

REMEDY

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This is a translated version of "Control Resonantin julkaisu on sijoitustarinan käännekohta" report, published on 12/15/2025



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INDERES CORPORATE CUSTOMER
COMPANY REPORT



Release of Control Resonant marks turning point in investment story

We raise our target price for Remedy to EUR 19.0 (was 17.0 EUR) but because of the rise in the share price, we revise our recommendation to Accumulate (was Buy). The release of Control Resonant as early as 2026 came as a positive surprise compared to our expectations, and we have updated our assumption for the game's release to the end of Q2'26 (was H1'27). The upcoming Control sequel is a critical release for Remedy's investment case, and we are confident in its success. The initial reception of the game's trailer on various platforms also appears promising. We believe that the upcoming game release will support Remedy's shares over the next year, and we find the valuation otherwise still moderate relative to the company's long-term potential.

Control Resonant is Control's anticipated sequel

Remedy unveiled Control Resonant, the highly anticipated sequel to the company's Control game, at The Game Awards event on Thursday. The game's announcement trailer is available to watch [here](#). Control Resonant is an action RPG in which players control Dylan Faden in an open world set in Manhattan. According to Remedy, players can jump into the game even if they haven't played the original Control. The game will be released for PlayStation 5, Xbox series XIS, PC and Mac. Remedy will be the game's publisher, and Annapurna Pictures will co-finance and co-produce it, in line with the companies' previously announced strategic partnership.

Major changes to forecasts for the coming years due to game release timing

We are now waiting for the release of Control Resonant at the end of Q2'26 (was H1'27), which has significantly altered our revenue estimates for the coming years. Additionally, we had previously assumed that Annapurna's share of the game's sales would be outside of Remedy's income statement, but it appears that this share will also flow through Remedy. Thus, our revenue estimates

have increased accordingly, but Annapurna's share is reflected as an expense in the income statement as well. Our net assumption regarding Control Resonant's returns for Remedy over the first three years remains essentially unchanged. We now assume that Remedy will receive royalties from the Max Payne project only in 2027 (was Q4'26), even though the game may still be released in 2026. We estimate that Control Resonant will sell approximately 1.8 million copies in 2026 and approximately 2.2 million copies in 2027. Consequently, Remedy's revenue is projected to surpass 120 MEUR in 2026–2027, with EBITDA reaching slightly over 20 MEUR. Conditions for strong game sales are favorable, as the original Control has sold over 5 million copies and has additionally been played by over 20 million players 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 remains attractive. The long-term potential is indicated by the value of the baseline scenario of the DCF model (EUR 22.1). 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 1.7-1.6x and EV/EBITDA 10x), 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 Buy)

Target price:
EUR 19.00
(was EUR 17.00)

Share price:
EUR 16.50

Business risk



Valuation risk



	2024	2025e	2026e	2027e
Revenue	50.7	58.7	122.0	125.9
growth-%	49%	16%	108%	3%
EBIT adj.	-4.3	-15.5	5.8	6.5
EBIT-% adj.	-8.4 %	-26.4 %	4.7 %	5.2 %
Net Income	-3.6	-13.5	4.2	4.9
EPS (adj.)	-0.27	-0.99	0.31	0.36

P/E (adj.)	neg.	neg.	53.6	46.2
P/B	2.8	4.1	3.8	3.6
Dividend yield-%	0.0 %	0.0 %	0.0 %	0.0 %
EV/EBIT (adj.)	neg.	neg.	35.7	31.5
EV/EBITDA	65.9	19.7	10.1	10.1
EV/S	3.3	3.6	1.7	1.6

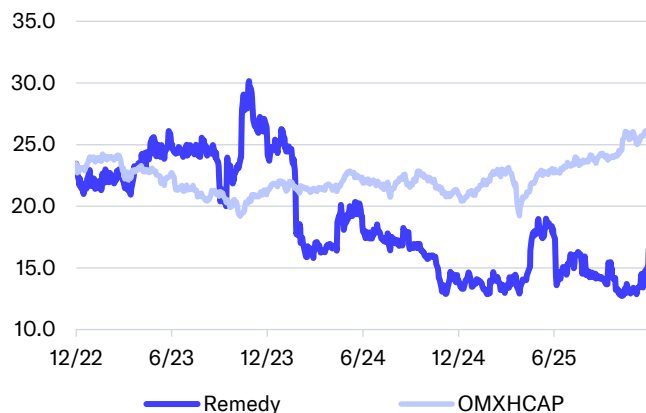
Source: Inderes

Guidance

(Unchanged)

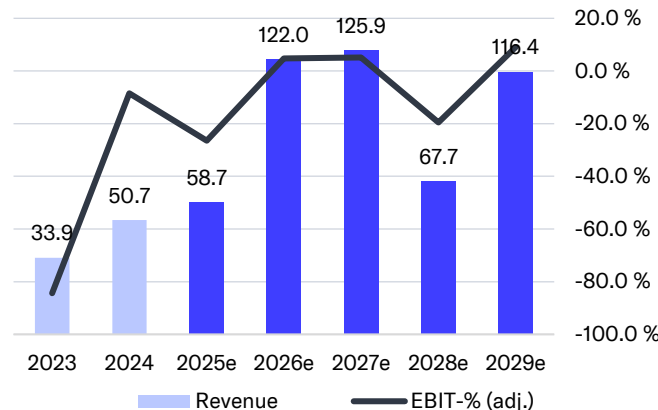
“Remedy now estimates that revenue will grow from the previous year and EBIT will be negative and decline from the previous year.”

