# Remedy

**Company report** 

10/27/2023



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✓ Inderes corporate customer



## Alan Wake 2 strikes gold with critic reviews

The critic reviews for Alan Wake 2 released on Thursday were very positive and suggest AW2 is shaping up to be Remedy's best game yet. High review scores will almost certainly boost sales of a game right from the get-go, and a very high quality product is likely to sell well for many years after release. We have raised our expectations for AW2's royalties and as a result we expect the company to deliver a strong result as early as next year. A quality game release strengthens Remedy's long-term prospects in many ways, while the positive momentum around AW2 also creates a clear short-term driver for the stock. We raise Remedy's recommendation to Accumulate (was Reduce) and the target price to EUR 30.0 (was 24.0 EUR).

#### Alan Wake 2 is Remedy's best game yet in terms of critic scores

Based on reviews received by Thursday evening, Alan Wake 2 had a Metacritic rating of 92/100 on PC (24 reviews) and 88/100 on PS5 (34 reviews). The OpenCritic score out of 46 reviews was 89/100. These figures are indicative of a top-quality game, as only a handful of games get a 90+ Metascore score each year. Of Remedy's previous games, Control scored 84/100 across platforms and the original Alan Wake scored 83/100, and even these games were already dubbed critical successes.

#### Long-term outlook strengthens

With the success of Alan Wake 2, Remedy now owns two quality game brands (Control and Alan Wake) that will allow the company to develop new games and additional content in the future. A ready-made fan base for games significantly lowers the risks associated with publishing, while simultaneously scaling game development by not having to develop, e.g., all the characters, stories and worlds from scratch. The release of a top-quality game will also further strengthen Remedy's reputation, which may help encourage new players to try the company's next game releases. At the same time, AW2 is an excellent reference for publishing partners and strengthens Remedy's position as a potential acquisition target. The financial success of the game will also strengthen Remedy's ability to publish some of its future game projects if it wishes to do so.

#### Increased royalty assumptions flow in practice directly into earnings

We raised our expectations for AW2 sales and expect the game to sell well over 5 million copies by the end of 2025. In addition, royalty projections went up on the increased assumptions on the average selling price of the game for the coming years. We now expect the game to sell strongly in the coming years, driven by the critical acclaim, even without significant discount campaigns. We now forecast Remedy's revenue to grow 111% next year to EUR 75.5 million (previously 55.1 MEUR) and EBIT to jump to EUR 22.5 million (previously 2.4 MEUR).

## Alan Wake 2's success supports share valuation

With our updated estimates, Alan Wake 2 will bring in significantly more royalties than we previously expected for Remedy next year. As a result, the previously very high short-term valuation is already supported by earnings multiples (2024e EV/EBIT 14x). In our forecast, royalties from other gaming projects under development are increasingly concentrated in the years 2026-2027. With our forecasts expecting successful game releases, the EV/EBIT multiples (12x) look reasonable, and the EV/EBITDA multiples (around 8x) look moderate. On top of this, the investor gets an option on hit games that perform better than our estimates, although the uncertainty associated with multiplayer projects partly pushes the risk/return ratio in the other direction. Alan Wake 2 may still have surprise upside potential in a good scenario, but naturally there are a lot of variables around game sales at this point.

#### Recommendation

Accumulate

(previous Reduce)

**EUR 30.00** 

(previous EUR 24.00)

Share price: 27.00



#### **Key figures**

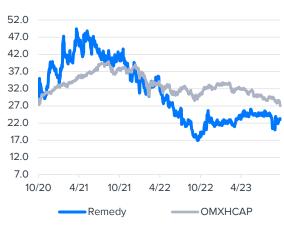
	2022	<b>2023</b> e	<b>2024</b> e	<b>2025</b> e
Revenue	43.6	35.7	75.5	68.1
growth-%	-3%	-18%	111%	-10%
EBIT adj.	-0.6	-14.3	22.5	11.6
EBIT-% adj.	-1.3 %	-40.0 %	29.9 %	17.0 %
Net Income	-1.7	-11.5	17.9	9.2
EPS (adj.)	-0.13	-0.85	1.32	0.67
P/E (adj.)	neg.	neg.	20.4	40.2
P/B	3.3	4.8	4.0	3.7
Dividend yield-%	0.5 %	0.4 %	0.4 %	0.4 %
EV/EBIT (adj.)	neg.	neg.	14.4	27.4
EV/EBITDA	>100	neg.	11.6	17.3
EV/S	5.5	9.4	4.3	4.7

Source: Inderes

#### Guidance (Unchanged)

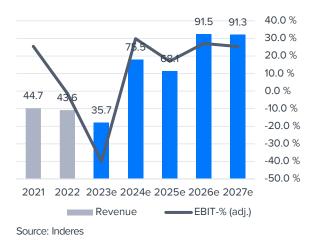
"Remedy expects its revenue to decline from the previous year and its operating result to be negative."

