Half-Year Financial Report JANUARY–JUNE 2026

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Remedy Entertainment Plc | Half-Year Financial Report January–June 2026

CONTROL Resonant set to launch on September 24th

Marketing ramped up while revenue decreased

The Half-Year Financial Report is unaudited. Figures in parentheses refer to the comparison period in the previous year, unless otherwise stated.

Highlights from April–June 2026

- Revenue decreased by 40.0% to EUR 10.2 (16.9) million.
- EBITDA was EUR -2.4 (4.2) million.
- Operating profit (EBIT) was EUR -3.9 (-0.5) million, and the operating profit margin was -38.8% (-2.7%) of revenue.
- Cash flow from operations was EUR -0.7 (3.1) million.
- In June 2026, Remedy announced that *CONTROL Resonant* will launch worldwide on September 24, 2026.

Highlights from January–June 2026

- Revenue decreased by 23.1% to EUR 23.3 (30.3) million.
- EBITDA was EUR 0.5 (6.8) million.
- Operating profit (EBIT) was EUR -2.9 (0.8) million, and the operating profit margin was -12.5% (2.8%) of revenue.
- Cash flow from operations was EUR 7.6 (-3.5) million.
- In February 2026, Jean-Charles Gaudechon was appointed as the CEO of Remedy as of March 1, 2026.

Key Figures

MEUR, IFRS, Group, unaudited	4–6/2026	4–6/2025	1–6/2026	1–6/2025	1–12/2025
Revenue	10.2	16.9	23.3	30.3	59.5
Change in revenue, %	-40.0%	63.5%	-23.1%	43.4%	17.5%
EBITDA	-2.4	4.2	0.5	6.8	11.3
EBITDA, % of revenue	-23.6%	24.9%	2.3%	22.4%	19.1%
Operating profit (EBIT)	-3.9	-0.5	-2.9	0.8	-14.9
Operating profit, % of revenue	-38.8%	-2.7%	-12.5%	2.8%	-25.0%
Result for review period	-3.2	-0.6	-2.8	0.0	-13.0
Result for review period, % of revenue	-31.9%	-3.4%	-11.9%	0.1%	-21.9%
Balance sheet total	85.1	97.5	85.1	97.5	87.5
Cash flow from operations	-0.7	3.1	7.6	-3.5	4.5
Net cash	11.8	10.0	11.8	10.0	11.1
Cash and liquid investments	29.6	27.6	29.6	27.6	29.4
Net gearing, %	-21.4%	-14.4%	-21.4%	-14.4%	-19.7%
Equity ratio, %	65.3%	72.8%	65.3%	72.8%	67.4%
Capital expenditures	3.8	5.5	7.1	9.2	14.3
Average number of personnel during review period (FTE)	372	370	373	366	371
Headcount at the end of period	379	385	379	385	387
Earnings per share, €	-0.24	-0.04	-0.20	0.00	-0.96
Earnings per share, € (diluted)	-0.24	-0.04	-0.20	0.00	-0.96
Number of shares at the end of period	13,640,451*	13,640,451	13,640,451*	13,640,451	13,640,451*

*Includes 50,000 treasury shares.

Comments by CEO Jean-Charles Gaudechon

Remedy's second quarter was defined by our announcement of the launch date for *CONTROL Resonant*. Marketing for *CONTROL Resonant* ramped up during the second quarter, reducing the profitability of the reporting period, as anticipated.

Revenue was EUR 10.2 (16.9) million, decreasing 40.0% from the comparison period. Revenue from game sales and royalties was EUR 3.8 (9.5) million. The comparison period included revenue related to the launch of *FBC: Firebreak*, including initial accruals from subscription service agreements. Development fees, originating from *Max Payne 1&2 remake* and *CONTROL Resonant*, were EUR 6.4 (7.4) million. EBITDA was EUR -2.4 (4.2) million and operating profit (EBIT) was EUR -3.9 (-0.5) million.

CONTROL Resonant
CONTROL Resonant's September 24, 2026, launch date was revealed in a trailer at a State of Play presentation in June, followed shortly after by a second trailer at Summer Game Fest 2026. These trailer reveals lifted our media embargo, and the first hands-on previews of the game were published.