Share price



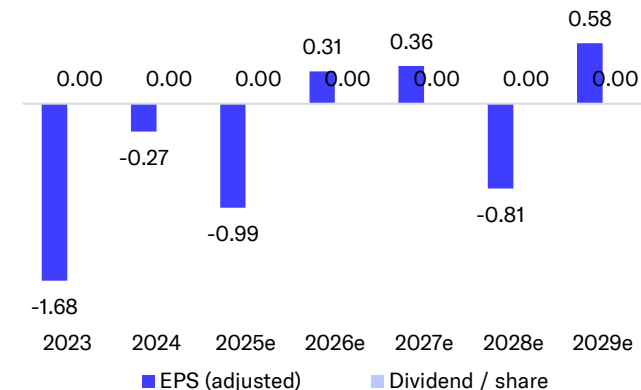
Source: Millstream Market Data AB

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	16.5	16.5	16.5
Number of shares, millions	13.6	13.7	13.8
Market cap	225	227	228
EV	209	206	206
P/E (adj.)	neg.	53.6	46.2
P/E	neg.	53.6	46.2
P/B	4.1	3.8	3.6
P/S	3.8	1.9	1.8
EV/Sales	3.6	1.7	1.6
EV/EBITDA	19.7	10.1	10.1
EV/EBIT (adj.)	neg.	35.7	31.5
Payout ratio (%)	0.0 %	0%	0.0 %
Dividend yield-%	0.0 %	0.0 %	0.0 %

Source: Inderes

Control Resonant's release in 2026 significantly altered forecasts for the coming years

Estimate revisions

- We are now waiting for the release of Control Resonant at the end of Q2'26 (was H1'27). We also consider it possible that the release will be scheduled for Q3, but we will update our assumptions once the schedule is confirmed.
- We had previously assumed that Annapurna's share of the game's sales would be outside of Remedy's income statement, but it appears that this share will also flow through Remedy. Thus, our revenue estimates have increased accordingly, but Annapurna's share is reflected as an expense in the income statement as well. Our net assumption regarding Control Resonant's returns for Remedy over the first three years remains essentially unchanged.
- We now assume that Remedy will receive royalties from the Max Payne project only in 2027 (was Q4'26), even though the game may still be released in 2026.
- We now estimate that a significant portion of the amortization of Control Resonant's capitalized development costs will occur in the game's release year. Our depreciation estimates for 2026 have thus clearly increased, which weighs on EBIT. At the EBITDA level, the 2026 earnings estimate increased significantly. By contrast, earnings forecasts for 2027 declined slightly due to changes in timing factors.
- We also added marketing expenses to our Q4'25 forecast.

Estimate revisions	2025e	2025e	Change	2026e	2026e	Change	2027e	2027e	Change
MEUR / EUR	Old	New	%	Old	New	%	Old	New	%
Revenue	58.7	58.7	0%	49.7	122	145%	96	126	31%
EBITDA	12.2	10.7	-12%	5.3	20.5	287%	25.0	20.4	-18%
EBIT (exc. NRIs)	-14.0	-15.5	-11%	0.6	5.8	866%	10.0	6.5	-35%
EBIT	-14.0	-15.5	-11%	0.6	5.8	866%	10.0	6.5	-35%
PTP	-14.7	-16.2	-10%	0.1	5.3	5240%	9.5	6.0	-37%
EPS (excl. NRIs)	-0.90	-0.99	-10%	0.01	0.31	5240%	0.56	0.36	-37%
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	50	50	40	30	30
Remedy's gross revenue	35	25	30	20.8	25.0	20.8	25.0	36.7	12.5	7.5
Distribution costs	8.6	6.2	7.4	5.1	6.2	5.1	6.2	9.0	3.1	1.8
Annapurna's share	10.7	8.7	8.8	6.3	7.5	6.3	7.5	11.0	3.8	2.3
Remedy's net revenue	24.3	16.3	21.2	14.6	17.5	14.6	17.5	25.7	8.8	5.3
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

