UNITED STATES
SECURITIES AND EXCHANGE COMMISSION
WASHINGTON, D.C. 20549

FORM 8-K

CURRENT REPORT

Pursuant to Section 13 or 15(d) of the Securities Exchange Act of 1934

Date of Report (Date of earliest event reported): November 05, 2026

CORSAIR GAMING, INC.

(Exact name of Registrant as Specified in Its Charter)

Delaware	**001-39533**	**82-2335306**
(State or Other Jurisdiction of Incorporation)	**(Commission File Number)**	**(IRS Employer Identification No.)**

115 N. McCarthy Boulevard **Milpitas, California** **(Address of Principal Executive Offices)**	**95035** **(Zip Code)**

Registrant's Telephone Number, Including Area Code: (510) 657-8747

Not Applicable
(Former Name or Former Address, if Changed Since Last Report)

Check the appropriate box below if the Form 8-K filing is intended to simultaneously satisfy the filing obligation of the registrant under any of the following provisions:

☐ Written communications pursuant to Rule 425 under the Securities Act (17 CFR 230.425)

☐ Soliciting material pursuant to Rule 14a-12 under the Exchange Act (17 CFR 240.14a-12)

☐ Pre-commencement communications pursuant to Rule 14d-2(b) under the Exchange Act (17 CFR 240.14d-2(b))

☐ Pre-commencement communications pursuant to Rule 13e-4(c) under the Exchange Act (17 CFR 240.13e-4(c))

Securities registered pursuant to Section 12(b) of the Act:

Title of each class	**Trading Symbol(s)**	**Name of each exchange on which registered**
Common Stock, $0.0001 par value per share	CRSR	The Nasdaq Global Select Market

Indicate by check mark whether the registrant is an emerging growth company as defined in Rule 405 of the Securities Act of 1933 (§ 230.405 of this chapter) or Rule 12b-2 of the Securities Exchange Act of 1934 (§ 240.12b-2 of this chapter).

Emerging growth company ☐

If an emerging growth company, indicate by check mark if the registrant has elected not to use the extended transition period for complying with any new or revised financial accounting standards provided pursuant to Section 13(a) of the Exchange Act. ☐

Item 2.02 Results of Operations and Financial Condition

On November 5, 2026, Corsair Gaming, Inc. ("Corsair" or the "Company") issued a press release announcing its financial results for the fiscal quarter ended September 30, 2026. The full text of the press release is furnished as Exhibit 99.1 to this Current Report on Form 8-K. A presentation regarding the Company's fiscal quarter ended September 30, 2026 is furnished as Exhibit 99.2 hereto.

Item 9.01 Financial Statements and Exhibits.

(d) Exhibits.

Exhibit Number	Description
99.1	Press Release dated November 5, 2026, titled "Corsair Beats Q3 Guidance as Revenue Grows 6% Year-over-Year"
99.2	Investor Presentation dated November 5, 2026
104	Cover Page Interactive Data File (embedded within the Inline XBRL document)

The information in this Current Report on Form 8-K and Exhibit 99.1 and Exhibit 99.2 attached hereto shall not be deemed to be "filed" for the purposes of Section 18 of the Securities Exchange Act of 1934, as amended, or otherwise subject to the liabilities of Sections 11 and 12(a)(2) of the Securities Act of 1933, as amended. The information contained herein and in the accompanying exhibits shall not be incorporated by reference into any filing with the U.S. Securities and Exchange Commission made by Corsair Gaming, Inc., whether made before or after the date hereof, regardless of any general incorporation language in such filing.

SIGNATURES

Pursuant to the requirements of the Securities Exchange Act of 1934, as amended, the registrant has duly caused this report to be signed on its behalf by the undersigned hereunto duly authorized.

CORSAIR GAMING, INC.

Date: November 5, 2026

By: /s/ Gordon Mattingly
Gordon Mattingly
Chief Financial Officer
(Principal Financial Officer and Principal Accounting Officer)

Exhibit 99.1

Corsair Beats Q3 Guidance as Revenue Grows 6% Year-over-Year

Diversified Portfolio Drives Growth; Full-Year Outlook Raised

MILPITAS, CA, November 5, 2026 – Corsair Gaming, Inc. (Nasdaq: CRSR) ("Corsair" or the "Company"), a leading global provider and innovator of high-performance products for gamers, streamers, content-creators, performance PC builders, and SIM Racing enthusiasts, today announced financial results for the third quarter 2026, guidance for the fourth quarter 2026, and updated guidance for full year 2026.

Third Quarter and First Nine Months of 2026 Select Financial Highlights (compared to third quarter 2025 and first nine months of 2025 unless otherwise stated)

- Net revenue was $367.0 million for the third quarter, up 6% year-over-year, $17.0 million above the high end of the Company's guided range of $320 million to $350 million.
- Gross profit increased 5% year-over-year to $97.8 million for the third quarter and increased 13% year-over-year to $318.1 million for the first nine months of 2026.
- Gross margin was 26.7% and 30.7% for the third quarter and first nine months of 2026 respectively, compared to 26.9% and 27.2%, for the third quarter and first nine months of 2025 respectively.
- GAAP operating loss narrowed in the third quarter by $4.0 million to $1.6 million from $5.6 million, while consolidated GAAP net loss narrowed by $8.0 million to $2.4 million from $10.4 million.
- Adjusted EBITDA in the third quarter increased 38% year-over-year to $22.4 million, above the high end of the Company's guided range of $18.0 million to $21.0 million. Adjusted EBITDA margin expanded by 140 basis points to 6.1%.
- GAAP diluted loss per share was $0.02, compared with a loss of $0.09 a year ago; non-GAAP diluted earnings per share was $0.13, compared with $0.06 a year ago, above the high end of the Company's guided range of $0.09 to $0.12.
- Cash and restricted cash were $136.2 million at quarter-end, up $70.2 million year-over-year and down $57.6 million quarter-on-quarter, reflecting approximately $37 million used for M&A transactions and the Company's inventory build ahead of the expected seasonally strongest fourth quarter.

Definitions of the non-GAAP financial measures used in this press release and reconciliations of such measures to their nearest GAAP equivalents are included below under the heading "Use and Reconciliation of Non-GAAP Financial Measures."

Business Segment Highlights:

Gaming Components and Systems Segment
Third quarter 2026 revenue grew 7% year-over-year to $250.5 million, led by memory, which grew 43% year-over-year to $167.3 million. This strong performance was driven by excellent supply chain execution, robust demand, market-wide ASP expansion, and sequential market share gains. While the Company delivered record third quarter revenue for its memory products, it simultaneously grew its

memory inventory, which increased sequentially by $37 million, positioning Corsair to capitalize on expected strong fourth quarter seasonal demand.

Within Systems, demand was also strong, with momentum across all categories driving meaningful year-over-year revenue growth. Corsair is continuing to grow its AI workstation offering under the Corsair Pro product family as a natural extension of its existing capabilities in high-performance PC components and systems. The AI workstation initiative remains at an early stage, with a more meaningful revenue contribution expected in the latter part of 2027 and beyond when semiconductor availability normalizes.

Higher memory pricing continued to weigh on the market for DIY PC builds and standalone components, which shrank year-over-year during the quarter.

Segment gross profit increased 8% year-over-year to $52.8 million and gross margin expanded by 20 basis points year-over-year to 21.1%.

Gamer and Creator Peripherals Segment
Third quarter 2026 revenue grew 3% year-over-year to $116.5 million, reflecting a shift in timing of certain new product introductions from the third to fourth quarter, combined with logistics delays and a hub transition, which led to higher-than-planned backlog at quarter end. The hub transition has since been completed. Gamer and Creator Peripherals segment revenue is expected to deliver double-digit year-over-year growth in the fourth quarter.

Corsair continued to broaden its Gamer and Creator Peripherals segment portfolio, with the SCUF Omega licensed controller adding to its premium offering for PlayStation 5 and PlayStation 5 Pro, and the acquisition of Trak Racer complementing Fanatec's electronics with a broader range of simulation cockpits and accessories.

Following quarter-end, Elgato entered mobile streaming and recording with Wave Go, its first noise-cancelling wireless microphone. It converts between clip-on and handheld use, so creators get Elgato audio quality away from their desks. Elgato Marketplace also continued to grow, adding more than 1 million new accounts year-over-year. New hardware launches brought many of those users in, and the wider Corsair ecosystem is bringing more of them onto the platform. Makers in the community are also using AI tools to release digital products at an accelerating pace.

