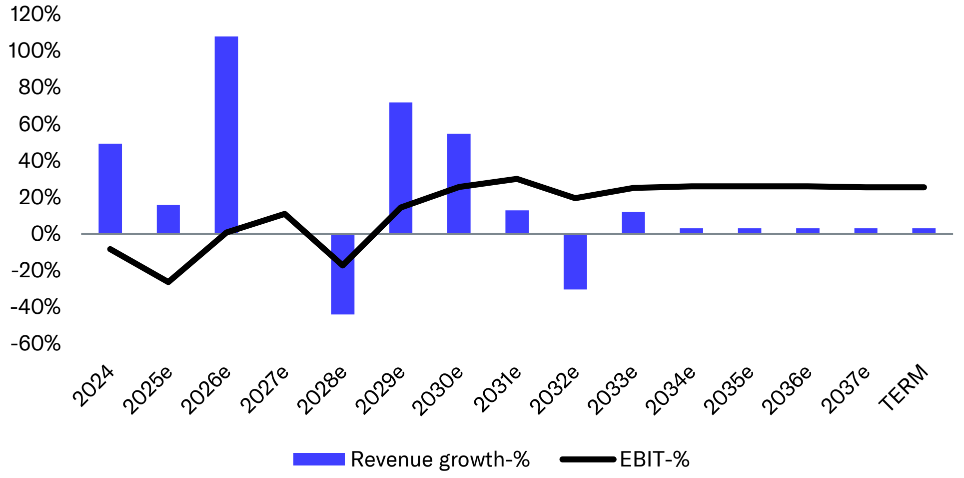
Sensitivity of DCF to changes in the risk-free rate



Sensitivity of DCF to changes in the terminal EBIT margin



Growth and profitability assumptions in the DCF calculation



Source: Inderes. Note that the weight of the terminal value (%) is shown on an inverse scale for clarity.

Summary

Income statement	2022	2023	2024	2025e	2026e
Revenue	43.6	33.9	50.7	**58.7**	**122.0**
EBITDA	1.9	-17.0	2.5	**10.7**	**20.5**
EBIT	-0.6	-28.6	-4.3	**-15.5**	**0.8**
PTP	-1.2	-27.5	-3.8	**-16.2**	**0.3**
Net Income	-1.7	-22.7	-3.6	**-13.5**	**0.2**
Extraordinary items	0.0	0.0	0.0	**0.0**	**0.0**

Balance sheet	2022	2023	2024	2025e	2026e
Balance sheet total	99.6	79.3	99.3	**84.1**	**93.4**
Equity capital	88.4	67.8	68.5	**55.1**	**55.3**
Goodwill	0.0	0.0	0.0	**0.0**	**0.0**
Net debt	-52.9	-26.8	-25.3	**-15.7**	**-21.4**

Cash flow	2022	2023	2024	2025e	2026e
EBITDA	1.9	-17.0	2.5	**10.7**	**20.5**
Change in working capital	5.6	-2.1	17.8	**-6.3**	**-1.1**
Operating cash flow	6.8	-18.9	20.3	**3.9**	**19.2**
CAPEX	-10.8	-10.1	-26.6	**-13.0**	**-13.0**
Free cash flow	-4.0	-29.0	-1.3	**-9.1**	**6.2**

Valuation multiples	2022	2023	2024	2025e	2026e
EV/S	5.5	9.3	3.3	**3.4**	**1.6**
EV/EBITDA	>100	neg.	65.9	**18.9**	**9.6**
EV/EBIT (adj.)	neg.	neg.	neg.	**neg.**	**>100**
P/E (adj.)	neg.	neg.	neg.	**neg.**	**>100**
P/B	3.3	5.1	2.8	**3.9**	**3.9**
Dividend-%	0.5 %	0.0 %	0.0 %	**0.0 %**	**0.0 %**

Source: Inderes

Per share data	2022	2023	2024	2025e	2026e
EPS (reported)	-0.13	-1.68	-0.27	**-0.99**	**0.02**
EPS (adj.)	-0.13	-1.68	-0.27	**-0.99**	**0.02**
OCF / share	0.51	-1.40	1.50	**0.29**	**1.40**
OFCF / share	-0.29	-2.15	-0.10	**-0.66**	**0.45**
Book value / share	6.57	5.02	5.06	**4.04**	**4.02**
Dividend / share	0.10	0.00	0.00	**0.00**	**0.00**