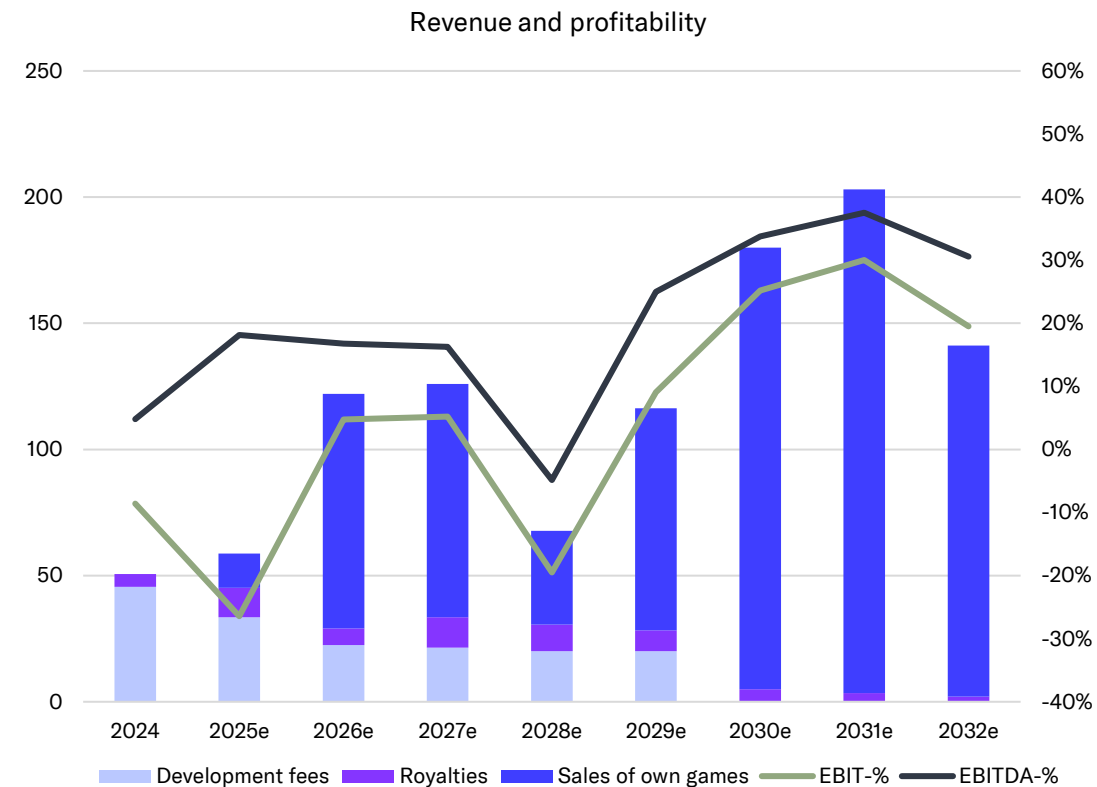
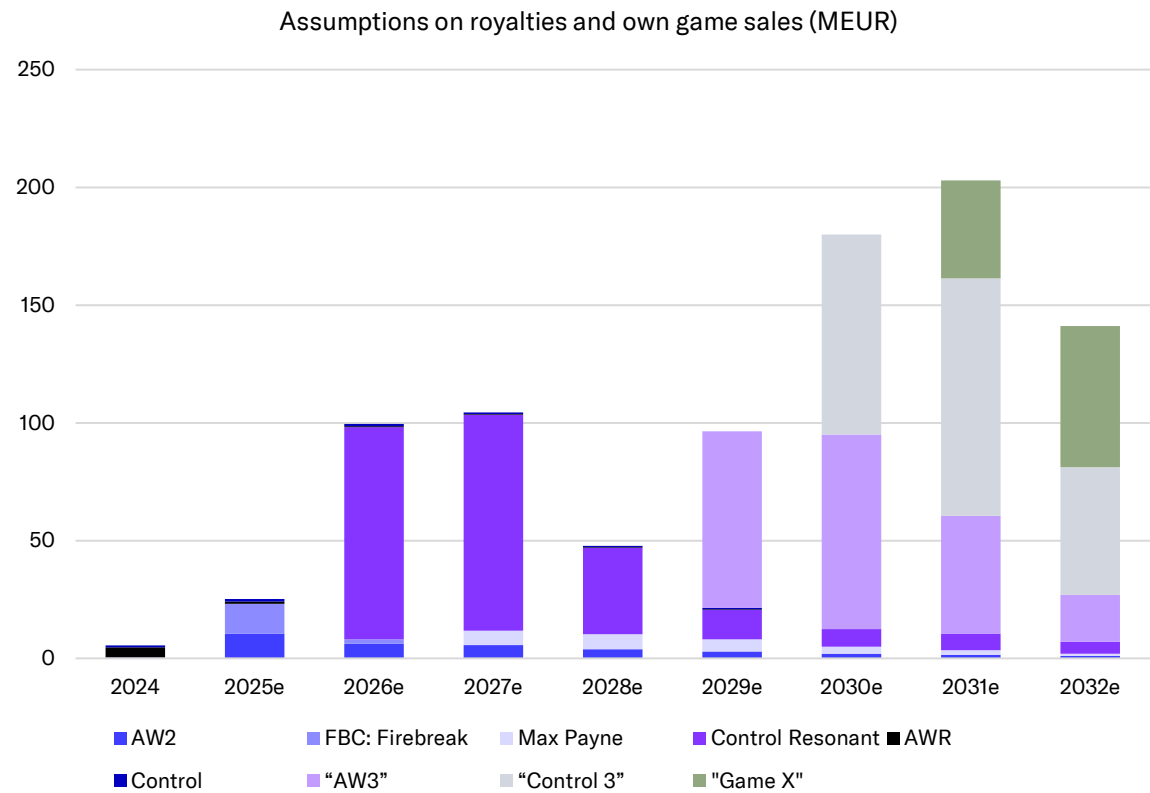
Max Payne 1&2 (subcontracting)	2027	2028	2029
Marketing budget 25 MEUR			
Production budget 60 MEUR			
Remedy's share of royalties 15%			
Sales volume (millions of copies)	3.2	1.5	1.2
Average price (€)	60	50	45

"Alan Wake 3" (self-publication)	2029	2030	2031
Marketing budget 20 MEUR			
Sales volume (millions of copies)	1.5	1.8	1.2
Average price (€)	60	55	50


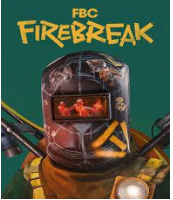

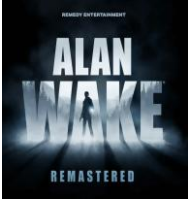









"Control 3" (self-publication)	2030	2031	2032
Marketing budget 20 MEUR			
Sales volume (millions of copies)	1.7	2.2	1.3
Average price (€)	60	55	50

- 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



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?			✓	✓	✓		
					 Rockstar Games		

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.