In October, Corsair launched PureVector in its SABRE v3 PRO mouse series. Developed with its partner Aimlabs on a patented algorithm and billions of proprietary data points, PureVector personalizes mouse sensitivity to each player's own biomechanics. In testing, it improved accuracy and aim speed by up to 33 percent. Pro players are already putting it to the test. Raptor of BNK FEARX recently played on PureVector at the Demacia Cup Global Invitational. His team went on to win the event, and Raptor was also named Finals MVP.

In SIM Racing, Fanatec and Trak Racer jointly showcased their complementary portfolios at October's SimRacing Expo, where customers responded well and Fanatec launched Podium Pedals Sport, bringing its premium pedal technology to a wider group of racers. Trak Racer also showed its SIM motorbike, which the Company expects to ship in the first quarter of 2027. It is a new category for Corsair and opens another popular SIM sport to esports enthusiasts. Corsair also launched VOXARA, which pairs a premium CORSAIR USB RGB gaming microphone with Elgato's Wave Link software to give gamers more control over their audio. Together, these developments expand the Company's product offering and customer reach ahead of the important holiday buying season.

Gamer and Creator Peripherals segment gross profit increased 2% year-over-year to $45.0 million in the third quarter, with gross margin at 38.7%.

Management Commentary:

Thi La, Chief Executive Officer of Corsair, stated, “We delivered revenue of $367.0 million, up 6% year-over-year and $17.0 million above the high end of our guidance.”

“Memory led the quarter. Revenue grew 43% to $167.3 million on strong demand and sequential market share gains. Systems also grew, and together they more than offset continued softness in DIY components. This reflects our operational know-how and the strength of our product portfolio. Strong supply chain execution supported our memory growth and let us build memory inventory ahead of the seasonally strong fourth quarter.”

“Gamer and Creator Peripherals grew 3% as some new product launches moved from the third quarter into the fourth. Those products are now arriving, including PureVector. Our hub transition is complete, and we enter the fourth quarter with a healthy backlog. Momentum has also built ahead of the GTA 6 launch on November 19. We are seeing console gaming hardware demand reflected in sales of both SCUF controllers and Elgato products, and we expect more of that through the holiday season.”

“Trak Racer integration is well underway, and we expect it to begin contributing in the fourth quarter.”

“We are raising our full-year outlook. We expect Peripherals to deliver double-digit growth in the fourth quarter, led by Sim Racing and new product introductions. Fourth quarter adjusted EBITDA will be below last year, mainly because memory gross margin is returning to a more normal level, which is still above our historical average. Last year’s fourth quarter was unusually high because memory prices rose very quickly ahead of inventory cost. Our priorities remain accelerating our Sim Racing roadmap, extending the Elgato and Stream Deck ecosystem, expanding Corsair Pro product lines, and deepening our direct-to-consumer relationships. Our diversified portfolio gives us multiple paths to growth, and we continue to invest selectively in longer-term areas such as AI workstations.”

Gordon Mattingly, Chief Financial Officer of Corsair, stated, “The quarter again demonstrated our operating leverage, as higher revenue and gross profit flowed through to earnings. Gross profit grew 5% year-over-year, and disciplined expense control turned that into a 38% increase in adjusted EBITDA to $22.4 million, above the $21.0 million high end of our guidance. We used our strong cash position to build inventory strategically, most notably in memory, while also executing on previously announced M&A deals, which positions us well for our seasonally strongest fourth quarter. We remain focused on driving revenue growth, managing working capital and converting earnings into cash as we invest in both organic and inorganic opportunities.”

Fourth Quarter and Updated Full Year 2026 Financial Outlook:

For the fourth quarter of 2026, we expect:

- Net revenue to be in the range of $420 million to $450 million.
- Adjusted EBITDA to be in the range of $38 million to $42 million.
- Non-GAAP EPS to be in the range of $0.26 to $0.31.

For the full year 2026, we expect:

- Net revenue to be in the range of $1.456 billion to $1.486 billion, compared to $1.40 billion to $1.47 billion previously.
- Adjusted EBITDA to be in the range of $127 million to $131 million, compared to $121 to $131 million previously.
- Non-GAAP EPS to be in the range of $0.89 to $0.94, compared to $0.85 to $0.94 previously.

The fourth quarter 2026 outlook assumes double-digit year-over-year growth in Gamer and Creator Peripherals, led by Sim Racing, Elgato and SCUF, with the higher-margin mix and continued direct-to-consumer progress supporting consolidated gross margin. Gaming Components and Systems is expected to remain pressured by market-wide softness in DIY PC demand, as elevated memory pricing continues to delay system builds across the industry, although memory supply is expected to remain adequate. Last year's fourth quarter reflected an unusually high memory gross margin of 35% as average selling prices rose rapidly. We expect memory gross margin of approximately 18% to 20% this year, which is still above our historical average. That decline is the primary factor in the year-over-year change in fourth quarter adjusted EBITDA. The fourth quarter outlook for non-GAAP EPS assumes approximately 112 million fully diluted shares outstanding.

Our full year 2026 outlook for net revenue represents an increase of approximately $36 million at the assumed midpoint of our updated guidance range. The assumed midpoint of our adjusted EBITDA range is also up approximately $3 million compared to the assumed midpoint of our prior guidance range.

Conference Call and Webcast Information
Corsair will host a conference call to discuss the third quarter of 2026 financial results today at 2:00 p.m. Pacific Time. The conference call will be accessible on Corsair's Investor Relations website at https://ir.corsair.com, or by dialing 1-877-407-0784 (USA) or 1-201-689-8560 (International) with conference ID 13762265. A replay will be available approximately 3 hours after the live call ends on Corsair's Investor Relations website, or through November 12, 2026 by dialing 1-844-512-2921 (USA) or 1-412-317-6671 (International), with passcode 13762265.

About Corsair Gaming
Corsair (Nasdaq: CRSR) is a leading global developer and manufacturer of high-performance products and technology for gamers, content creators, and PC enthusiasts. From award-winning PC components and peripherals to premium streaming equipment and smart ambient lighting, Corsair delivers a full ecosystem of products that work together to enable everyone, from casual gamers to committed professionals, to perform at their very best. Corsair also sells products under its Fanatec brand, the leading end-to-end premium Sim Racing product line; Trak Racer brand, which provides premium racing and flight-simulation cockpits, frames, seats, monitor stands, motion systems and accessories; Elgato brand, which provides premium studio equipment and accessories for content creators; SCUF Gaming brand, which builds custom-designed controllers for competitive gamers; and ORIGIN PC brand, a builder of custom gaming and workstation desktop PCs.

Forward-Looking Statements
This press release contains express and implied forward-looking statements within the meaning of the Private Securities Litigation Reform Act of 1995, including, but not limited to, statements regarding the Company's financial outlook for the fourth quarter 2026 and the full year 2026; projected revenue growth in the Company's segments; potential future growth in certain product categories; the expected timing of new product launches and shipments; future headwinds and tailwinds that may impact the Company's sales and results of operations including semiconductor supply constraints, demand for AI-focused workstations and the impact from video game releases; the potential growth and the long-term trajectory of our segments; the expected timing and contribution of the Trak Racer acquisition; the potential market opportunity for desktop AI PCs; the anticipated timeline for a more meaningful contribution from the Company's AI workstation initiative; the expected level of memory gross margin and its impact on fourth quarter adjusted EBITDA; and the anticipated impact of console gaming demand on the Company's controller and streaming products. Forward-looking statements are based on our management's beliefs, as well as assumptions made by, and information currently available to them. Because such statements are based on expectations as to future financial and operating results and are not statements of fact, actual results may differ materially from those projected. Factors which may cause actual results to differ materially from current expectations include, but are not limited to: the Company's limited operating history, which makes it difficult to forecast the Company's future results of operations; current macroeconomic conditions, including the impacts of high inflation and risk of recession, demand for our products, consumer confidence and financial markets generally; changes in trade regulations, policies, and agreements and the imposition of tariffs that affect our products or operations, including potential new tariffs that may be imposed on U.S. imports and our ability to mitigate; the Company's ability to build and maintain the strength of the Company's brand among gaming, streaming and content creator enthusiasts and ability to continuously develop and successfully market new products and improvements to existing products; the introduction and success of new third-party high-performance computer hardware, particularly graphics processing units and central processing units as well as sophisticated new video games; fluctuations in operating results; the loss or inability to attract and retain key management; the impacts from geopolitical events and unrest; delays or disruptions at the Company or third-parties' manufacturing and distribution facilities; and the other factors described under the heading "Risk Factors" in our Annual Report on Form 10-K for the year ended December 31, 2025 filed with the Securities and Exchange Commission ("SEC") and our subsequent filings with the SEC. All forward-looking statements reflect our beliefs and assumptions only as of the date of this press release. We undertake no obligation to update forward-looking statements to reflect future events or circumstances. Our results for the quarter ended September 30, 2026 are also not necessarily indicative of our operating results for any future periods.