The early reception has been very strong. *CONTROL Resonant* drew a lot of praise as media and content creators went hands-on with a significant portion of the game during Q2. The move to faster, melee-led action was the most debated aspect following the announcement, and it has since become one of the most consistently acclaimed elements of the game, alongside its atmosphere, storytelling and overall feel. Throughout the second quarter, our development team has continued to raise the quality of the whole experience, and we are confident that these elements are coming together into a spectacular title.

Interest in the game reflects the positive feedback on its quality. As of August 11th, 2026, we have over 1.5 million wishlists across platforms. Pre-orders opened with healthy momentum, and our data indicates the game is tracking well against comparable titles in its launch window. We are seeing positive traction both in our traditional and growth markets. During the campaign window after the pre-order announcement, on PlayStation, our analytics show *CONTROL Resonant* ranking among the top three pre-ordered games in the US, Germany and Brazil. It has been encouraging to see Remedy's voice resonate broadly with players as we advance in our self-publishing strategy.

Our first priority is to ship an outstanding game, and that guided how we selected the release date. We position *CONTROL Resonant* as a must-have day-one purchase while also building CONTROL into a lasting franchise. In a competitive autumn window, we believe the distinctiveness and quality of the game will make it stand out. *CONTROL Resonant* will be available across all major platforms from day one and is priced attractively for an AAA title. Combined with the release window becoming slightly less crowded since our original reveal, we remain confident in our positioning.

Games in the market

Control continued its sales momentum in Q2 and delivered growth to the comparison period. Trailer reveals, release date and live pre-orders for *CONTROL Resonant* are renewing interest in the original game which continues to be an important entry point into the CONTROL franchise for new fans.

Alan Wake 2's consumer sales continued at an expected pace alongside *Alan Wake Remastered.* In the second quarter, royalties from both titles were generated entirely by consumer sales and there were no platform deal accruals. *Alan Wake 2*'s lifetime sales exceeded 3 million copies during Q2. Rest of the games in the Alan Wake franchise sold at a normal back-catalogue pace.

Decline in game sales and royalties was mainly caused by *FBC: Firebreak's* launch in the comparison period. In the second quarter, most of *FBC: Firebreak's* sales were revenue accruals from subscription service agreements.

Heading to an important second half

In the second half of 2026, years of work come together in September with the release of *CONTROL Resonant:* expanding the CONTROL franchise by developing and self-publishing the sequel, with our own voice. Our early indicators put the game alongside the industry's major releases.

The weeks ahead are about execution. Early signals and commercial metrics give us confidence in the game's potential, but our focus remains on bringing an outstanding game to the market and letting the results speak. I personally see the game getting stronger week by week and our marketing accelerates further in the third quarter.

Along the road to our largest and most ambitious release to date, our existing catalogue has provided a solid backbone and our other development projects advanced in line with plans, with our new project moving to production readiness. I want to thank the entire studio for its outstanding work and dedication.

Games in development

Game	Publisher	Stage-gate status
CONTROL Resonant	Remedy Entertainment	Full production
New project	Remedy Entertainment	Production readiness
Max Payne 1&2 remake	Rockstar Games	Full production

Outlook 2026 (unchanged)

Remedy expects its full year revenue and EBITDA to increase from the previous year.

Long-term business prospects

We have two established own franchises, CONTROL and Alan Wake, which are linked through the Remedy Connected Universe. Remedy will self-publish upcoming games, in which Remedy owns the IP. Growing and expanding the two franchises will be a key part of our future. In addition, we work with a partner franchise Max Payne, originally created by Remedy.

By 2030, we aim to be a highly regarded creative studio with sustainable, significant commercial success. We have set ourselves the following financial targets:

1) Double the 2024 revenue by 2027 with continued growth beyond this milestone and
2) EBITDA margin of 30% by 2027 and maintain that minimum level throughout the strategy period.

Webcast

Remedy will host a webcast in English on its H1 2026 financial results for investors, analysts and media on August 11, 2026, at 12:00 p.m. (EEST). Remedy's financial results will be presented by CEO Jean-Charles Gaudechon and CFO Santtu Kallionpää.

The Half-Year Financial Report will be available after publication on Remedy's Investor website: https://investors.remedygames.com/financials-and-reports/financial-reports/.