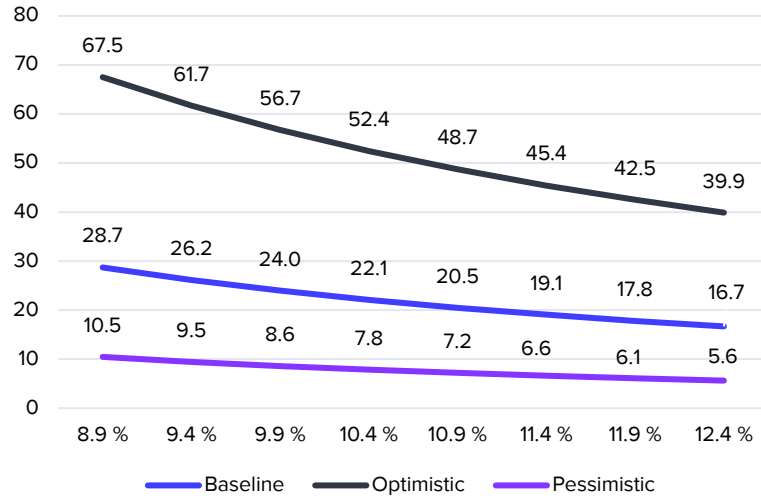
³ Remedy also provided some funding for Alan Wake 2 towards the end of production to ensure the game's high quality.

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

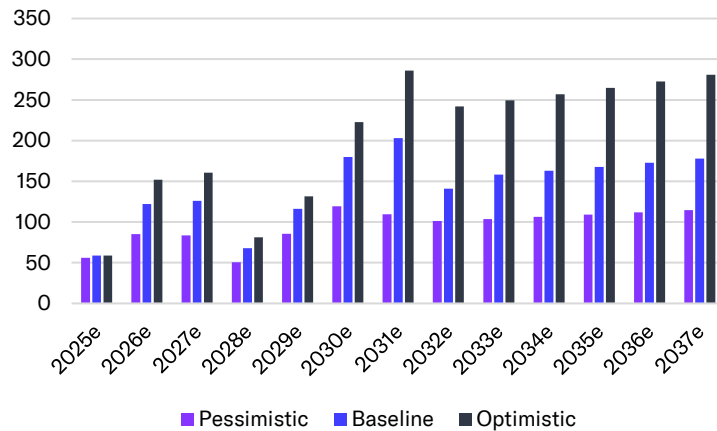
DCF value in different scenarios



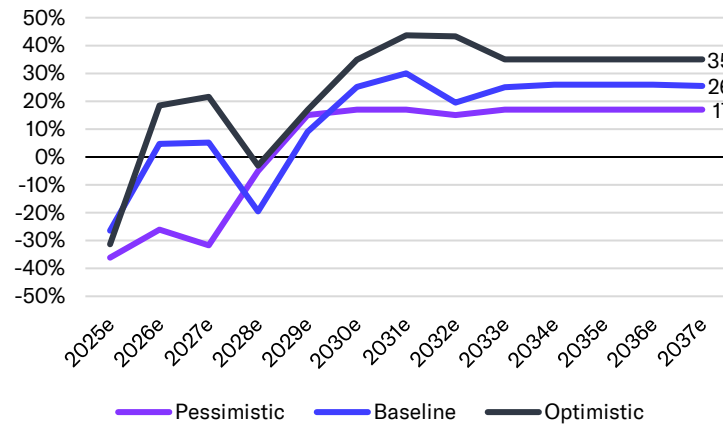
Underlying assumptions for the calculations:

- 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.

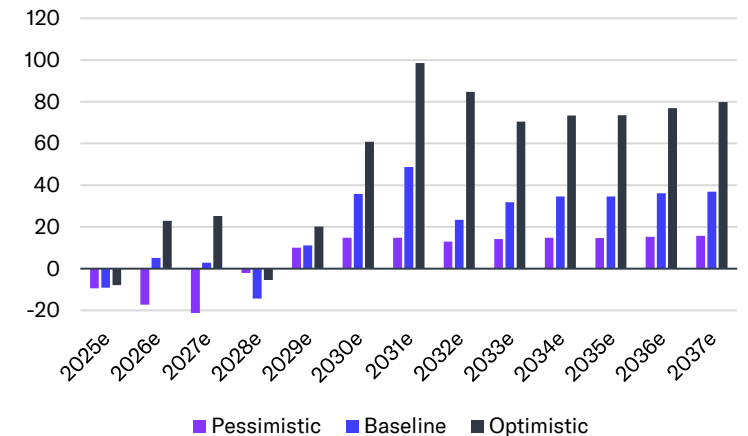
Revenue in different scenarios (MEUR)



EBIT % in different scenarios



Free cash flow in different scenarios (MEUR)



Gauging long-term potential

Share price in different scenarios

EV/EBIT 12x Revenue (MEUR)					
EBIT-%	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 Revenue (MEUR)					
EBIT-%	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 Revenue (MEUR)					
EBIT-%	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 Revenue (MEUR)					
EBIT-%	100	125	150	175	200
25%	5%	10%	14%	17%	20%
30%	9%	14%	18%	21%	24%
35%	12%	17%	21%	25%	28%
40%	15%	20%	24%	28%	31%

EV/EBIT 16x Revenue (MEUR)					
EBIT-%	100	125	150	175	200
25%	11%	16%	20%	24%	27%
30%	15%	20%	24%	28%	31%
35%	18%	24%	28%	32%	35%
40%	21%	27%	31%	35%	39%