Use and Reconciliation of Non-GAAP Financial Measures

To supplement the financial results presented in accordance with GAAP, this earnings release presents certain non-GAAP financial information, including adjusted operating income (loss), adjusted net income (loss), adjusted net income (loss) per diluted share and adjusted EBITDA. These are important financial performance measures for us but are not financial measures as defined by GAAP. The presentation of this non-GAAP financial information is not intended to be considered in isolation of or as a substitute for, or superior to, the financial information prepared and presented in accordance with GAAP.

We use adjusted operating income (loss), adjusted net income (loss), adjusted diluted net income (loss) per share and adjusted EBITDA to evaluate our operating performance and trends and make planning decisions. We believe that these non-GAAP financial measures help identify underlying trends in our business that could otherwise be masked by the effect of the expenses and other items that we exclude in such non-GAAP measures. Accordingly, we believe that these non-GAAP financial measures provide useful information to investors and others in understanding and evaluating our operating results, enhancing the overall understanding of our past performance and future prospects, and allowing for

greater transparency with respect to the key financial metrics used by our management in our financial and operational decision-making. We also present these non-GAAP financial measures because we believe investors, analysts and rating agencies consider it useful in measuring our ability to meet our debt service obligations.

Our use of these terms may vary from that of others in our industry. These non-GAAP financial measures should not be considered as an alternative to net revenue, operating income (loss), net income (loss), cash provided by operating activities, or any other measures derived in accordance with GAAP as measures of operating performance or liquidity. Reconciliations of these measures to the most directly comparable GAAP financial measures are presented in the attached schedules.

We calculate these non-GAAP financial measures as follows:

- Adjusted operating income (loss), non-GAAP, is determined by adding back to GAAP operating income (loss), the impact from amortization, stock-based compensation, one-time costs related to legal and other matters, acquisition and related integration costs, restructuring and other charges, legal and due diligence costs related to strategic investments, and acquisition accounting impact related to recognizing acquired inventory at fair value.
- Adjusted net income (loss), non-GAAP, excludes the impact from amortization, stock-based compensation, one-time costs related to legal and other matters, acquisition and related integration costs, restructuring and other charges, acquisition accounting impact related to recognizing acquired inventory at fair value, legal and due diligence costs related to strategic investments, and the bargain purchase gain on business acquisition, as well as the related tax effects of each of these adjustments.
- Adjusted diluted net income (loss) per share, non-GAAP, is determined by dividing adjusted net income (loss), non-GAAP by the respective weighted average shares outstanding, inclusive of the impact of other dilutive securities.
- Adjusted EBITDA excludes the impact from amortization, stock-based compensation, one-time costs related to legal and other matters, acquisition and related integration costs, restructuring and other charges, acquisition accounting impact related to recognizing acquired inventory at fair value, legal and due diligence costs related to strategic investments, and the bargain purchase gain on business acquisition, depreciation, interest expense, net, and tax expense (benefit).

We encourage investors and others to review our financial information in its entirety, not to rely on any single financial measure and to view these non-GAAP financial measures in conjunction with the related GAAP financial measures.

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Corsair Gaming, Inc.
Condensed Consolidated Statements of Operations
(Unaudited, in thousands, except per share amounts)

	Three Months Ended September 30,		Nine Months Ended September 30,	
	2026	2025	2026	2025
Net revenue	$ 367,025	$ 345,763	$ 1,035,872	$ 1,035,625
Cost of revenue	269,199	252,667	717,729	754,296
Gross profit	97,826	93,096	318,143	281,329
Operating expenses:				
Sales, general and administrative	84,367	82,032	250,588	254,304
Product development	15,100	16,691	47,792	51,838
Total operating expenses	99,467	98,723	298,380	306,142
Operating income (loss)	(1,641)	(5,627)	19,763	(24,813)
Other (expense) income:				
Interest expense	(1,691)	(2,053)	(5,056)	(7,205)
Interest income	887	197	2,712	1,407
Other (expense) income, net	1,048	(829)	3,203	(6,632)
Total other (expense) income, net	244	(2,685)	859	(12,430)
Income (loss) before income taxes	(1,397)	(8,312)	20,622	(37,243)
Income tax expense	(990)	(2,080)	(803)	(3,772)
Net income (loss)	(2,387)	(10,392)	19,819	(41,015)
Less: Net income attributable to noncontrolling interest	170	237	749	935
Net income (loss) attributable to Corsair Gaming, Inc.	$ (2,557)	$ (10,629)	$ 19,070	$ (41,950)
Calculation of net income (loss) per share attributable to common stockholders of Corsair Gaming, Inc.:				
Net income (loss) attributable to Corsair Gaming, Inc.	$ (2,557)	$ (10,629)	$ 19,070	$ (41,950)
Change in redemption value of redeemable noncontrolling interest	96	1,095	(2,839)	5,348
Net income (loss) attributable to common stockholders of Corsair Gaming, Inc.	$ (2,461)	$ (9,534)	$ 16,231	$ (36,602)
Net income (loss) per share attributable to common stockholders of Corsair Gaming, Inc.:				
Basic	$ (0.02)	$ (0.09)	$ 0.15	$ (0.35)
Diluted	$ (0.02)	$ (0.09)	$ 0.15	$ (0.35)
Weighted-average common shares outstanding:				
Basic	108,706	106,289	107,648	105,802
Diluted	108,706	106,289	109,620	105,802

Corsair Gaming, Inc.
Segment Information
(Unaudited, in thousands, except percentages)

	Three Months Ended September 30,		Nine Months Ended September 30,	
	2026	2025	2026	2025
Net revenue:				
Gamer and Creator Peripherals	$ 116,481	$ 112,660	$ 355,675	$ 327,275
Gaming Components and Systems	250,544	233,103	680,197	708,350
Total Net revenue	$ 367,025	$ 345,763	$ 1,035,872	$ 1,035,625
Gross Profit:				
Gamer and Creator Peripherals	$ 45,039	$ 44,292	$ 147,373	$ 131,795
Gaming Components and Systems	52,787	48,804	170,770	149,534
Total Gross Profit	$ 97,826	$ 93,096	$ 318,143	$ 281,329
Gross Margin:				
Gamer and Creator Peripherals	38.7%	39.3%	41.4%	40.3%
Gaming Components and Systems	21.1%	20.9%	25.1%	21.1%
Total Gross Margin	26.7%	26.9%	30.7%	27.2%

Corsair Gaming, Inc.
Condensed Consolidated Balance Sheets
(Unaudited, in thousands)

	September 30, 2026	December 31, 2025
Assets		
Current assets:		
Cash and restricted cash	$ 135,955	$ 98,583
Accounts receivable, net	189,258	233,900
Inventories	344,638	303,336
Prepaid expenses and other current assets	67,639	29,639
Total current assets	737,490	665,458
Restricted cash, noncurrent	252	250
Property and equipment, net	28,905	31,514
Goodwill	379,326	357,765
Intangible assets, net	105,627	125,210
Other assets	86,518	73,587
Total assets	$ 1,338,118	$ 1,253,784
Liabilities		
Current liabilities:		
Debt maturing within one year, net	$ 6,125	$ 6,120
Accounts payable	243,104	212,547
Other liabilities and accrued expenses	227,754	212,275
Total current liabilities	476,983	430,942
Long-term debt, net	110,628	115,222
Deferred tax liabilities	3,773	6,071
Other liabilities, noncurrent	57,515	55,795
Total liabilities	648,899	608,030
Temporary equity		
Redeemable noncontrolling interest	15,572	12,197
Stockholders' equity		
Common stock and additional paid-in capital	730,019	705,372
Accumulated deficit	(54,999)	(71,230)
Accumulated other comprehensive loss	(1,373)	(585)
Total stockholders' equity	673,647	633,557
Nonredeemable noncontrolling interest	—	—
Total permanent equity	673,647	633,557
Total liabilities, temporary equity and stockholders' equity	$ 1,338,118	$ 1,253,784