#### **Share price**



Source: Millistream Market Data AB

#### **Revenue and EBIT-%**



#### **EPS** and dividend



## M

## Value drivers

- Alan Wake 2's strong sales boosted by top reviews
- Attractive position in value chain considering industry trends and consolidation
- 4 major game projects are being developed with strong partners
- Multi-project model creates continuity and disperses risks
- Strong track record of developing successful games
- Own game engine and game development tools create scalability and a competitive advantage



## **Risk factors**

- Commercial failure of upcoming games
- Game projects being delayed
- Dependency on publishing partners
- Fierce competition for top talent in the gaming industry
- Technology and market trends

Valuation	<b>2023</b> e	2024e	<b>2025</b> e
Share price	27.0	27.0	27.0
Number of shares, millions	13.5	13.6	13.7
Market cap	364	366	369
EV	334	325	317
P/E (adj.)	neg.	20.4	40.2
P/E	neg.	20.4	40.2
P/B	4.8	4.0	3.7
P/S	10.2	4.9	5.4
EV/Sales	9.4	4.3	4.7
EV/EBITDA	neg.	11.6	17.3
EV/EBIT (adj.)	neg.	14.4	27.4
Payout ratio (%)	neg.	8%	14.9 %
Dividend yield-%	0.4 %	0.4 %	0.4 %

## Increased royalty assumptions flow in practice directly into earnings

- We now assume that the average selling price of the AW2 next year will be EUR 55 (was EUR 40-50) and in 2025 EUR 45 (was EUR 40).
- We now expect the game to cumulatively sell 5.6 million copies by the end of 2025 (was 4.6 million).
- We increased our assumption for the game's production and marketing budget to EUR 70 million (was 66 MEUR)
- With our revised estimates, Remedy will start earning royalties from the game from Q1'24 onwards (was Q2'24)

Estimate revisions	<b>2023</b> e	<b>2023</b> e	Change	2024e	2024e	Change	2025e	2025e	Change
MEUR / EUR	Old	New	%	Old	New	%	Old	New	%
Revenue	35.7	35.7	0%	55.1	75.5	37%	63.1	68.1	8%
EBITDA	-11.0	-11.0	0%	7.9	28.1	253%	13.8	18.3	33%
EBIT (exc. NRIs)	-14.3	-14.3	0%	2.4	22.5	830%	7.1	11.6	64%
EBIT	-14.3	-14.3	0%	2.4	22.5	830%	7.1	11.6	64%
PTP	-13.9	-13.9	0%	2.3	22.4	866%	7.0	11.5	65%
EPS (excl. NRIs)	-0.85	-0.85	0%	0.14	1.32	866%	0.41	0.67	65%
DPS	0.10	0.10	0%	0.10	0.10	0%	0.10	0.10	0%