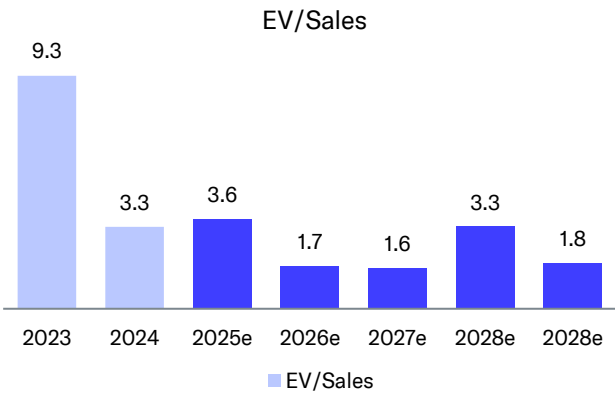
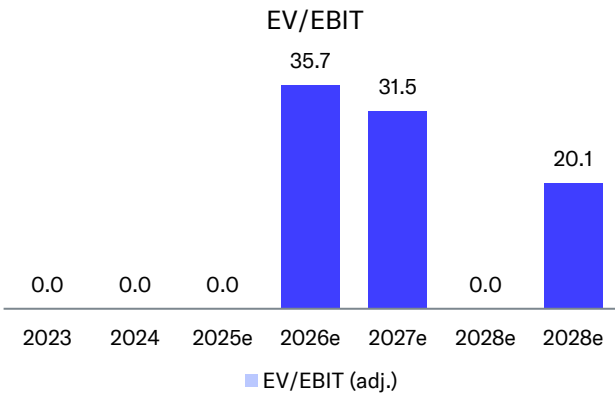
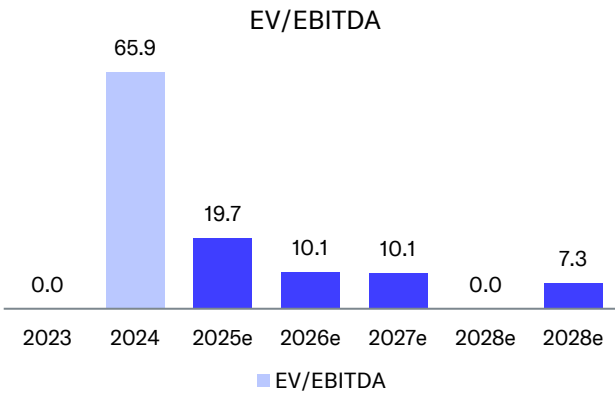
EV/EBIT 20x Revenue (MEUR)					
EBIT-%	100	125	150	175	200
25%	16%	21%	25%	29%	32%
30%	20%	25%	30%	34%	37%
35%	24%	29%	34%	38%	41%
40%	27%	32%	37%	41%	45%

- 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	16.5	16.5	16.5	16.5	16.5
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	225	227	228	230	245
EV	473	241	316	166	209	206	206	222	211
P/E (adj.)	59.0	neg.	neg.	neg.	neg.	53.6	46.2	neg.	28.7
P/E	59.0	neg.	neg.	neg.	neg.	53.6	46.2	neg.	28.7
P/B	6.0	3.3	5.1	2.8	4.1	3.8	3.6	4.3	3.2
P/S	11.8	6.7	10.1	3.8	3.8	1.9	1.8	3.4	2.1
EV/Sales	10.6	5.5	9.3	3.3	3.6	1.7	1.6	3.3	1.8
EV/EBITDA	32.8	>100	neg.	65.9	19.7	10.1	10.1	neg.	7.3
EV/EBIT (adj.)	41.5	neg.	neg.	neg.	neg.	35.7	31.5	neg.	20.1
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	202	176	17.9	18.4	8.8	21.3	1.7	1.6	2%	7%	10%	9%
Embracer	1221	893	2.7	5.5	1.6	1.9	0.4	0.5	-40%	-24%	14%	9%
Starbreeze	15	6		1.6	1.1	0.4	0.3	0.2	25%	12%	-22%	15%
CD Projekt	5852	5627	56.4	86.9	47.1	67.0	23.5	27.0	12%	-13%	42%	31%
Paradox Interactive	1579	1502	31.7	19.3	11.7	10.1	7.0	6.6	11%	7%	22%	34%
Playway	374	346	8.0	7.5	7.9	7.4	5.0	4.8	-7%	4%	63%	64%
11 Bit Studios	89	73	4.6	5.3	3.3	5.6	1.9	2.4	13%	-20%	42%	45%
Enad Global 7	106	104	91.1	10.0	4.6	2.3	0.7	0.5	-8%	30%	1%	5%
Thunderful Group	7	14				1.6	0.6	0.5	-13%	24%	-68%	-2%
Tinybuild	34	30			13.8	9.4	1.0	0.9	-2%	8%	-10%	-2%
CI Games	126	134		7.5	36.8	3.9	11.8	2.2	-42%	428%	-19%	30%
Electronic Arts	43407	43940	24.7	19.4	21.4	17.6	7.2	6.4	-5%	13%	29%	33%
Take-Two Interactive	38010	38808	72.8	59.4	58.5	46.6	8.1	7.1	6%	15%	11%	12%
Ubisoft	854	2277			3.0	3.5	1.2	1.3	-14%	-4%	-2%	-2%
Remedy (Inderes)	225	209	-13.5	35.7	19.7	10.1	3.6	1.7	16%	108%	-26%	5%
Average			34.4	21.9	16.9	14.2	5.0	4.4	-4%	35%	8%	20%
Median			24.7	10.0	8.8	6.5	1.8	1.9	-4%	8%	11%	13%
Diff-% to median			-155%	255%	123%	55%	98%	-12%				