Corsair Gaming, Inc.
Condensed Consolidated Statements of Cash Flows
(Unaudited, in thousands)

	Three Months Ended September 30,		Nine Months Ended September 30,	
	2026	2025	2026	2025
Cash flows from operating activities:				
Net income (loss)	$ (2,387)	$ (10,392)	$ 19,819	$ (41,015)
Adjustments to reconcile net loss to net cash provided by operating activities:				
Stock-based compensation	6,502	5,187	19,131	23,844
Depreciation	3,781	3,479	10,981	10,203
Amortization	8,917	10,109	27,538	29,744
Provision for doubtful accounts	—	—	—	2,828
Reversal of bargain purchase gain on business acquisition	—	—	—	2,581
Deferred income taxes, net of valuation allowance	1,262	96	(5,132)	(3,207)
Other	107	(7)	1,647	2,279
Changes in operating assets and liabilities:				
Accounts receivable	(29,547)	(14,020)	43,584	24,003
Inventories	(104,601)	(19,542)	(65,696)	(63,280)
Prepaid expenses and other assets	1,196	726	1,085	4,744
Accounts payable	61,681	(11,260)	27,983	38,299
Other liabilities and accrued expenses	39,034	(1,367)	9,571	(19,071)
Net cash provided by operating activities	(14,055)	(36,991)	90,511	11,952
Cash flows from investing activities:				
Acquisition of businesses, net of cash acquired	(37,002)	—	(37,002)	—
Purchase of property and equipment	(2,642)	(4,339)	(9,082)	(10,124)
Other investing activities	(7,560)	—	(7,560)	—
Net cash used in investing activities	(47,204)	(4,339)	(53,644)	(10,124)
Cash flows from financing activities:				
Repayment of debt	(1,563)	(2,253)	(4,688)	(51,253)
Borrowings from line of credit	—	11,500	—	11,500
Repayment of line of credit	—	(11,500)	—	(11,500)
Repurchases of common stock	—	—	(5,011)	—
Proceeds from issuance of shares through employee equity incentive plans	4,956	2,052	11,467	5,493
Payment of taxes related to net share settlement of equity awards	(267)	(164)	(1,059)	(1,144)
Dividend paid to noncontrolling interest	—	—	(175)	(494)
Net cash used in financing activities	3,126	(365)	534	(47,398)
Effect of exchange rate changes on cash	484	299	(27)	1,992
Net increase (decrease) in cash and restricted cash	(57,649)	(41,396)	37,374	(43,578)
Cash and restricted cash at the beginning of the period	193,856	107,449	98,833	109,631
Cash and restricted cash at the end of the period	$ 136,207	$ 66,053	$ 136,207	$ 66,053

Corsair Gaming, Inc.
GAAP to Non-GAAP Reconciliations

Non-GAAP Operating Income (Loss) Reconciliations
(Unaudited, in thousands, except percentages)

	Three Months Ended September 30,		Nine Months Ended September 30,	
	2026	**2025**	**2026**	**2025**
Operating income (loss) - GAAP	$ (1,641)	$ (5,627)	19,763	$ (24,813)
Amortization	8,917	10,110	27,538	29,745
Stock-based compensation	6,502	5,187	19,131	23,844
One-time costs related to legal and other matters	1,281	2,490	3,356	4,483
Acquisition and related integration costs	844	528	1,444	4,228
Restructuring and other charges	—	849	1,799	2,716
Legal and due diligence costs related to strategic investments	114	—	264	—
Acquisition accounting impact related to recognizing acquired inventory at fair value	1,527	—	1,527	613
Adjusted Operating Income - Non-GAAP	$ 17,544	$ 13,537	$ 74,822	$ 40,816
As a % of net revenue - GAAP	*-0.4%*	*-1.6%*	*1.9%*	*-2.4%*
As a % of net revenue - Non-GAAP	*4.8%*	*3.9%*	*7.2%*	*3.9%*

Corsair Gaming, Inc.
GAAP to Non-GAAP Reconciliations

Non-GAAP Net Income (Loss) and Net Income (Loss) Per Share Reconciliations
(Unaudited, in thousands, except per share amounts)

	Three Months Ended September 30,		Nine Months Ended September 30,	
	2026	2025	2026	2025
Net income (loss) attributable to common stockholders of Corsair Gaming, Inc. [1]	$ (2,461)	$ (9,534)	$ 16,231	$ (36,602)
Less: Change in redemption value of redeemable noncontrolling interest	96	1,095	(2,839)	5,348
Net income (loss) attributable to Corsair Gaming, Inc.	(2,557)	(10,629)	19,070	(41,950)
Add: Net income attributable to noncontrolling interest	170	237	749	935
Net income (loss) - GAAP	(2,387)	(10,392)	19,819	(41,015)
Adjustments:				
Amortization	8,917	10,110	27,538	29,745
Stock-based compensation	6,502	5,187	19,131	23,844
Restructuring and other charges	—	849	1,799	2,716
One-time costs related to legal and other matters	1,281	2,490	3,356	4,483
Acquisition and related integration costs	844	528	1,444	4,228
Legal and due diligence costs related to strategic investments	114	—	264	—
Reversal of bargain purchase gain on business acquisition	—	—	—	2,581
Acquisition accounting impact related to recognizing acquired inventory at fair value	1,527	—	1,527	613
Non-GAAP income tax adjustment	(1,989)	(1,983)	(5,950)	(6,793)
Adjusted net income - Non-GAAP	$ 14,809	$ 6,789	$ 68,928	$ 20,402
Diluted net income (loss) per share:				
GAAP	$ (0.02)	$ (0.09)	$ 0.15	$ (0.35)
Adjusted, Non-GAAP	$ 0.13	$ 0.06	$ 0.63	$ 0.19
Weighted-average common shares outstanding - Diluted:				
GAAP	108,706	106,289	109,620	105,802
Adjusted, Non-GAAP	111,871	107,977	109,620	107,554

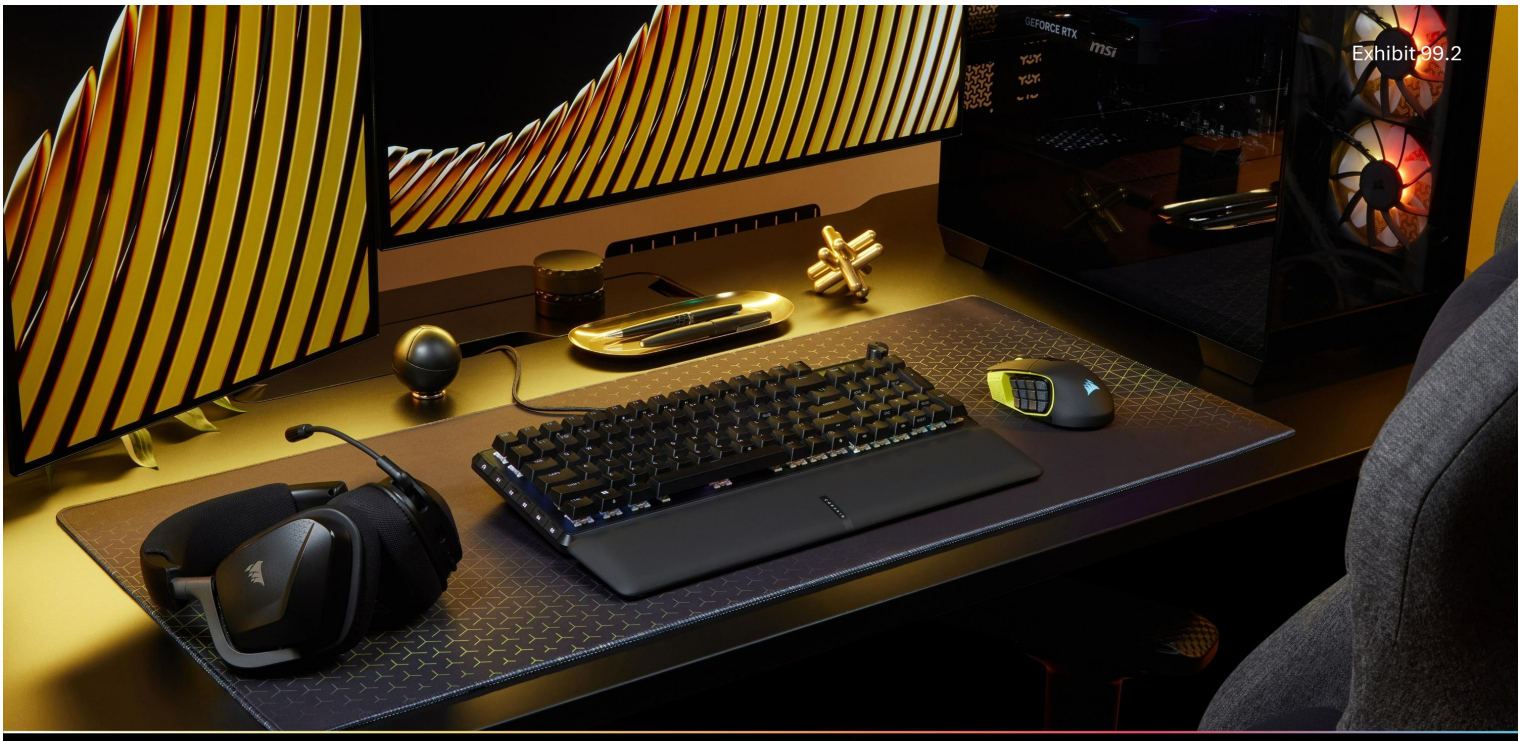
(1) Numerator for calculating net income (loss) per share-GAAP