## Strategy in light of game projects

**\$** =low revenue

**\$\$** =medium revenue

**\$\$\$** =considerable revenue

	2021	2022	2023	2024	2025	2026	2027
0	Development fees	Development fees	Possible s	mall royalty stream from Cr	ossfire HD		
Crossfire	\$\$\$	\$	-/\$	-/\$	-/\$		
	Royalties	Royalties	Royalties	Royalties	Royalties		
Control	<b>\$\$\$</b>	\$\$	\$	\$	\$		
Epic projects	Development fees and AWR release	Development fees	Alan Wake 2 release	Royalties	Royalties	Royalties	Royalties
Lpic projects	\$\$\$	\$\$\$	\$\$\$	\$\$\$	\$\$\$	\$\$\$	\$\$
Vanguard	Release and development contract with Tencent	Development fees	Development fees	Development fees	Development fees	Release in H2	Royalties
vangaara	\$\$\$	\$\$	\$\$	\$\$	\$\$/\$\$\$	\$\$/\$\$\$	\$\$\$
	Development fees	Development fees	Development fees	Development fees	Release in H1	Royalties	Royalties
Condor	\$	<b>\$\$</b>	\$/\$\$	<b>\$\$</b>	<b>\$\$\$</b>	<b>\$\$\$</b>	<b>\$\$\$</b>
		Release contract	Development fees	Development fees	Development fees	Release in H1	Royalties
Control 2	Conceptualization	<b>\$\$</b>	<b>\$\$</b>	<b>\$\$\$</b>	\$\$/\$\$\$	<b>\$\$\$</b>	<b>\$\$\$</b>
		Release contract	Development fees	Development fees	Development fees	Development fees	Release in H1
Max Payne		<b>\$\$</b>	<b>\$\$</b>	<b>\$\$\$</b>	<b>\$\$\$</b>	<b>\$\$\$</b>	<b>\$\$\$</b>
Next game					Development fees	Development fees	Development fees
projects					\$/\$\$	\$\$/\$\$\$	\$\$/\$\$\$

## Underlying assumptions for revenue estimates





AW2 assumptions in the estimate model												
	Q3'23e	Q4'23e	Q1'24e	<b>Q2'24</b> e	Q3'24e	Q4'24e	Q1'25e	<b>Q2'25</b> e	Q3'25e	Q4'25e		
Average price (€) Sales volume (millions of	60	55	55	55	55	55	45	45	45	45		
copies)	0.30	1.60	0.60	0.60	0.52	0.65	0.40	0.35	0.30	0.30		
Project income (MEUR)	11	55	21	21	18	22	11	10	8	8		
Remedy's royalties (MEUR)	0	0	8.5	10.4	9.0	11.2	5.6	4.9	4.2	4.2		
Cumulative copies sold (million)	0.3	1.9	2.5	3.1	3.6	4.3	4.7	5.0	5.3	5.6		
Cumulative project income (million EUR)	11	66	87	108	126	148	159	169	178	186		
Remedy's cumulative royalties ( MEUR)		0	8.5	18.8	27.8	39.1	44.7	49.6	53.8	58.0		

Underlying assumptions for the calculation

- Value added tax 20%
- Distribution cost 25%
- Budget (production+marketing) 70 MEUR

→ AW2 needs to sell around 2 million copies under these assumptions to cover the production and marketing costs funded by Epic and to start generating royalties for Remedy.

## Remedy's game projects and partners







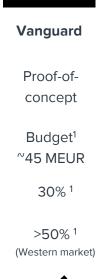
•	Control	Condor	Control 2
R	eleased Q3'19	Proof-of- concept	Proof-of- concept
	Budget O MEUR	Budget ~25 MEUR	Budget ~50 MEUR
Remedy's share of the budget:	45%	50%	50%
Remedy's share of net sales:	45%	50%	50%
Recoup <sup>2</sup> before the royalties to Remedy?			





Alan Wake Remastered	Alan Wake II
Released Q4'21	Release 10/27/2023
Budget <sup>1</sup> ~7 MEUR	Budget <sup>1</sup> ~50 MEUR
C	)% 3
5	0%
<b>✓</b>	<b>~</b>







Max Payne
1&2 remake
Proof-ofconcept
Budget¹
~45 MEUR
0%
20-30% ¹











<sup>&</sup>lt;sup>2</sup>The production and marketing budget financed by the distributor must be recouped in whole or in part before royalties accrue to Remedy

<sup>&</sup>lt;sup>3</sup> Remedy also provided some funding for Alan Wake 2 towards the end of production to ensure the game's high quality.

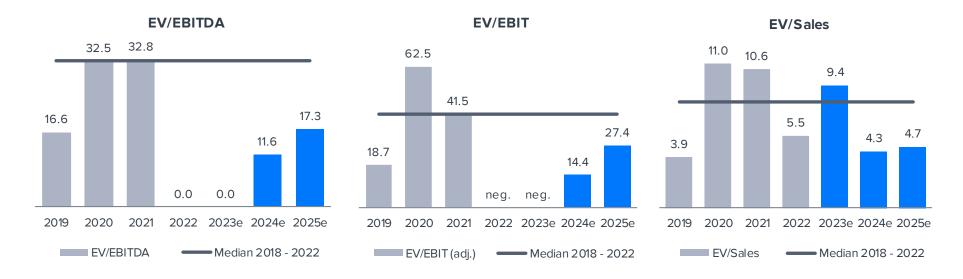
## **Gauging Remedy's long-term potential**