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	126	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	92.4	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	20.4	-3.3
Depreciation	-11.7	-0.9	-0.9	-4.3	-0.8	-6.8	-1.3	-4.7	-17.1	-3.1	-26.2	-14.7	-13.9	-9.9
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	5.8	6.5	-13.2
EBIT	-28.6	-2.1	-3.2	2.4	-1.4	-4.3	1.3	-0.5	-16.4	0.1	-15.5	5.8	6.5	-13.2
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	5.3	6.0	-13.7
Taxes	4.9	0.0	0.7	-0.5	0.0	0.2	-0.5	0.0	3.2	0.0	2.7	-1.1	-1.1	2.5
Net earnings	-22.7	-2.0	-2.2	1.9	-1.3	-3.6	0.6	-0.6	-13.5	0.0	-13.5	4.2	4.9	-11.2
EPS (adj.)	-1.68	-0.15	-0.16	0.14	-0.09	-0.27	0.04	-0.04	-0.99	0.00	-0.99	0.31	0.36	-0.81
EPS (rep.)	-1.68	-0.15	-0.16	0.14	-0.09	-0.27	0.04	-0.04	-0.99	0.00	-0.99	0.31	0.36	-0.81

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 %	3.2 %	-46.2 %
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 %	16.2 %	-4.8 %
Adjusted EBIT-%	-84.4 %	-19.3 %	-31.0 %	13.4 %	-11.8 %	-8.4 %	9.7 %	-2.7 %	-135.1 %	0.5 %	-26.4 %	4.7 %	5.2 %	-19.5 %
Net earnings-%	-66.8 %	-18.5 %	-21.4 %	10.6 %	-10.9 %	-7.1 %	4.4 %	-3.4 %	-110.7 %	-0.1 %	-22.9 %	3.5 %	3.9 %	-16.6 %

Source: Inderes

Balance sheet

Assets	2023	2024	2025e	2026e	2027e
Non-current assets	35.8	45.1	51.4	40.9	35.3
Goodwill	0.0	0.0	0.0	0.0	0.0
Intangible assets	23.3	32.9	36.8	27.3	22.4
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	57.2	57.8
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	18.9
Cash and equivalents	30.4	41.1	31.7	36.4	38.9
Balance sheet total	79.3	99.3	84.1	97.4	98.1

Source: Inderes

Liabilities & equity	2023	2024	2025e	2026e	2027e
Equity	67.8	68.5	55.1	59.3	64.2
Share capital	0.1	0.1	0.1	0.1	0.1
Retained earnings	9.8	10.1	-3.4	0.8	5.8
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	17.8
Interest bearing debt	2.2	1.4	1.0	1.0	0.2
Payables	7.8	14.8	12.9	22.0	17.6
Other current liabilities	0.0	0.0	0.0	0.0	0.0
Balance sheet total	79.3	99.3	84.1	97.4	98.1

DCF-calculation

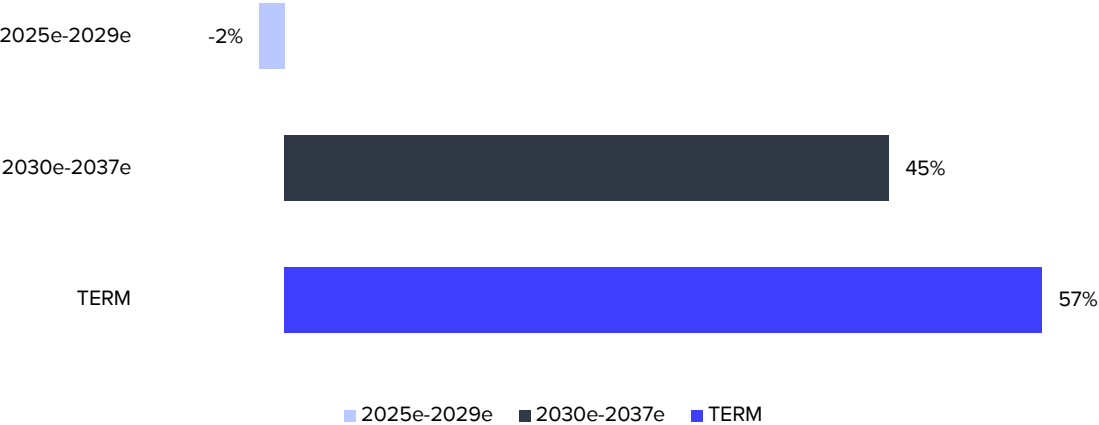
DCF model	2024	2025e	2026e	2027e	2028e	2029e	2030e	2031e	2032e	2033e	2034e	2035e	2036e	2037e	TERM
Revenue growth-%	49.3 %	15.9 %	107.9 %	3.2 %	-46.2 %	71.8 %	54.7 %	12.8 %	-30.5 %	12.0 %	3.0 %	3.0 %	3.0 %	3.0 %	3.0 %
EBIT-%	-8.4 %	-26.4 %	4.7 %	5.2 %	-19.5 %	9.0 %	25.2 %	30.0 %	19.5 %	25.0 %	26.0 %	26.0 %	26.0 %	25.5 %	25.5 %
EBIT (operating profit)	-4.3	-15.5	5.8	6.5	-13.2	10.5	45.4	60.9	27.5	39.5	42.3	43.6	44.9	45.4	
+ Depreciation	6.8	26.2	14.7	13.9	9.9	18.5	15.4	15.2	15.6	15.8	15.9	16.0	16.5	16.7	
- Paid taxes	-0.1	-0.3	-1.1	-1.1	2.5	-1.9	-8.1	-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	-2.5	0.6	-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	18.2	16.8	-0.3	26.1	50.8	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	5.2	2.8	-14.3	11.1	35.8	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	5.2	2.8	-14.3	11.1	35.8	48.7	23.4	31.9	34.5	34.6	36.2	36.8	
Discounted FCFF		-9.0	4.7	2.3	-10.6	7.4	21.7	26.8	11.7	14.4	14.1	12.8	12.2	11.2	157
Sum of FCFF present value		277	286	281	279	289	282	260	233	222	207	193	180	168	157
Enterprise value DCF		277													
- Interest bearing debt		-15.8													
+ Cash and cash equivalents		41.1													
-Minorities		0.0													
-Dividend/capital return		0.0													
Equity value DCF		302													
Equity value DCF per share		22.1													