Webcast details:
Register in advance for the webcast:
https://remedy.videosync.fi/q2-2026/register

After registering, you will receive a confirmation email containing information about joining the webcast.

A recording of the webcast will be available afterwards on Remedy's Investor website: https://investors.remedygames.com/financials-and-reports/financial-reports/.

More information

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Remedy in brief

Remedy Entertainment Plc is a pioneering, globally renowned video game company founded in 1995 and headquartered in Finland with an office in Stockholm, Sweden. Known for its story-driven and visually stunning action games, Remedy has created multiple successful, critically acclaimed franchises such as CONTROL, Alan Wake and Max Payne. Remedy also develops its own Northlight game engine and tools technology that powers its games. Remedy's shares are listed on Nasdaq Helsinki's main list.

www.remedygames.com

Result from business operations

April–June 2026

In April–June 2026, Remedy's revenue was EUR 10.2 (16.9) million, decreasing by 40.0% from the comparison period. Development fees were EUR 6.4 (7.4) million, and game sales and royalties were EUR 3.8 (9.5) million. While both development fees as well as game sales and royalties decreased from the comparison period, the decrease in revenue was mainly driven by the initial revenue accruals related to the launch of *FBC: Firebreak* in Q2 2025. For the reporting period, the main sources of revenue were development fees from *Max Payne 1&2 remake* and *CONTROL Resonant* as well as game sales from *Control*. Period also included game sales from *FBC: Firebreak,* mainly consisting of subscription service agreement accruals, and royalties from *Alan Wake 2.*

In April–June 2026, Remedy's EBITDA was EUR -2.4 (4.2) million and operating profit (EBIT) was EUR -3.9 (-0.5) million. Materials and services expenses, at EUR 1.6 million, were EUR 2.0 million lower than in the comparison period, driven by lower external development expenses in the game projects. Personnel expenses, at EUR 6.7 million, were 4.8% higher than in the comparison period. While the average number of personnel also increased by 0.5%, the main drivers of the increase in personnel expenses were general increase in salary levels and additional efforts ahead of the approaching game launch. Depreciation expenses were EUR 1.6 million, being EUR 3.1 million lower than in the comparison period, as the depreciation related to capitalized development expenses follow closely the level of the game sales. During the second quarter, depreciation of capitalized development expenses was related to *Alan Wake 2* and *FBC: Firebreak* games. Other operating expenses, at EUR 4.4 million, increased by EUR 1.7 million as the marketing for *CONTROL Resonant* ramped up in Q2 2026.

January–June 2026

In January–June 2026, Remedy's revenue decreased by 23.1% in relation to the comparison period, amounting to EUR 23.3 (30.3) million. Development fees were EUR 14.5 (18.1) million. Game sales and royalties were EUR 8.8 (12.2) million. The main sources of revenue during H1 2026 were development fees from *Max Payne 1&2 remake* and *CONTROL Resonant. Alan Wake 2* continued to accrue royalties and *Control* as well as *FBC: Firebreak* accumulated game sales for the reporting period.

In January–June 2026, Remedy's EBITDA was EUR 0.5 (6.8) million and operating profit (EBIT) was EUR -2.9 (0.8) million. Materials and services expenses, at EUR 2.8 million, were EUR 3.4 million lower than in the comparison period. Personnel expenses, at EUR 13.1 million, were 4.9% higher than in the comparison period. Depreciation expenses were EUR 3.5 million, being EUR 2.5 million lower than in the comparison period. Other operating expenses, at EUR 7.1 million, also increased by EUR 2.2 million during H1 2026. This was driven by increasing marketing activity ahead of the game's launch.

Cash flow and financial position

Cash flow

April–June 2026

In April–June 2026, Remedy's net cash flow was EUR -4.8 (-0.7) million. Cash flow from business operations was EUR -0.7 (3.1) million. Both the outgoing payments related to operating expenses as well as the incoming payments during the reporting period were at a lower level than in the comparison period, reflecting the reporting period's lower revenue and timing of expense payments.

In April–June 2026, Remedy's cash flow from investing activities amounted to EUR -3.8 (-3.3) million and cash flow from financing activities amounted to EUR -0.4 (-0.6) million. The payments related to investing activities were on a higher level as the amount of capitalized development costs increased from the comparison period.