#### **Share price in different Annual return 2027 Annual return 2028** scenarios EV/EBIT 12x EV/EBIT 12x EV/EBIT 12x Revenue (MEUR) Revenue (MEUR) Revenue (MEUR) EBIT-% 100 125 150 175 200 EBIT-% 100 125 150 175 200 EBIT-% 100 125 150 175 200 25% 25.0 30.4 35.7 41.1 46.4 25% -2% 3% 7% 11% 14% 25% -1% 2% 6% 8% 11% 29.3 35.7 42.1 2% 12% 30% 48.6 55.0 30% 7% 11% 15% 19% 30% 2% 6% 9% 15% 35% 33.6 41.1 48.6 63.6 35% 5% 11% 15% 35% 4% 8% 15% 18% 56.1 19% 23% 12% 40% 37.9 46.4 55.0 63.6 72.1 40% 8% 14% 19% 23% 26% 40% 7% 11% 15% 18% 21% EV/EBIT 16x EV/EBIT 16x EV/EBIT 16x Revenue (MEUR) Revenue (MEUR) Revenue (MEUR) EBIT-% 100 125 150 175 200 EBIT-% 100 125 150 175 200 EBIT-% 100 125 150 175 200 25% 32.1 39.3 46.4 53.6 60.7 25% 4% 9% 14% 18% 21% 25% 3% 8% 11% 14% 17% 30% 37.9 46.4 55.0 63.6 72.1 30% 8% 14% 19% 23% 26% 30% 7% 11% 15% 18% 21% 35% 43.6 53.6 63.6 73.6 83.6 35% 12% 18% 23% 27% 31% 35% 10% 14% 18% 21% 24% 40% 49.3 60.7 72.1 83.6 95.0 40% 15% 21% 26% 31% 35% 40% 12% 17% 21% 24% 27% EV/EBIT 20x EV/EBIT 20x EV/EBIT 20x Revenue (MEUR) Revenue (MEUR) Revenue (MEUR) EBIT-% EBIT-% 100 125 150 175 200 EBIT-% 100 125 150 175 200 100 125 150 175 200 25% 39.3 48.2 57.1 66.1 75.0 25% 9% 15% 20% 24% 28% 25% 8% 12% 16% 19% 22% 30% 46.4 57.1 67.9 78.6 89.3 30% 14% 20% 25% 29% 33% 30% 11% 16% 19% 23% 26% 35% 53.6 66.1 78.6 91.1 103.6 35% 18% 24% 29% 34% 38% 35% 14% 19% 23% 26% 30% 40% 60.7 75.0 89.3 117.9 40% 21% 33% 40% 22% 26% 30% 33% 103.6 28% 38% 42% 17%

- The scenarios aim to illustrate the expected return on Remedy's share if the company achieves a revenue of EUR 100-200 million with an EBIT margin of 25-40% in 2027-2028.
- With the success of the company's current game projects, we believe revenue and profitability have the potential to reach these levels.
- The scenarios assume Remedy's net cash to be EUR 50 million (not fully accounting for future cash flows) and number of shares to be 14 million (accounting for the dilution of stock option schemes).
- 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	2019	2020	2021	2022	<b>2023</b> e	2024e	<b>2025</b> e	2026e
Share price	11.5	39.0	39.7	21.9	27.0	27.0	27.0	27.0
Number of shares, millions	12.1	12.1	13.1	13.4	13.5	13.6	13.7	13.8
Market cap	138	471	528	294	364	366	369	371
EV	122	453	473	241	334	325	317	298
P/E (adj.)	26.4	87.0	59.0	neg.	neg.	20.4	40.2	18.8
P/E	26.4	87.0	59.0	neg.	neg.	20.4	40.2	18.8
P/B	5.2	13.0	6.0	3.3	4.8	4.0	3.7	3.1
P/S	4.4	11.5	11.8	6.7	10.2	4.9	5.4	4.1
EV/Sales	3.9	11.0	10.6	5.5	9.4	4.3	4.7	3.3
EV/EBITDA	16.6	32.5	32.8	>100	neg.	11.6	17.3	8.1
EV/EBIT (adj.)	18.7	62.5	41.5	neg.	neg.	14.4	27.4	12.0
Payout ratio (%)	25.4 %	36.2 %	25.7 %	neg.	neg.	7.6 %	14.9 %	13.9 %
Dividend yield-%	1.0 %	0.4 %	0.4 %	0.5 %	0.4 %	0.4 %	0.4 %	0.7 %