WACC

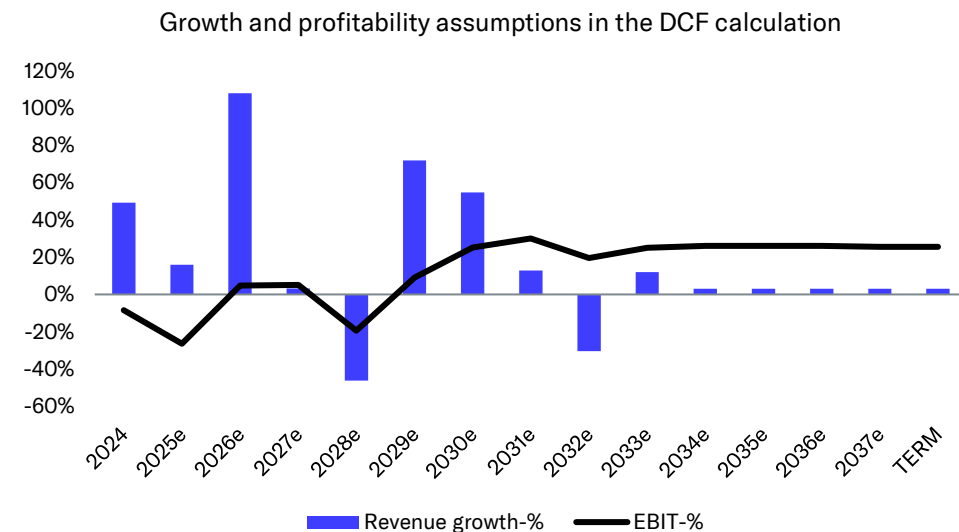
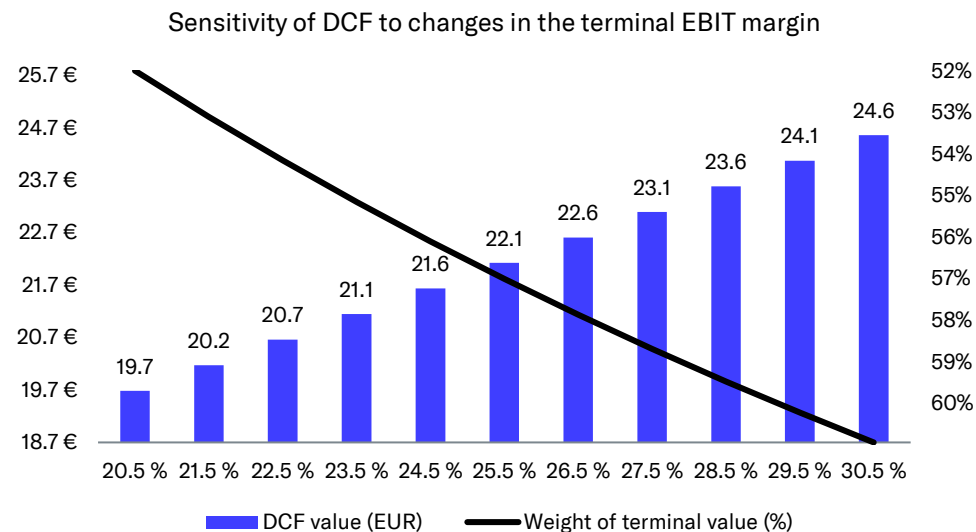
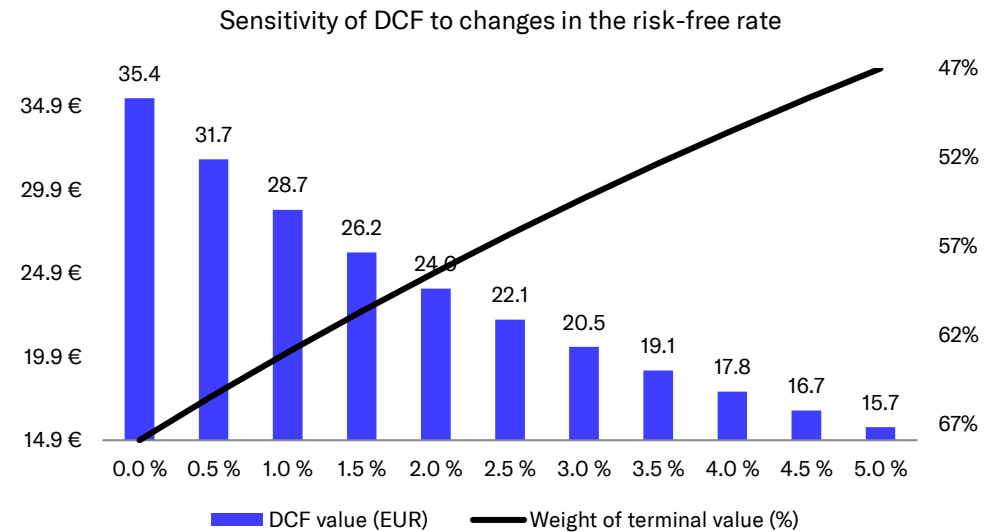
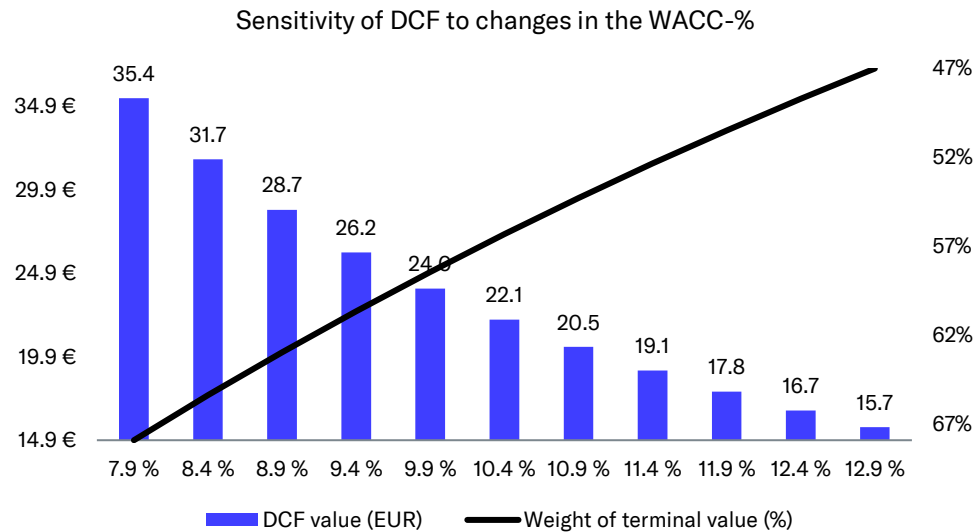
Tax-% (WACC)	20.0 %
Target debt ratio (D/(D+E))	0.0 %
Cost of debt	5.0 %
Equity Beta	1.30
Market risk premium	4.75%
Liquidity premium	1.70%
Risk free interest rate	2.5 %
Cost of equity	10.4 %
Weighted average cost of capital (WACC)	10.4 %