January–June 2026

In January–June 2026, Remedy's net cash flow was EUR -0.1 (-11.0) million. Cash flow from business operations amounted to EUR 7.6 (-3.5) million. In overall, the incoming payments were at a higher level during H1 2026 than on the comparison period. This was due to timing of the incoming payments, as the trade receivables decreased simultaneously during this period.

In January–June 2026, Remedy's cash flow from investing activities was EUR -7.0 (-6.7) million and cash flow from financing activities was EUR -0.7 (-0.8) million. In the comparison period, the cash flow from financing activities was impacted by share subscriptions and the purchase of 2019 stock option rights.

Financial position

Remedy's non-current assets on June 30, 2026, were EUR 46.9 (54.7) million in total. The decrease in non-current assets from the comparison period is largely due to depreciation and impairment expenses related to the capitalized game projects. Remedy has several projects, which product development costs, as well as the publishing rights of CONTROL franchise, are capitalized according to IFRS standards. The total amount of capitalized product development expenses was EUR 25.1 (29.4) million on June 30, 2026. Currently, the majority of the capitalized product development expenses are related to *CONTROL Resonant*. Other intangible assets amounted to EUR 7.5 (12.5) million and comprised of purchased CONTROL related publishing and distribution rights, of which the majority are also allocated to *CONTROL Resonant.*

On June 30, 2026, Remedy's cash position was EUR 9.6 (10.0) million and other current financial assets were EUR 20.0 (17.5) million. Other current financial assets include Remedy's liquid cash management investments.

The company’s liabilities on June 30, 2026, amounted to EUR 30.2 (27.9) million. The amount contains EUR 15.6 million convertible loan liabilities related to the agreement Remedy entered with Tencent in September 2024. EUR 1.5 million of the agreement's total convertible loan liability is presented as part of the company's equity as required by the IFRS standards.

Remedy’s balance sheet total on June 30, 2026, was EUR 85.1 (97.5) million and equity EUR 54.9 (69.6) million. The company’s equity ratio was 65.3% (72.8%) and net gearing -21.4% (-14.4%).

Personnel, management and governance

The number of the company’s personnel (headcount) was 379 (385) at the end of the period under review, decreasing by 1.6% on an annual basis. The average number of personnel (FTE) was 372 (370) during the reporting period, with a growth of 0.5% from the comparison period. Of the personnel, 53% represent 38 different nationalities, and the rest (47%) are Finnish.

At the end of the period under review, the company’s Core Management Team comprised CEO Jean-Charles Gaudechon, CFO Santtu Kallionpää, Chief Product Officer Markus Mäki, Creative Director Sami Järvi, Creative Director Mikael Kasurinen, Chief Commercial Officer Johannes Paloheimo and Chief Technology Officer Mika Vehkala.

Annual General Meeting

Remedy’s Annual General Meeting was held on May 21, 2026, at the company’s office at Luomanportti 3, 02200 Espoo, Finland.

The Annual General Meeting approved all proposals made to the Annual General Meeting in the form included in the notice to the Annual General Meeting. Among other things, the Annual General Meeting resolved to

- adopt the company’s Financial Statements for 2025,
- to discharge the members of the Board of Directors and the CEO from liability for the financial year 2025,
- to approve the company’s Remuneration Report,
- not to distribute a dividend for the financial period ended on December 31, 2025, and
- to re-elect Markus Mäki, Henri Österlund, Kaisa Salakka, Sonja Ängeslevä and Kai Tavakka to the Board of Directors and to elect Sean Brennan as a new Board Member. At its organizing meeting held after the Annual General Meeting, the Board of Directors elected Henri Österlund as the Chairman of the Board of Directors.

Further information about the resolutions made by the Annual General Meeting can be found in Remedy's Annual General Meeting resolutions release dated May 21, 2026, available on https://investors.remedygames.com/annual-general-meeting-2026/.

Shares, shareholders and share-based incentive schemes

Remedy's shares are traded in Nasdaq Helsinki with the trading code REMEDY. The closing price of Remedy's shares on the last trading day of the review period was 14.50 euros.