Growth and profitability	2022	2023	2024	2025e	2026e
Revenue growth-%	-3%	-22%	49%	**16%**	**108%**
EBITDA growth-%	-87%	-990%	-115%	**324%**	**92%**
EBIT (adj.) growth-%	-105%	4985%	-85%	**262%**	**-105%**
EPS (adj.) growth-%	-119%	1209%	-84%	**271%**	**-102%**
EBITDA-%	4.4 %	-50.0 %	5.0 %	**18.2 %**	**16.8 %**
EBIT (adj.)-%	-1.3 %	-84.4 %	-8.4 %	**-26.4 %**	**0.6 %**
EBIT-%	-1.3 %	-84.4 %	-8.4 %	**-26.4 %**	**0.6 %**
ROE-%	-2.0 %	-29.0 %	-5.3 %	**-21.8 %**	**0.4 %**
ROI-%	-0.6 %	-35.2 %	-5.5 %	**-20.0 %**	**1.1 %**
Equity ratio	88.8 %	85.5 %	70.9 %	**65.5 %**	**59.2 %**
Gearing	-59.8 %	-39.5 %	-36.9 %	**-28.4 %**	**-38.7 %**

The market cap and enterprise value in the table consider the expected change in the number of shares and net debt for the forecast years. Per-share figures are calculated using the number of shares at year-end.

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Buy	The 12-month risk-adjusted expected shareholder return of the share is very attractive
Accumulate	The 12-month risk-adjusted expected shareholder return of the share is attractive
Reduce	The 12-month risk-adjusted expected shareholder return of the share is weak
Sell	The 12-month risk-adjusted expected shareholder return of the share is very weak

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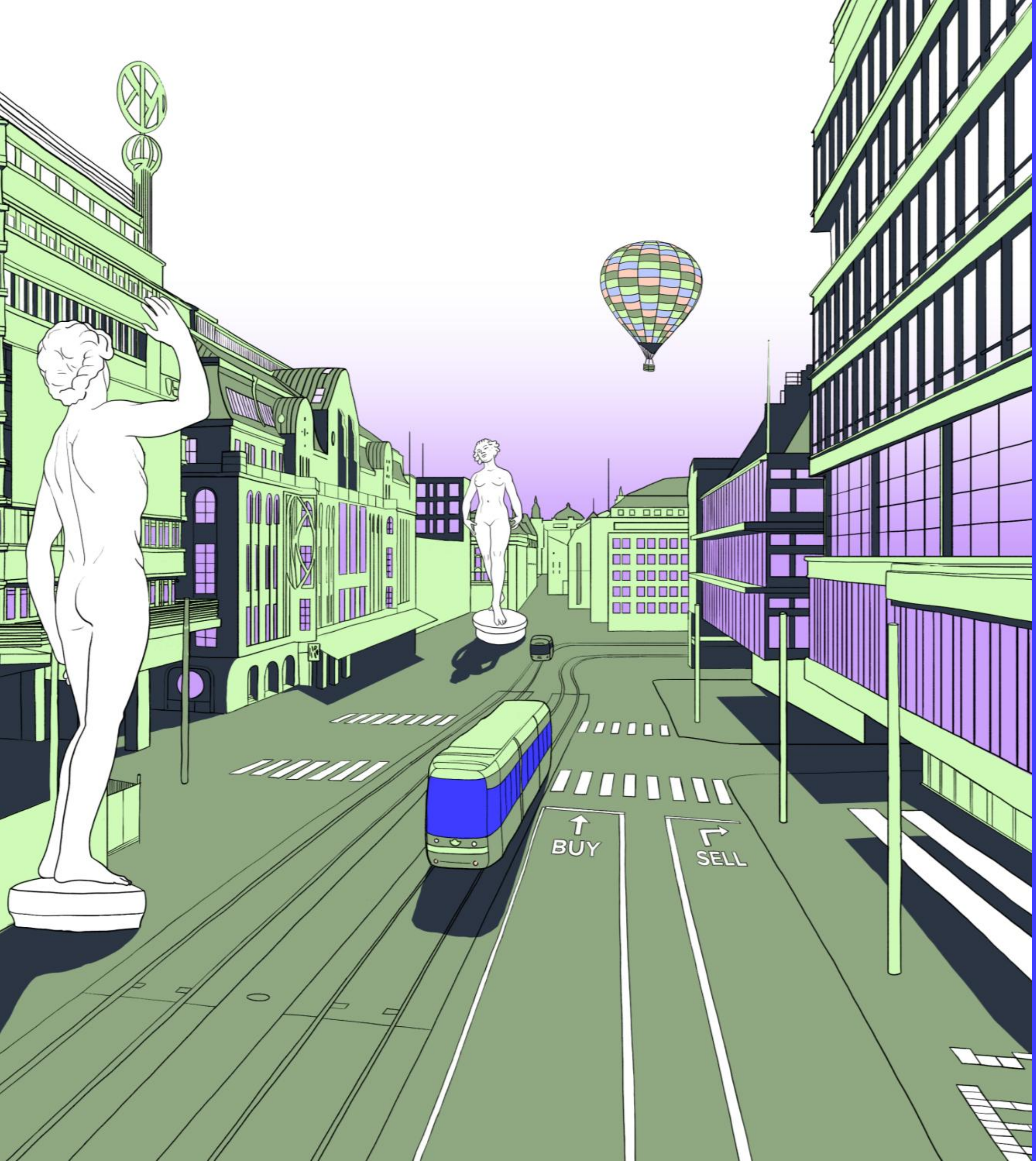
Recommendation history (>12 mo)