## Peer group valuation

Peer group valuation	Market cap	EV	EV/	EBIT	EV/E	BITDA	EV	<b>//S</b>	Lv:n ka	asvu-%	EBI	<b>T-</b> %
Company	MEUR	MEUR	2023e	2024e	2023e	2024e	2023e	2024e	2023e	2024e	2023e	2024e
Frontier Developments	113	103			3.7	5.6	0.9	0.8	-9%	3%	-5%	-12%
Embracer	1944	3515	7.3	6.8	4.6	4.0	1.1	1.0	129%	16%	15%	14%
Starbreeze	44	5	0.2		0.1	0.4	0.1	0.3	380%	-56%	60%	-7%
CD Projekt	2358	2204	23.7	41.2	17.3	28.3	9.0	12.6	21%	-28%	38%	31%
Paradox Interactive	1695	1634	20.4	17.2	11.3	9.2	7.6	6.6	29%	14%	37%	39%
Team17	443	397	8.2	7.4	6.9	6.4	2.4	2.3	7%	7%	30%	31%
Playway	533	483	9.4	8.2	9.4	8.2	5.9	5.1	33%	15%	62%	62%
11 Bit Studios	338	325	63.8	7.3	48.8	6.1	13.3	4.3	48%	208%	21%	59%
Enad Global 7	136	101	2.6	3.3	2.2	2.4	0.6	0.6	19%	0%	21%	17%
Thunderful Group	36	79	6.2	4.5	2.5	2.2	0.3	0.3	4%	4%	5%	6%
Tinybuild	19	7	2.3	2.3	1.4	1.2	0.1	0.1	-27%	6%	6%	6%
CI Games	130	141	4.9	14.0	3.0	8.5	2.3	5.1	354%	-55%	48%	37%
Electronic Arts	32172	31509	16.2	15.3	14.0	13.0	4.7	4.4	-5%	6%	29%	29%
Take-Two Interactive	21989	23699	30.6	32.8	27.2	27.6	4.8	4.6	52%	6%	16%	14%
Ubisoft	3300	4273		12.7	5.2	4.9	2.2	2.0	-9%	8%	-21%	16%
Remedy (Inderes)	364	334	-23.4	14.4	-30.3	11.6	9.4	4.3	-18%	111%	-40%	30%
Average			15.1	13.3	10.5	8.5	3.7	3.3	64%	10%	23%	21%
Median			8.2	8.2	5.2	6.1	2.3	2.3	20%	6%	21%	<b>17</b> %
Diff-% to median			-	<b>75</b> %	-	91%	301%	<b>89</b> %				

