

Key Group Figures (IFRS)*

€ million / as reported	Jan 1 to Dec 31, 2023	Jan 1 to Dec 31, 2022	Change
Revenue ¹	126.5	132.5	-4.5%
- GAMING & OFFICE PERIPHERALS	92.5	77.8	18.9%
- COMPONENTS	10.9	21.6	-49.5%
- DIGITAL HEALTH & SOLUTIONS	23.1	33.1	-30.2%
EBITDA	-10.3	12.2	-184.4%
EBITDA (adjusted) ²	2.1	15.2	-86.2%
EBITDA margin	-8.1%	9.2%	-17.3 PP.
EBITDA margin (adjusted) ²	1.6%	11.5%	-9.9 PP.
Cash flow from operating activities	-27.9	5.8	-581.0%
Cash flow from investing activities	-10.8	-11.3	-4.4%
Free cash flow	-38.7	-5.5	603.6%

€ million / as reported	Dec 31, 2023	Dec 31, 2022	Change
Cash and cash equivalents	46.1	92.8	-50.3%
Net Working Capital ³	56.7	40.9	38.6%
Trade Working Capital ⁴	75.2	50.5	48.9%
- Inventories	62.4	65.0	-4.0%
- Current trade receivables	30.6	16.3	87.7%
- Current trade liabilities	-17.8	-30.9	-42.4%
Net cash I (+) / net debt (-) ⁵	0.9	47.6	-98.1%
Net cash II (+) / net debt II (-) ⁶	-19.7	29.9	-165.9%
Employees ⁷	476	490	-2.9%
Full-time employees	444	457	-2.8%

¹ Consolidated group revenue.

² Adjusted for one-time and/or non-operating items.

³ Balance of current assets (excluding cash and cash equivalents) and current liabilities (excluding financial debts).

⁴ Balance of inventories, current trade receivables, and current trade liabilities.

⁵ Liabilities to banks less cash and cash equivalents.

⁶ Liabilities to banks, current and non-current lease liabilities, and pensions obligations, less cash and cash equivalents.

⁷ Total sum of all employees less Management Board members, trainees, interns and temporary staff.

* The information provided herein represents preliminary, unaudited figures as of April 25, 2024, and are subject to change pending further review and verification.