Corsair Gaming, Inc.
GAAP to Non-GAAP Reconciliations

Adjusted EBITDA Reconciliations
(Unaudited, in thousands, except percentages)

	Three Months Ended September 30,		Nine Months Ended September 30,	
	2026	**2025**	**2026**	**2025**
Net income (loss) - GAAP	$ (2,387)	$ (10,392)	$ 19,819	$ (41,015)
Amortization	8,917	10,110	27,538	29,745
Stock-based compensation	6,502	5,187	19,131	23,844
One-time costs related to legal and other matters	1,281	2,490	3,356	4,483
Restructuring and other charges	—	849	1,799	2,716
Acquisition and related integration costs	844	528	1,444	4,228
Legal and due diligence costs related to strategic investments	114	—	264	—
Acquisition accounting impact related to recognizing acquired inventory at fair value	1,527	—	1,527	613
Depreciation	3,781	3,479	10,981	10,203
Interest expense, net of interest income	804	1,856	2,344	5,798
Reversal of bargain purchase gain on business acquisition	—	—	—	2,581
Income tax (benefit) expense	990	2,080	803	3,772
Adjusted EBITDA - Non-GAAP	$ 22,373	$ 16,187	$ 89,006	$ 46,968
Adjusted EBITDA margin - Non-GAAP	*6.1%*	*4.7%*	*8.6%*	*4.5%*

Exhibit 99.2



CORSAIR
WORLDS AHEAD

Q3 INVESTOR PRESENTATION

NOVEMBER 2026



DISCLAIMER

Forward-Looking Statements

This press release contains express and implied forward-looking statements within the meaning of the Private Securities Litigation Reform Act of 1995, including, but not limited to, statements regarding the Company's financial outlook for the fourth quarter 2026 and the full year 2026; projected revenue growth in the Company's segments; potential future growth in certain product categories; the expected timing of new product launches and shipments, future headwinds and tailwinds that may impact the Company's sales and results of operations including semiconductor supply constraints and demand for AI-focused workstations and the impact of video game releases; the potential growth and the long-term trajectory of our segments; expected timing and contribution of the Trak Racer acquisition; the potential market opportunity for desktop AI PCs; the anticipated timeline for a more meaningful contribution from the Company's AI workstation initiative; the expected level of memory gross margin and its impact on fourth quarter adjusted EBITDA; and the anticipated impact of console gaming demand on the Company's controller and streaming products. Forward-looking statements are based on our management's beliefs, as well as assumptions made by, and information currently available to them. Because such statements are based on expectations as to future financial and operating results and are not statements of fact, actual results may differ materially from those projected. Factors which may cause actual results to differ materially from current expectations include, but are not limited to: the Company's limited operating history, which makes it difficult to forecast the Company's future results of operations; current macroeconomic conditions, including the impacts of high inflation and risk of recession, demand for our products, consumer confidence and financial markets generally; changes in trade regulations, policies, and agreements and the imposition of tariffs that affect our products or operations, including potential new tariffs that may be imposed on U.S. imports and our ability to mitigate; the Company's ability to build and maintain the strength of the Company's brand among gaming, streaming and content creator enthusiasts and ability to continuously develop and successfully market new products and improvements to existing products; the introduction and success of new third-party high-performance computer hardware, particularly graphics processing units and central processing units as well as sophisticated new video games; fluctuations in operating results; the loss or inability to attract and retain key management; the impacts from geopolitical events and unrest; delays or disruptions at the Company or third-parties' manufacturing and distribution facilities; and the other factors described under the heading "Risk Factors" in our Annual Report on Form 10-K for the year ended December 31, 2025 filed with the Securities and Exchange Commission ("SEC") and our subsequent filings with the SEC. All forward-looking statements reflect our beliefs and assumptions only as of the date of this press release. We undertake no obligation to update forward-looking statements to reflect future events or circumstances. Our results for the quarter ended September 30, 2026 are also not necessarily indicative of our operating results for any future periods.

Non-GAAP Financial Measures

Included in this presentation are certain non-GAAP financial measures, including Adjusted Operating Income (Loss), Adjusted EBITDA, Adjusted Net Income (Loss) and Adjusted Net Income (loss) per Diluted Share, which are not recognized under the generally accepted accounting principles ("GAAP") in the United States and designed to complement the financial information presented in accordance with GAAP in the United States because management believes such measures are useful to investors. The non-GAAP measures have limitations as analytical tools and you should not consider them in isolation of, or as an alternative to, measures prepared in accordance with U.S. GAAP. The non-GAAP measures used by the Company may differ from the non-GAAP measures used by other companies. The Company urges you to review the reconciliation of its non-GAAP financial measures to the most directly comparable U.S. GAAP financial measures set forth in the Appendix to this presentation, and not to rely on any single financial measure to evaluate the Company's business.

Market and Industry Data

This presentation also contains estimates and other statistical data made by independent parties and by the Company relating to the Company's industry, the Company's business and the market for the Company's products and its future growth. This data involves a number of assumptions and limitations, and you are cautioned not to give undue weight to such estimates. In addition, projections, assumptions, and estimates of the Company's future performance and the future performance of the market for its products are necessarily subject to a high degree of uncertainty and risk.

Exhibit 99.2

CORSAIR AT A GLANCE

Trailing 12-month REVENUE[2]
$1,473M
+2% YoY

Trailing 12-month GROSS PROFIT[2]
$463M
+19% YoY

Trailing 12-month ADJUSTED EBITDA[1][2][3]
$128M
+60% YoY

Market Leader in
Gamer + Creator Peripherals and Performance PC Ecosystem

Products sold in
70+
countries

Founded in
1994
HQ: Milpitas, CA

NASDAQ
CRSR

NPS Score[4]
64.5

(1) See appendix for reconciliation of non-GAAP metrics to most comparable GAAP metrics
(2) Trailing 12-month period ending 9/30/2026. YoY growth compared to same period ending 9/30/2025.
(3) Trailing 12-month adjusted EBITDA excludes $14.3 million tariff refund benefit in Q2 2026
(4) Source: PCMag, CORSAIR brand net promoter score https://www.pcmag.com/articles/the-best-tech-brands-for-2026.

*Source: Circana 2025 US Market + CORSAIR internal data

Exhibit 99.2

One Platform.
Every Pursuit.



CORSAIR is building one platform for digital enthusiasts to play, create, train, and build.

Our software and advance components let each customer tune performance to their own use case and scale up as their needs grow.

Exhibit 99.2

Powered By Passion.
Dedicated To Play.

CORSAIR's mission is to design and deliver high-quality, high-performance PC components, streaming solution, and Sim Racing gear that empower gamers, creators, and builders worldwide.