Source: Refinitiv / Inderes

## **Income statement**

Income statement	2021	Q1'22	Q2'22	Q3'22	Q4'22	2022	Q1'23	Q2'23	Q3'23e	Q4'23e	<b>2023</b> e	2024e	<b>2025</b> e	2026e
Revenue	44.7	12.7	9.4	7.9	13.6	43.6	6.9	8.9	9.7	10.2	35.7	75.5	68.1	91.5
Development fees	35.8	11.6	7.4	7.5	12.6	39.1	6.4	7.9	9.0	8.8	32.2	34.8	40.0	35.0
Royalties	8.9	1.0	2.0	0.4	1.1	4.5	0.5	1.0	0.7	1.4	3.5	40.7	28.1	56.5
EBITDA	14.5	3.3	-1.8	-2.4	2.8	1.9	-4.9	-4.0	-1.2	-0.9	-11.0	28.1	18.3	37.0
Depreciation	-3.0	-0.6	-0.6	-0.6	-0.7	-2.5	-0.7	-0.8	-0.8	-1.1	-3.3	-5.5	-6.7	-12.2
EBIT (excl. NRI)	11.4	2.8	-2.4	-3.0	2.1	-0.6	-5.6	-4.8	-2.0	-2.0	-14.3	22.5	11.6	24.8
EBIT	11.4	2.8	-2.4	-3.0	2.1	-0.6	-5.6	-4.8	-2.0	-2.0	-14.3	22.5	11.6	24.8
Net financial items	-0.1	-0.1	-0.5	-0.1	0.1	-0.6	0.0	0.4	0.0	0.0	0.4	-0.1	-0.1	-0.1
PTP	11.3	2.7	-2.9	-3.2	2.2	-1.2	-5.6	-4.4	-2.0	-2.0	-13.9	22.4	11.5	24.7
Taxes	-2.5	-0.5	0.2	0.5	-0.7	-0.5	0.0	1.7	0.4	0.4	2.5	-4.5	-2.3	-4.9
Net earnings	8.8	2.2	-2.7	-2.7	1.5	-1.7	-5.6	-2.7	-1.6	-1.6	-11.5	17.9	9.2	19.8
EPS (adj.)	0.67	0.16	-0.20	-0.20	0.11	-0.13	-0.42	-0.20	-0.12	-0.12	-0.85	1.32	0.67	1.44
EPS (rep.)	0.67	0.16	-0.20	-0.20	0.11	-0.13	-0.42	-0.20	-0.12	-0.12	-0.85	1.32	0.67	1.44
Key figures	2021	Q1'22	Q2'22	Q3'22	Q4'22	2022	Q1'23	Q2'23	Q3'23e	Q4'23e	<b>2023</b> e	2024e	<b>2025</b> e	2026e
Revenue growth-%	8.9 %	55.9 %	-0.2 %	6.9 %	-31.2 %	-2.5 %	-45.4 %	-5.3 %	22.6 %	-25.1 %	-18.1 %	111.3 %	-9.8 %	34.4 %
Adjusted EBIT growth-%	57%	-1474%	-263%	1329%	-80%	-105%	-303%	-	-	-192%	-	-	-48.6 %	114.1 %
EBITDA-%	32.3 %	26.4 %	-19.3 %	-30.4 %	20.4 %	4.4 %	-71.6 %	-44.7 %	-12.4 %	-8.8 %	-30.9 %	37.2 %	26.9 %	40.4 %
Adjusted EBIT-%	25.5 %	21.8 %	-25.6 %	-38.3 %	15.5 %	-1.3 %	-81.0 %	-53.7 %	-20.1 %	-19.1 %	-40.0 %	29.9 %	17.0 %	27.1 %
Net earnings-%	19.7 %	17.1 %	-29.0 %	-33.6 %	10.9 %	-4.0 %	-81.6 %	-30.0 %	-16.3 %	-15.5 %	-32.1 %	23.8 %	13.5 %	21.6 %

## **Balance sheet**

Assets	2021	2022	<b>2023</b> e	2024e	<b>2025</b> e
Non-current assets	12.6	20.2	31.1	34.8	38.9
Goodwill	0.0	0.0	0.0	0.0	0.0
Intangible assets	7.6	15.1	23.3	29.1	34.1
Tangible assets	4.3	4.3	5.2	3.2	2.2
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	0.7	0.8	0.8	0.8	0.8
Deferred tax assets	0.0	0.0	1.7	1.7	1.7
Current assets	81.1	71.2	46.8	64.9	69.7
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	22.5	15.3	16.1	22.6	17.0
Cash and equivalents	58.5	55.9	30.8	42.3	52.7
Balance sheet total	101	99.6	83.7	105	112

Liabilities & equity	2021	2022	<b>2023</b> e	2024e	<b>2025</b> e
Equity	87.4	88.4	75.8	92.4	100
Share capital	0.1	0.1	0.1	0.1	0.1
Retained earnings	31.5	31.1	18.3	34.9	42.7
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	55.8	57.1	57.4	57.4	57.4
Minorities	0.0	0.0	0.0	0.0	0.0
Non-current liabilities	2.1	1.1	0.9	0.9	0.9
Deferred tax liabilities	0.0	0.0	0.0	0.0	0.0
Provisions	0.0	0.0	0.0	0.0	0.0
Interest bearing debt	2.1	1.1	0.9	0.9	0.9
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	11.7	10.1	7.0	11.5	10.4
Interest bearing debt	1.8	1.8	0.2	0.2	0.2
Payables	9.8	8.2	6.8	11.3	10.2
Other current liabilities	0.0	0.0	0.0	0.0	0.0
Balance sheet total	101	99.6	83.7	105	112