January–June 2026	Highest share price, €	Lowest share price, €	Closing share price, €	Volume-weighted average price, €
Remedy	16.18	11.10	14.50	13.68

	June 30, 2026	June 30, 2025	December 31, 2025
Market capitalization, €	197,061,540	202,151,484	206,574,855
Number of shareholders	16,778	17,008	16,365
Number of shares at the end of period	13,640,451	13,640,451	13,640,451
Number of shares outstanding at the end of period	13,590,451	13,640,451	13,590,451
Average number of shares outstanding within period	13,590,451	13,595,034	13,610,679
Average number of shares outstanding within period, diluted (IFRS)*	13,590,451	13,649,244	13,637,784
Average number of shares outstanding within period, diluted	13,590,451	13,735,617	13,680,971
Value of share turnover within period	13,783,741	15,152,290	27,742,810
Total number of traded shares within period	1,007,599	1,020,780	1,883,682

*Calculated according to International Financial Reporting Standards (IFRS).

The company has one series of shares (ISIN: FI4000251897). The number of shares in the company was 13,640,451 on June 30, 2026, of which Remedy held 50,000 treasury shares. Excluding the treasury shares, the number of outstanding shares at the end of period was 13,590,451.

On May 21, 2026, the Annual General Meeting granted the Board of Directors an authorisation to resolve on the issuance of new shares, treasury shares and option rights or other special rights to shares in one or several instalments either against payment or without payment so that the number of shares to be issued can be at maximum 1,000,000. On June 30, 2026, the authorization had not been used and thus, a total maximum of 1,000,000 new shares could be issued under the authorization on said date.

Major shareholders on June 30, 2026

	Name	Shares	Percentage
1.	Mäki Markus	3,197,000	23.4
2.	Järvi Sami	560,000	4.1
3.	Virtala Tero	288,125	2.1
4.	Lehtinen Saku	198,500	1.5
5.	Sijoitusrahasto Aktia Capital	188,807	1.4
6.	Varma Mutual Pension Insurance Company	150,000	1.1
7.	Evli Finnish Small Cap Fund	143,205	1.0
8.	Proprius Partners Micro Finland (Non-Ucits)	130,000	1.0
9.	Paloheimo Johannes	106,000	0.8
10.	Pulkkinen Janne	100,000	0.7
	10 largest shareholders total	**5,061,637**	**37.1**
	Accendo Capital SICAV RAIF (nominee registered)	2,063,162	15.1
	Other nominee registered	2,565,368	18.8
	Other shares	3,900,284	28.6
	Treasury shares	50,000	0.4
	Total	**13,640,451**	**100.0%**

Option plans

During the reporting period, Remedy has had six option plans directed to Remedy's key persons: Option Plan 2020, Option Plan 2021, Option Plan 2022, Option Plan 2023, Option Plan 2024 and Option Plan 2025. The table below illustrates the key information about the option plans. More information about the option plans can be found on Remedy's website at https://investors.remedygames.com/remuneration/.

Key information about the option plans as of June 30, 2026

Option Plan	Maximum number of option rights issued	Number of allocated option rights	Number of unexercised option rights	Share subscription period	Share subscription price, EUR
Option Plan 2020	179,500	179,500	0	June 1, 2023 – May 31, 2026	22.21
Option Plan 2021	270,000	270,000	270,000	June 1, 2024 – May 31, 2027	47.09
Option Plan 2022	292,000	292,000	292,000	June 1, 2025 – May 31, 2028	26.64
Option Plan 2023	350,000	306,000	306,000	June 1, 2026 – May 31, 2029	27.31
Option Plan 2024	350,000	324,000	324,000	June 1, 2027 – May 31, 2030	19.76
Option Plan 2025	350,000	331,000	331,000	June 1, 2028 – May 31, 2031	16.66

Option Plan 2020 ended on May 31, 2026.

Option Plan 2023 vested on June 1, 2026. Originally, a total number of 350,000 option rights 2023 were issued, of which Remedy will cancel a total of 44,000 option rights held by the company. The remaining 306,000 option rights entitle their holders to subscribe for a corresponding amount of company shares.