QUARTER HIGHLIGHTS

CORSAIR Q3 2026

$367.0M NET REVENUE, +6% YoY
$17M above the high end of the guided range of $320M to $350M

$97.8M GROSS PROFIT, +5% YoY
First nine months of 2026 +13%, $318.1M

$22.4M ADJUSTED EBITDA(1), +38% YoY
$1.4M above the high end of the guided range of $18.0M to $21.0M

$0.13 EPS (non-GAAP)(1)
Above the high end of the guided range of $0.09 to $0.12



(1) See appendix for reconciliation of non-GAAP metrics to most comparable GAAP metrics

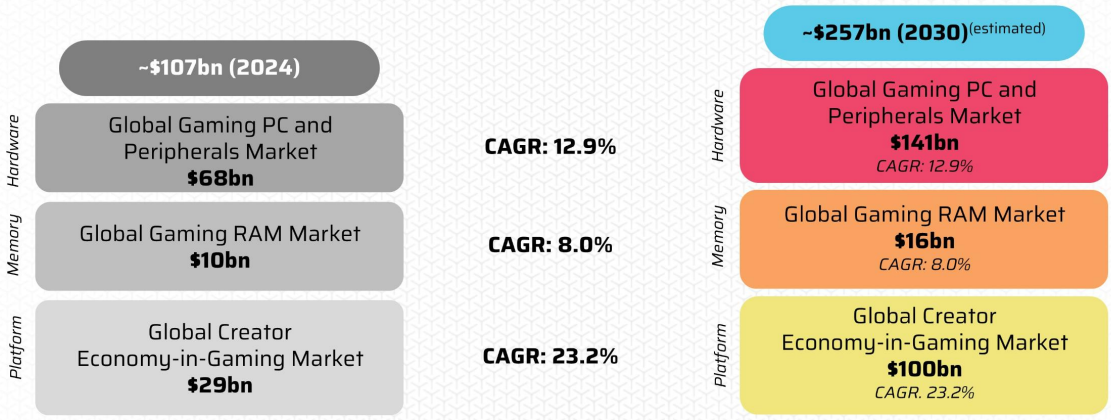
Exhibit 99.2



MARKET **OPPORTUNITY**

DOUBLE-DIGIT TAM GROWTH IN OUR CORE MARKETS

The global high-performance gaming and creator products market is projected to grow at a ~16% CAGR from '24-30



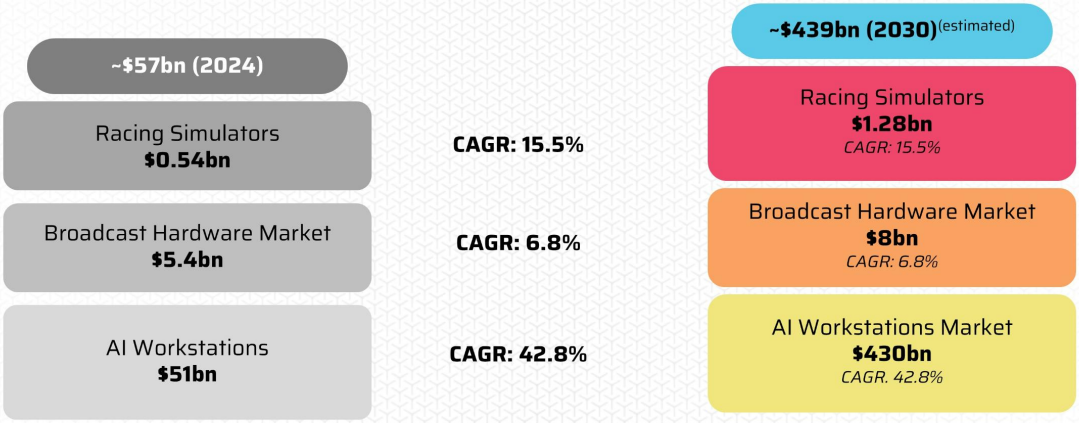
KEY GROWTH DRIVERS

- Demand for High-Performance PC Hardware
- Growth in Gaming and Esports
- Expansion of Content Creation and Streaming
- Elgato Marketplace Flywheel
- Rapid Hardware Innovation
- Customization and Upgradeability

*Sources: Grand View Research, Market.us, Market Research Intellect with geometric interpolation

Exhibit 99.2

ADDITIONAL GROWTH OPPORTUNITIES IN EMERGING CATEGORIES



KEY GROWTH DRIVERS



*Sources: Grand View Research, Global Market Insights with geometric interpolation, Diligence Insights

Exhibit 99.2

FINANCIAL UPDATE



Exhibit 99.2

Q3 2026 – SOLID REVENUE AND PROFIT GROWTH

REVENUE
+6% YoY
$367.0M

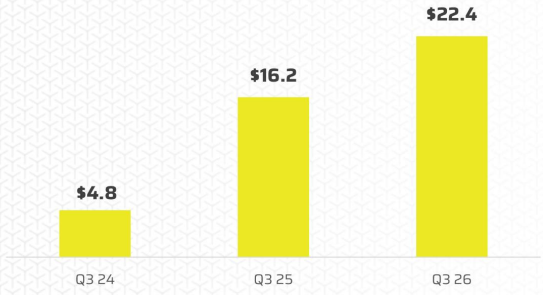
GROSS PROFIT
+5% YoY
$97.8M

ADJUSTED EBITDA [1]
+38% YoY
$22.4M

ADJUSTED EPS (diluted) [1]
+$0.07 YoY
$0.13



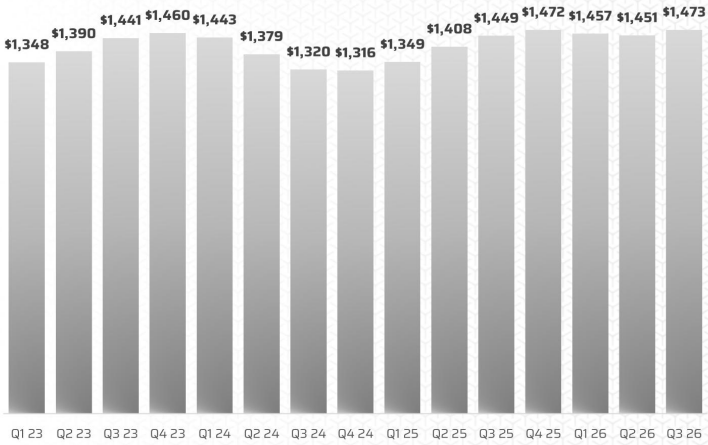
Revenue in $ Millions



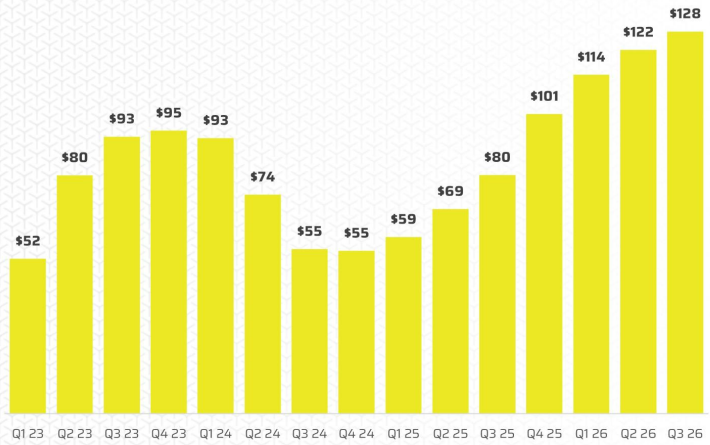
Adjusted EBITDA in $ Millions

(1) See appendix for reconciliation of non-GAAP metrics to most comparable GAAP metrics.

GROSS PROFIT EXPANSION, COST CONTROL DRIVE PROFIT GROWTH



Trailing 12-month Revenue in $ Millions



Trailing 12-month Adjusted EBITDA in $ Millions [1][2]

(1) See appendix for reconciliation of non-GAAP metrics to most comparable GAAP metrics.
(2) Q2, Q3 2026 trailing 12-month Adjusted EBITDA excludes $14.3 million tariff refund benefit in Q2 2026.