## **DCF** calculation

DCF model	2022	<b>2023</b> e	2024e	<b>2025</b> e	<b>2026</b> e	<b>2027</b> e	<b>2028</b> e	<b>2029</b> e	<b>2030</b> e	2031e	2032e	TERM
Revenue growth-%	-2.5 %	-18.1 %	111.3 %	-9.8 %	34.4 %	-0.2 %	-6.0 %	19.0 %	11.0 %	5.0 %	3.0 %	3.0 %
EBIT-%	-1.3 %	-40.0 %	29.9 %	17.0 %	27.1 %	25.4 %	25.2 %	30.1 %	32.0 %	33.0 %	33.0 %	33.0 %
EBIT (operating profit)	-0.6	-14.3	22.5	11.6	24.8	23.2	21.6	30.7	36.3	39.3	40.5	
+ Depreciation	2.5	3.3	5.5	6.7	12.2	13.1	13.8	14.4	15.1	13.8	13.2	
- Paid taxes	-0.5	0.7	-4.5	-2.3	-4.9	-4.6	-4.3	-6.1	-7.2	-7.8	-8.1	
- Tax, financial expenses	-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	
- Change in working capital	5.6	-2.2	-2.0	4.5	0.4	0.5	0.8	-0.5	-0.1	1.5	0.4	
Operating cash flow	6.8	-12.4	21.5	20.5	32.5	32.1	31.9	38.6	44.0	46.8	45.9	
+ 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	
- Gross CAPEX	-10.8	-10.0	-8.6	-8.6	-9.6	-10.6	-11.6	-12.6	-12.6	-12.6	-13.2	
Free operating cash flow	-4.0	-22.4	12.9	11.9	22.9	21.5	20.3	26.0	31.4	34.2	32.7	
+/- Other	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	
FCFF	-4.0	-22.4	12.9	11.9	22.9	21.5	20.3	26.0	31.4	34.2	32.7	551
Discounted FCFF		-22.1	11.6	9.8	17.3	14.9	12.9	15.1	16.8	16.7	14.7	247
Sum of FCFF present value		355	377	365	355	338	323	310	295	278	262	247
Enterprise value DCF		355										

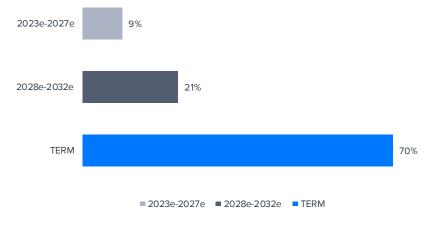
Sum of FCFF present value	355
Enterprise value DCF	355
- Interest bearing debt	-3.0
+ Cash and cash equivalents	55.9
-Minorities	0.0
-Dividend/capital return	-1.3
Equity value DCF	406
Equity value DCF per share	30.2

#### WACC

Tax-% (WACC)	20.0 %
Target debt ratio (D/(D+E)	0.0 %
Cost of debt	5.0 %
Equity Beta	1.10
Market risk premium	4.75%
Liquidity premium	1.40%
Risk free interest rate	2.5 %
Cost of equity	9.1 %
Weighted average cost of capital (WACC)	9.1 %