Risks and uncertainties

The most substantial short-term risks and uncertainties are:

- Remedy's game development efforts may fail if the company is unable to develop its games within set mandates, such as release schedule, quality, and budget. Additionally, the company's games may not generate sufficient sales after their release, even if well received and of high quality, thus generating less than estimated game revenue for Remedy.
- Remedy has entered into long-term agreements with its partners related to game projects in development and game sales. If the company failed to satisfy key contract obligations, its partners could terminate their agreements with, or present claims to, the company.
- Remedy is self-publishing its games based on fully owned IPs and is in this way taking more financing risk in game development. In case the self-published games are not successful and do not generate sufficient sales, Remedy carries the risk of the games not becoming profitable.
- Remedy's success depends significantly on its ability to hire, train, and retain skilled personnel. If the company fails in these areas, it will be unable to effectively conduct its business.
- Remedy's business is subject to economic, market, and geopolitical conditions, which are beyond its control. Possible significant fluctuations in currencies, especially USD exchange rate, could have effects on Remedy's profitability.

The above-mentioned risks might, if they materialize, have a significant negative impact on Remedy's business operations, result, financial position, outlook and share price.

Events after the end of the reporting period

Remedy received the following flagging notifications after the reporting period. Mariatorp Oy's total holding increased above the 5% threshold on July 7, 2026. Markus Mäki's total holding decreased below the 20% threshold on July 7, 2026. Accendo Capital SICAV RAIF's total holding decreased below the 15% threshold on July 7, 2026.

There haven't been any other significant events after the end of the review period.

Tables

Consolidated statement of comprehensive income

EUR thousand	4–6/2026	4–6/2025	1–6/2026	1–6/2025	1–12/2025
REVENUE	**10,157**	**16,915**	**23,299**	**30,313**	**59,510**
Development fees	6,353	7,396	14,542	18,146	32,947
Game sales and royalties	3,804	9,519	8,756	12,167	26,562
Other operating income	151	0	215	0	0
Materials and services	-1,604	-3,636	-2,832	-6,220	-12,240
Game development related materials and services	-1,151	-3,162	-2,058	-5,616	-10,471
Revenue related partner expenses	-452	-474	-773	-605	-1,769
Personnel expenses	-6,736	-6,429	-13,077	-12,465	-24,896
Depreciation, amortization and impairment	-1,551	-4,667	-3,452	-5,955	-26,206
Other operating expenses	-4,362	-2,643	-7,070	-4,838	-11,031
OPERATING PROFIT (LOSS)	**-3,946**	**-459**	**-2,916**	**835**	**-14,863**
Financial income	488	458	501	724	1,150
Financial expenses	-455	-559	-745	-1,020	-1,991
PROFIT (LOSS) BEFORE INCOME TAXES	**-3,912**	**-560**	**-3,160**	**539**	**-15,703**
Income taxes	668	-7	393	-516	2,673
PROFIT (LOSS) FOR THE FINANCIAL YEAR	**-3,244**	**-568**	**-2,768**	**23**	**-13,030**
OTHER COMPREHENSIVE INCOME (EXPENSE)					
Items that may be subsequently reclassified to profit or loss	0	0	0	0	0
Total other comprehensive income (expense) for the financial year	0	0	0	0	0
TOTAL COMPREHENSIVE INCOME (EXPENSE) FOR THE FINANCIAL YEAR	**-3,244**	**-568**	**-2,768**	**23**	**-13,030**
PROFIT (LOSS) FOR THE FINANCIAL YEAR ATTRIBUTABLE TO OWNERS OF THE COMPANY	**-3,244**	**-568**	**-2,768**	**23**	**-13,030**
EARNINGS PER SHARE					
Basic earnings per share, euro	-0.24	-0.04	-0.20	0.00	-0.96
Diluted earnings per share, euro	-0.24	-0.04	-0.20	0.00	-0.96

Consolidated statement of financial position

EUR thousand	June 30, 2026	June 30, 2025	December 31, 2025
ASSETS			
NON-CURRENT ASSETS			
Intangible assets	32,541	41,916	27,933
Tangible assets	2,020	2,919	2,369
Right-of-use assets	2,780	4,061	3,391
Non-current receivables	751	744	751
Deferred tax assets	8,759	5,071	8,308
TOTAL NON-CURRENT ASSETS	**46,852**	**54,711**	**42,752**
CURRENT ASSETS			
Trade and other receivables	8,635	15,211	15,402
Derivative financial instruments	0	21	0
Current financial assets	20,034	17,527	19,754
Cash and cash equivalents	9,562	10,029	9,641
TOTAL CURRENT ASSETS	**38,231**	**42,789**	**44,797**
TOTAL ASSETS	**85,082**	**97,500**	**87,548**