Date	Recommendation	Target	Share price
8/15/2022	Accumulate	26.00 €	22.15 €
10/31/2022	Buy	25.00 €	18.14 €
12/27/2022	Accumulate	25.00 €	21.50 €
2/13/2023	Accumulate	25.00 €	22.70 €
4/19/2023	Accumulate	25.00 €	24.20 €
4/27/2023	Accumulate	25.00 €	23.10 €
6/12/2023	Reduce	25.00 €	26.10 €
8/14/2023	Reduce	25.00 €	25.55 €
9/14/2023	Reduce	24.00 €	22.50 €
10/27/2023	Accumulate	30.00 €	27.00 €
11/1/2023	Accumulate	30.00 €	27.95 €
11/16/2023	Reduce	29.00 €	28.85 €
2/7/2024	Reduce	21.00 €	21.60 €
2/13/2024	Accumulate	21.00 €	17.62 €
2/19/2024	Accumulate	19.00 €	17.02 €
3/21/2024	Accumulate	19.00 €	16.70 €
4/30/2024	Accumulate	20.00 €	19.20 €
8/12/2024	Accumulate	20.00 €	17.20 €
9/5/2024	Accumulate	21.00 €	17.50 €
11/4/2024	Accumulate	19.00 €	15.32 €
11/20/2024	Buy	19.00 €	12.90 €
12/18/2024	Buy	19.00 €	14.00 €
2/13/2025	Buy	19.00 €	13.98 €
5/2/2025	Buy	20.00 €	16.42 €
8/1/2025	Accumulate	18.00 €	16.06 €
8/13/2025	Accumulate	18.00 €	15.94 €
9/25/2025	Buy	18.00 €	13.68 €
10/13/2025	Buy	17.00 €	13.20 €
10/30/2025	Buy	17.00 €	12.94 €
12/15/2025	Accumulate	19.00 €	16.50 €
12/17/2025	Accumulate	19.00 €	15.88 €



CONNECTING INVESTORS AND COMPANIES.

Inderes democratizes financial information by connecting investors and listed companies. For investors, we are an investing community and a trusted source of financial information and equity research. For listed companies, we are a partner in delivering high-quality investor relations. Over 500 listed companies in Europe use our investor relations products and equity research services to provide better investor communications to their shareholders.

Our goal is to be the most investor-minded company in finance. Inderes was founded in 2009 by investors, for investors. As a Nasdaq First North-listed company, we understand the day-to-day reality of our customers.

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