Source: Inderes

#### Cash flow distribution



## **Summary**

Income statement	2020	2021	2022	<b>2023</b> e	<b>2024</b> e	Per share data	2020	2021	2022	<b>2023</b> e	<b>2024</b> e
Revenue	41.1	44.7	43.6	35.7	75.5	EPS (reported)	0.45	0.67	-0.13	-0.85	1.32
EBITDA	14.0	14.5	1.9	-11.0	28.1	EPS (adj.)	0.45	0.67	-0.13	-0.85	1.32
EBIT	7.2	11.4	-0.6	-14.3	22.5	OCF / share	1.07	0.30	0.51	-0.92	1.59
PTP	7.0	11.3	-1.2	-13.9	22.4	FCF / share	-0.17	-0.44	-0.29	-1.66	0.95
Net Income	5.4	8.8	-1.7	-11.5	17.9	Book value / share	2.99	6.69	6.57	5.63	6.81
Extraordinary items	0.0	0.0	0.0	0.0	0.0	Dividend / share	0.15	0.17	0.10	0.10	0.10
Balance sheet	2020	2021	2022	<b>2023</b> e	2024e	Growth and profitability	2020	2021	2022	2023e	<b>2024</b> e
Balance sheet total	51.3	101.1	99.6	83.7	104.8	Revenue growth-%	30%	9%	-3%	-18%	111%
Equity capital	36.1	87.4	88.4	75.8	92.4	<b>EBITDA</b> growth-%	90%	4%	-87%	-679%	-354%
Goodwill	0.0	0.0	0.0	0.0	0.0	EBIT (adj.) growth-%	11%	57%	-105%	2437%	-258%
Net debt	-18.0	-54.7	-52.9	-29.7	-41.2	EPS (adj.) growth-%	3%	50%	-119%	563%	-255%
						EBITDA-%	34.0 %	32.3 %	4.4 %	-30.9 %	37.2 %
Cash flow	2020	2021	2022	2023e	<b>2024</b> e	EBIT (adj.)-%	17.6 %	25.5 %	-1.3 %	-40.0 %	29.9 %
EBITDA	14.0	14.5	1.9	-11.0	28.1	EBIT-%	17.6 %	25.5 %	-1.3 %	-40.0 %	29.9 %
Change in working capital	0.4	-7.7	5.6	-2.2	-2.0	ROE-%	17.3 %	14.2 %	-2.0 %	-14.0 %	21.3 %
Operating cash flow	12.9	4.0	6.8	-12.4	21.5	ROI-%	20.2 %	17.1 %	-0.6 %	-17.0 %	26.4 %
CAPEX	-14.9	-9.8	-10.8	-10.0	-8.6	Equity ratio	70.4 %	86.4 %	88.8 %	90.6 %	88.2 %
Free cash flow	-2.0	-5.8	-4.0	-22.4	12.9	Gearing	-49.8 %	-62.5 %	-59.8 %	-39.1 %	-44.5 %
Valuation multiples	2020	2021	2022	<b>2023</b> e	2024e						
EV/S	11.0	10.6	5.5	9.4	4.3						

11.6

14.4

20.4

4.0

0.4 %

Source: Inderes

EV/EBITDA (adj.)

EV/EBIT (adj.)

P/E (adj.)

Dividend-%

P/B

32.5

62.5

87.0

13.0

0.4 %

32.8

41.5

59.0

6.0

0.4 %

>100

neg.

neg.

3.3

0.5 %

neg.

neg.

neg.

4.8

0.4 %

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ьиу	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

The 12 menth riels adjusted aspected chareholder

The assessment of the 12-month risk-adjusted expected total shareholder return based on the above-mentioned definitions is company-specific and subjective. Consequently, similar 12-month expected total shareholder returns between different shares may result in different recommendations, and the recommendations and 12-month expected total shareholder returns between different shares should not be compared with each other. The counterpart of the expected total shareholder return is Inderes' view of the risk taken by the investor, which varies considerably between companies and scenarios. Thus, a high expected total shareholder return does not necessarily lead to positive performance when the risks are exceptionally high and, correspondingly, a low expected total shareholder return does not necessarily lead to a negative recommendation if Inderes considers the risks to be moderate.

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According to a flagging notification received on 11/24/2022, Inderes analyst Atte Riikola has a holding of more than EUR 50,000 in the target company Remedy Entertainment Ovi.

#### Recommendation history (>12 mo)

Date	Recommendation	Target	Share price
5/30/2017	Accumulate	7.40 €	6.69€
8/17/2017	Buy	7.50 €	6.31€
2/19/2018	Buy	7.50 €	5.90 €
6/4/2018	Buy	8.50 €	7.30 €
8/15/2018	Buy	8.50 €	6.75 €
2/13/2019	Accumulate	9.00€	8.25 €
7/3/2019	Accumulate	10.00€	9.28 €
8/14/2019	Accumulate	11.50 €	10.65€
12/5/2019	Accumulate	11.50 €	10.15 €
2/16/2020	Accumulate	15.50 €	13.80 €
3/31/2020	Buy	18.00 €	14.80 €
4/21/2020	Accumulate	20.00€	18.55 €
8/16/2020	Reduce	33.00€	33.80 €
10/27/2020	Accumulate	33.00€	29.00€
12/10/2020	Accumulate	38.00€	34.00 €
2/14/2021	Accumulate	50.00€	45.00 €
4/8/2021	Accumulate	50.00€	43.75 €
5/12/2021	Accumulate	50.00€	41.30 €
8/16/2021	Accumulate	50.00€	43.00 €
9/14/2021	Buy	50.00€	40.00€
11/15/2021	Buy	50.00€	40.75 €
2/14/2022	Buy	50.00€	33.50 €
5/16/2022	Buy	42.00 €	29.30€
6/2/2022	Accumulate	34.00 €	29.85€
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 €

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