EUR thousand	June 30, 2026	June 30, 2025	December 31, 2025
EQUITY AND LIABILITIES			
EQUITY			
Share capital	80	80	80
Share premium	38	38	38
Invested non-restricted equity reserve	58,169	58,855	58,169
Retained earnings (losses)	-614	10,578	11,337
Profit (loss) for the financial year	-2,768	23	-13,030
TOTAL EQUITY	**54,905**	**69,573**	**56,594**
LIABILITIES			
NON-CURRENT LIABILITIES			
Convertible bonds	15,003	13,473	14,838
Lease liabilities	1,496	2,790	2,123
Accrued expenses	648	600	0
Deferred tax liabilities	199	181	196
TOTAL NON-CURRENT LIABILITIES	**17,346**	**17,044**	**17,157**
CURRENT LIABILITIES			
Lease liabilities	1,338	1,288	1,306
Trade and other payables	11,494	9,595	12,491
TOTAL CURRENT LIABILITIES	**12,831**	**10,883**	**13,797**
TOTAL LIABILITIES	**30,177**	**27,927**	**30,954**
TOTAL EQUITY AND LIABILITIES	**85,082**	**97,500**	**87,548**

Condensed consolidated statement of cash flow

EUR thousand	1–6/2026	1–6/2025	1–12/2025
Cash flow from operating activities	7,617	-3,482	4,513
Cash flow from investing activities*	-6,978	-6,661	-13,646
Cash flow from financing activities	-718	-824	-2,222
Liquid assets - opening balance	**9,641**	**20,996**	**20,996**
Change in liquid assets	-79	-10,967	-11,356
Liquid assets - closing balance	**9,562**	**10,029**	**9,641**

*Includes capitalized development costs in January-June 2026 EUR -6,716 (in January-June 2025 EUR -6,105) thousand.

Consolidated statement of changes in equity

Changes in shareholders' equity 1–6/2026	Share capital	Share premium	Invested non-restricted equity reserve	Retained earnings	SHARE-HOLDERS' EQUITY TOTAL
EUR thousand					
Balance January 1, 2026	**80**	**38**	**58,169**	**-1,693**	**56,594**
Comprehensive income					
Profit (Loss) for the financial year				-2,768	-2,768
Other comprehensive income					
Total comprehensive income				**-2,768**	**-2,768**
Transactions with owners of the company					
Share options granted				1,079	1,079
Total transactions with owners				**1,079**	**1,079**
BALANCE June 30, 2026	**80**	**38**	**58,169**	**-3,382**	**54,905**

Changes in shareholders' equity 1–6/2025	Share capital	Share premium	Invested non-restricted equity reserve	Retained earnings	SHARE-HOLDERS' EQUITY TOTAL
EUR thousand					
Balance January 1, 2025	**80**	**38**	**58,344**	**10,065**	**68,527**
Comprehensive income					
Profit (Loss) for the financial year				23	23
Other comprehensive income					
Total comprehensive income				**23**	**23**
Transactions with owners of the company					
Share options granted				1,223	1,223
Share issue and other share subscriptions			510		510
Purchase of option rights				-710	-710
Total transactions with owners			**510**	**513**	**1,023**
BALANCE June 30, 2025	**80**	**38**	**58,855**	**10,601**	**69,573**

Notes to the Half-Year Financial Report January–June 2026

Accounting policies applied in the Half-Year Financial Report

The Half-Year Financial Report has been prepared in accordance with IAS 34 'Interim Financial Reporting' while adhering to related IFRS standards applicable within the EU on June 30, 2026. The accounting policies of the Half-Year Financial Report are similar to the accounting policies applied in the Financial Statements according to IFRS for the period ended December 31, 2025. The disclosed figures have been rounded off from the accurate figures.

The information presented in this Half-Year Financial Report is unaudited.

Revenue breakdown per quarter

EUR thousand	4–6/2026	1–3/2026	10–12/2025	7–9/2025	4–6/2025
Development fees	6,353	8,189	8,687	6,115	7,396
Game sales and royalties	3,804	4,952	8,354	6,041	9,519
Total	**10,157**	**13,141**	**17,041**	**12,156**	**16,915**

Fair value measurement and hierarchy of financial instruments

Currently Remedy's financial assets and liabilities measured at fair value comprise of derivative assets and derivative liabilities and investments to equity funds.