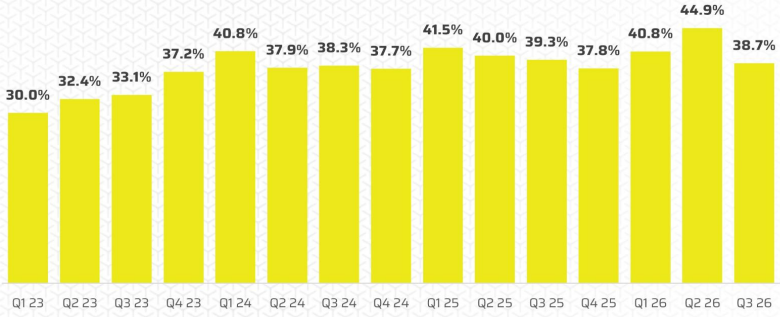
GROWTH IN HIGHER MARGIN GAMER AND CREATOR PERIPHERALS

Q3 26 REVENUE
+3% YoY
$116.5M



Trailing 12-month Revenue in $ Millions

Q3 26 GROSS PROFIT
+2% YoY
$45.0M



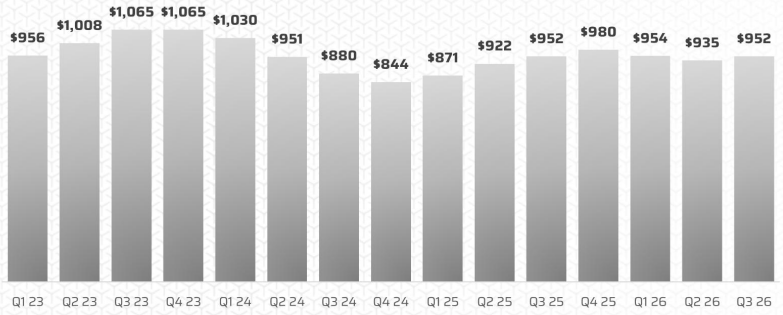
Quarterly Gross Margin

CONSISTENT LEADERSHIP IN GAMING COMPONENTS AND SYSTEMS

Q3 26 REVENUE

+7% YoY

$250.5M

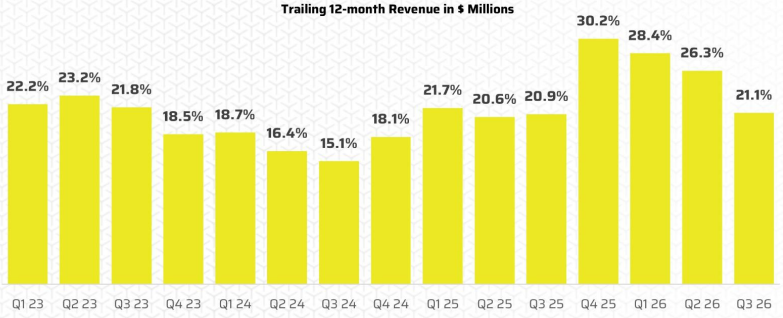


Trailing 12-month Revenue in $ Millions

Q3 26 GROSS PROFIT

+8% YoY

$52.8M

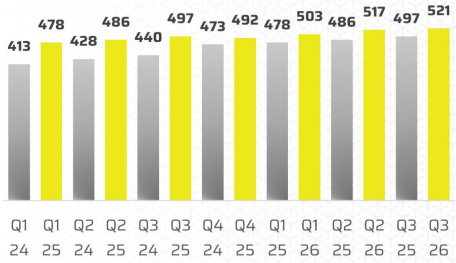


Quarterly Gross Margin

Exhibit 99.2

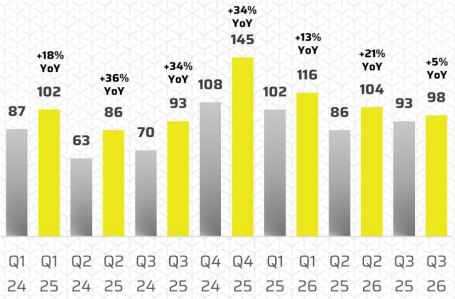
SEVEN CONSECUTIVE QUARTERS OF PROGRESS

TTM Gamer and Creator Peripherals Segment Revenue Growth (in $ Millions)



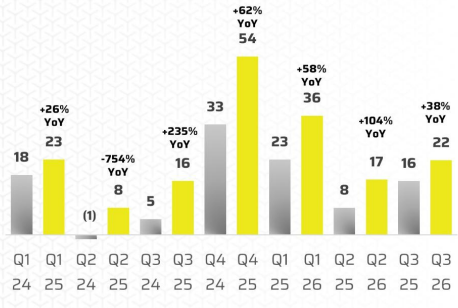
Consistent growth in higher margin Gamer and Creator Peripherals Segment

Quarterly Gross Profit



Consistent gross profit expansion, with quarterly gross margin records in three of past four quarters

Quarterly Adjusted EBITDA[1] [2] (in $ Millions)



Significant Adjusted EBITDA expansion year-over-year from margin growth and operating leverage

(1) See appendix for reconciliation of non-GAAP metrics to most comparable GAAP metrics.
(2) Q2 2026 Adjusted EBITDA excludes $14.3 million tariff refund benefit in Q2 2026.

CASH AND DEBT SUMMARY

($ in millions)	30-Sep-26
Cash (Excluding restricted cash)	$134.6
Term Loan (face value)	$117.2
Total Debt	$117.2
Net Debt	-$17.4

Exhibit 99.2

FINANCIAL **GUIDANCE**



FINANCIAL GUIDANCE[1]

Financial Metrics	Q4 2026 Guidance
Net Revenue	$420 - $450 million
Adjusted EBITDA	$38 - $42 million
Non-GAAP EPS	$0.26 – $0.31

(1) Given the number of risk factors, uncertainties and assumptions, many of which are referenced in slide 2, actual results may differ materially. We do not intend to update our financial outlook until our next quarterly results announcement. Estimates should not be viewed as a substitute for our full annual financial statement and are not necessarily indicative of the results to be expected for any future period. Certain non-GAAP measures included in our financial outlook were not reconciled to the comparable GAAP financial measures because the GAAP measures are not accessible on a forward-looking basis. We are unable to reconcile these forward-looking into non-GAAP measures to the most directly comparable GAAP measures without unreasonable effort because we are currently unable to predict with a reasonable degree of certainty the type and extent of certain items that would be expected to impact GAAP measures for this period but would not impact the non-GAAP measures. Such items may include stock-based compensation charges, public offering related charges, depreciation and amortization, and other items. The unavailable information could have a significant impact on our GAAP financial results.

FINANCIAL GUIDANCE[1]