Source: Inderes

Cash flow distribution



DCF sensitivity calculations and key assumptions in graphs



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	Per share data	2022	2023	2024	2025e	2026e
Revenue	43.6	33.9	50.7	58.7	122.0	EPS (reported)	-0.13	-1.68	-0.27	-0.99	0.31
EBITDA	1.9	-17.0	2.5	10.7	20.5	EPS (adj.)	-0.13	-1.68	-0.27	-0.99	0.31
EBIT	-0.6	-28.6	-4.3	-15.5	5.8	OCF / share	0.51	-1.40	1.50	0.29	1.32
PTP	-1.2	-27.5	-3.8	-16.2	5.3	OFCF / share	-0.29	-2.15	-0.10	-0.66	0.38
Net Income	-1.7	-22.7	-3.6	-13.5	4.2	Book value / share	6.57	5.02	5.06	4.04	4.32
Extraordinary items	0.0	0.0	0.0	0.0	0.0	Dividend / share	0.10	0.00	0.00	0.00	0.00
Balance sheet	2022	2023	2024	2025e	2026e	Growth and profitability	2022	2023	2024	2025e	2026e
Balance sheet total	99.6	79.3	99.3	84.1	97.4	Revenue growth-%	-3%	-22%	49%	16%	108%
Equity capital	88.4	67.8	68.5	55.1	59.3	EBITDA growth-%	-87%	-990%	-115%	324%	92%
Goodwill	0.0	0.0	0.0	0.0	0.0	EBIT (adj.) growth-%	-105%	4985%	-85%	262%	-137%
Net debt	-52.9	-26.8	-25.3	-15.7	-20.4	EPS (adj.) growth-%	-119%	1209%	-84%	271%	-131%
Cash flow	2022	2023	2024	2025e	2026e	EBITDA-%	4.4 %	-50.0 %	5.0 %	18.2 %	16.8 %
EBITDA	1.9	-17.0	2.5	10.7	20.5	EBIT (adj.)-%	-1.3 %	-84.4 %	-8.4 %	-26.4 %	4.7 %
Change in working capital	5.6	-2.1	17.8	-6.3	-1.1	EBIT-%	-1.3 %	-84.4 %	-8.4 %	-26.4 %	4.7 %
Operating cash flow	6.8	-18.9	20.3	3.9	18.2	ROE-%	-2.0 %	-29.0 %	-5.3 %	-21.8 %	7.4 %
CAPEX	-10.8	-10.1	-26.6	-13.0	-13.0	ROI-%	-0.6 %	-35.2 %	-5.5 %	-20.0 %	7.9 %
Free cash flow	-4.0	-29.0	-1.3	-9.1	5.2	Equity ratio	88.8 %	85.5 %	70.9 %	65.5 %	60.9 %
Valuation multiples	2022	2023	2024	2025e	2026e	Gearing	-59.8 %	-39.5 %	-36.9 %	-28.4 %	-34.4 %
EV/S	5.5	9.3	3.3	3.6	1.7						
EV/EBITDA	>100	neg.	65.9	19.7	10.1						
EV/EBIT (adj.)	neg.	neg.	neg.	neg.	35.7						
P/E (adj.)	neg.	neg.	neg.	neg.	53.6						
P/B	3.3	5.1	2.8	4.1	3.8						
Dividend-%	0.5 %	0.0 %	0.0 %	0.0 %	0.0 %						

Source: Inderes

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

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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 €



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