June 30, 2026	Carrying amount	Fair value			
EUR thousand		Level 1	Level 2	Level 3	Total
Financial assets measured at fair value					
Investments to equity funds	20,034	20,034	-	-	20,034
	20,034	**20,034**	**-**	**-**	**20,034**
Financial liabilities not measured at fair value					
Convertible bonds	15,003	-	-	15,003	15,003
	15,003	**-**	**-**	**15,003**	**15,003**

December 31, 2025	Carrying amount	Fair value			
EUR thousand		Level 1	Level 2	Level 3	Total
Financial assets measured at fair value					
Investments to equity funds	19,754	19,754	-	-	19,754
	19,754	**19,754**	**-**	**-**	**19,754**
Financial liabilities not measured at fair value					
Convertible bonds	14,838	-	-	14,838	14,838
	14,838	**-**	**-**	**14,838**	**14,838**

Level 1: fair value is calculated on the basis of quoted prices (unadjusted) in active markets for identical assets or liabilities that Remedy can access at the measurement date.

Level 2: fair value is calculated on the basis of inputs other than quoted prices included in Level 1 that are observable for the asset or liability; either directly (i.e. as prices) or indirectly (i.e. derived from prices).

Level 3: fair value is calculated on the basis of inputs for the asset or liability that are not based on observable market data (unobservable inputs).

When measuring the fair value of an asset or a liability, Remedy uses observable market data as far as possible.

Changes in tangible assets

EUR thousand	Machinery and equipment		Other tangible assets		Total	
	2026	**2025**	**2026**	**2025**	**2026**	**2025**
Cost						
Balance January 1	10,059	9,550	1,988	1,988	12,048	11,538
Additions	328	318	0	0	328	318
Balance June 30	10,387	9,868	1,988	1,988	12,375	11,856
Accumulated depreciation and impairment						
Balance January 1	-7,708	-6,233	-1,971	-1,947	-9,679	-8,180
Depreciation	-662	-745	-15	-12	-676	-757
Balance June 30	-8,370	-6,978	-1,985	-1,959	-10,355	-8,937
Carrying amount on January 1	**2,351**	**3,316**	**17**	**41**	**2,369**	**3,357**
Carrying amount on June 30	**2,017**	**2,890**	**3**	**29**	**2,020**	**2,919**

Changes in intangible assets

EUR thousand	Capitalized development costs		Other intangible assets		Total	
	2026	2025	2026	2025	2026	2025
Cost						
Balance January 1	56,988	46,026	16,945	16,416	73,932	62,441
Additions	6,716	6,105	0	529	6,716	6,635
Balance June 30	63,704	52,131	16,945	16,945	80,648	69,076
Accumulated amortization and impairment						
Balance January 1	-36,819	-19,197	-9,181	-3,430	-45,999	-22,626
Amortization	-1,824	-3,491	-284	-1,042	-2,108	-4,533
Balance June 30	-38,643	-22,688	-9,464	-4,472	-48,107	-27,160
Carrying amount on January 1	**20,169**	**26,829**	**7,764**	**12,986**	**27,933**	**39,815**
Carrying amount on June 30	**25,061**	**29,443**	**7,480**	**12,473**	**32,541**	**41,916**

Calculation formulas used for the indicators

EBITDA: Operating profit (EBIT) + Depreciation, amortization and impairment
Operating profit (EBIT): Profit (loss) before taxes and financial items
Operating profit, % of revenue: Operating profit (EBIT) / revenue
Net cash: Cash in hand and banks + liquid investments* - interest-bearing liabilities
Net gearing, %: (Interest-bearing liabilities - cash in hand and at banks – liquid investments*) / shareholders' equity
Equity ratio, %: Shareholders' equity / (balance sheet total - advances received)
Capital Expenditures: Change in tangible and intangible assets added by depreciation of these assets

*Liquid investments include Remedy's liquid investments to equity funds. All of these investments are in cash, money market, or fixed income instruments.

Espoo, August 11, 2026
Remedy Entertainment Plc
Board of Directors