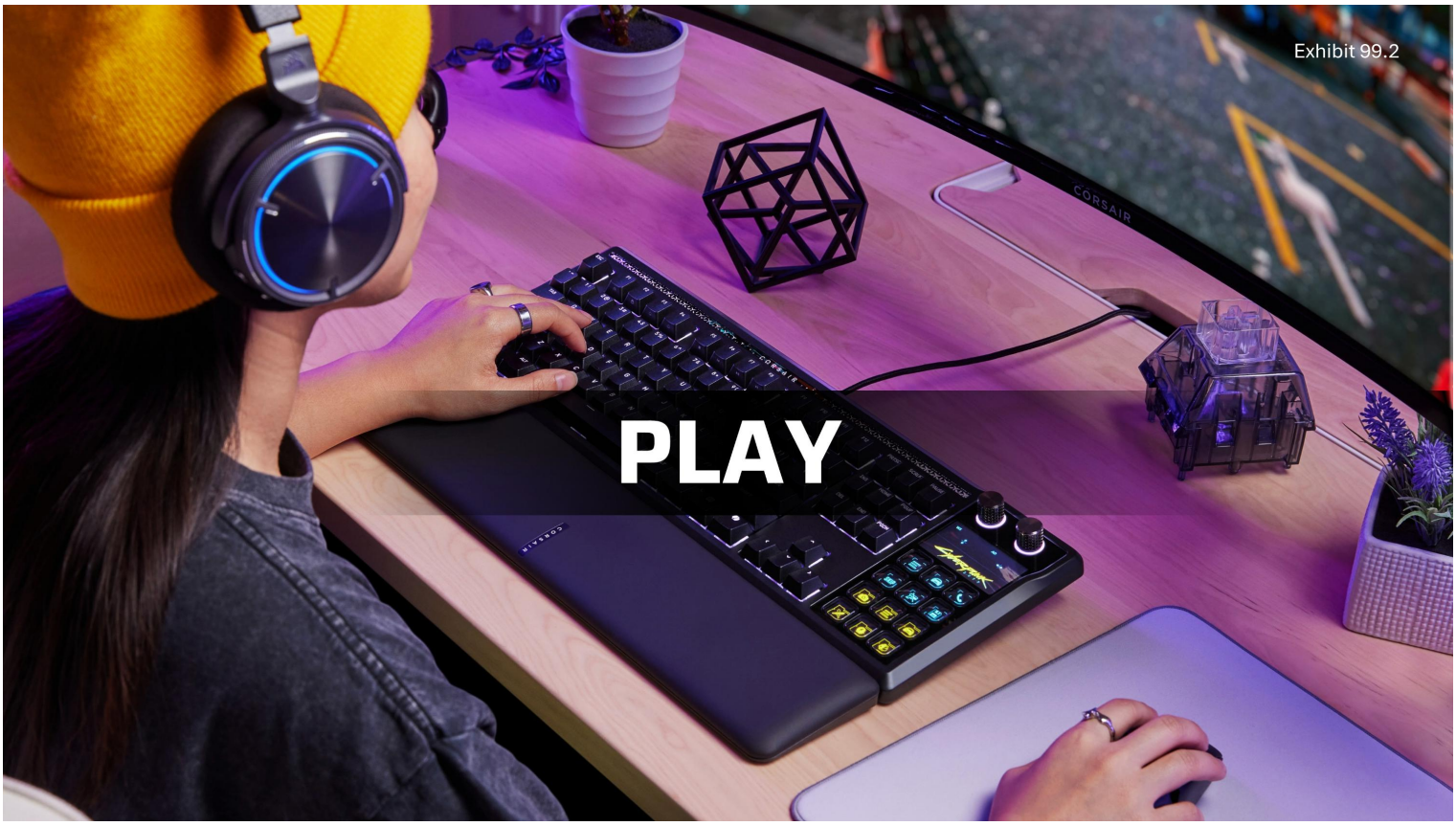
Financial Metrics	2026 Guidance
Net Revenue	$1.456 - $1.486 billion
Adjusted EBITDA	$127 - $131 million
Non-GAAP EPS	$0.89 - $0.94

(1) Given the number of risk factors, uncertainties and assumptions, many of which are referenced in slide 2, actual results may differ materially. We do not intend to update our financial outlook until our next quarterly results announcement. Estimates should not be viewed as a substitute for our full annual financial statement and are not necessarily indicative of the results to be expected for any future period. Certain non-GAAP measures included in our financial outlook were not reconciled to the comparable GAAP financial measures because the GAAP measures are not accessible on a forward-looking basis. We are unable to reconcile these forward-looking into non-GAAP measures to the most directly comparable GAAP measures without unreasonable effort because we are currently unable to predict with a reasonable degree of certainty the type and extent of certain items that would be expected to impact GAAP measures for this period but would not impact the non-GAAP measures. Such items may include stock-based compensation charges, public offering related charges, depreciation and amortization, and other items. The unavailable information could have a significant impact on our GAAP financial results.

Exhibit 99.2

BUSINESS UPDATE




PLAY

PLAY

For gamers who want more customization and immersive experience, we delivered a series of products.



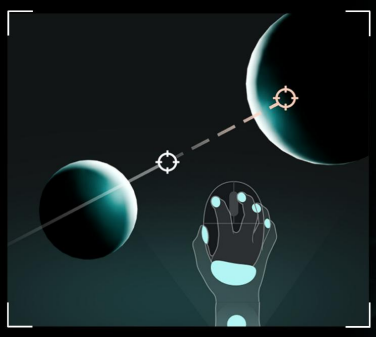
- **SABRE v3 PRO with PureVector**
  Built with Aimlabs. Mouse sensitivity is personalized to each player. In testing, accuracy and aim speed improved by up to 33%.
- **VOXARA**
  A premium USB gaming microphone paired with Elgato Wave Link, for more control over your voice and audio.
- **HS80 v2 MAX**
  Upgraded 50mm drivers feature non-Newtonian laminate diaphragms for precise, full-frequency audio separation so every footstep, reload, and secondary cue cuts through clean.
- **GUMAYUSI, ARC RAIDERS & CYBERPUNK COLLECTIONS**
  Officially licensed, limited-edition gear design in collaboration with each partner.
- **SCUF NEMESIS PRO**
  8,000Hz polling, wireless or wired, for sub-1ms response, so your aim and inputs land the moment you make them.

Exhibit 99.2


CORSAIR
SABRE v3 PRO
PUREVECTOR ULTRALIGHT WIRELESS ERGO GAMING MOUSE
› PureVector improves aim speed by up to 81ms, 33% faster, works in any game
› Sculpted asymmetric right-hand form at 41g for elite FPS play
› True wireless 8,000Hz hyper-polling with a best-in-class Nordic 54-series MCU
› CORSAIR MARKSMAN X sensor with 42K DPI
PureVector
CORSAIR · AIMLABS
CORSAIR INVESTOR PRESENTATION | NOVEMBER 2026

Exhibit 99.2





CORSAIR × AIMLABS

AIMLABS

PUREVECTOR: PERSONALIZED AIMING TECHNOLOGY

- Developed with Aimlabs, PureVector is a patented, CORSAIR-exclusive technology that personalizes mouse sensitivity to compensate for individual aiming biases. Profiles save directly to the mouse for use in any game, without a background app.
- Testing showed up to 33% less aiming and correction time, helping players get on target up to 81 milliseconds faster.

PureVector
CORSAIR · AIMLABS

Exhibit 99.2

CORSAIR

PureVector
CORSAIR × AIMLABS

SABRE v3 PRO

"With the light weight, excellent grip, and PureVector, aiming feels much easier to control. I think it will be especially effective in FPS games, and I'm also looking forward to using it in League of Legends."

- Raptor, MVP & Winner 2026 Demacia Cup Global Invitational

"One of the best options on the market, if not the best

- Hardzone



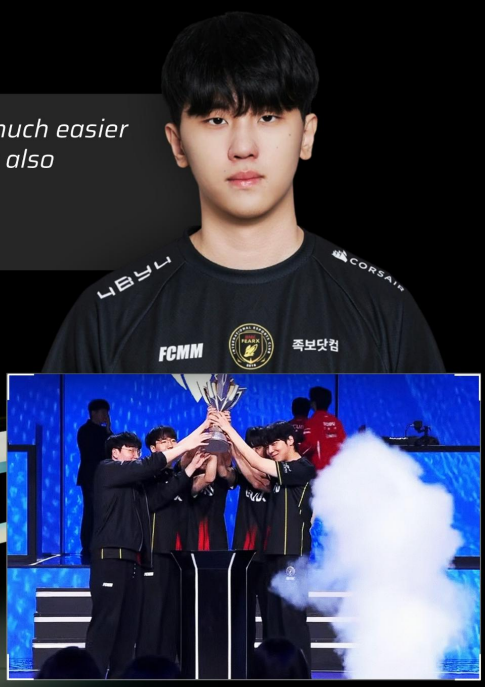


Exhibit 99.2



CORSAIR × GUMAYUSI

GUMAYUSI

I'LL PROVE IT, EVERY GAME

- Developed with three-time League of Legends World Champion Gumayusi, this limited-edition collection pairs his signature style with CORSAIR performance across the VANGUARD PRO 96 keyboard, SABRE v2 PRO Wireless CF mouse and MM 2XL mouse pads.
- Launched on the anniversary of his professional debut, the collection features exclusive designs, custom keyboard LCD themes and fan cards with keyboard and mouse purchases.

Exhibit 99.2



CORSAIR × ARC Raiders

CORSAIR x ARC RAIDERS

GEAR UP TO GO TOPSIDE

- This officially licensed ARC RAIDERS collection unites CORSAIR, SCUF and Elgato with themed keyboards, mice, headsets, mouse pads, controllers and Stream Deck.
- Qualifying purchases unlock exclusive in-game items, connecting players' setups with their adventures Topside.

Exhibit 99.2



SCUF

NEMESIS PRO

8K PC WIRELESS PERFORMANCE CONTROLLER

- Up to 8,000Hz polling in both 2.4GHz wireless and wired USB-C modes deliver ultra-responsive PC gaming with sub-1ms input performance
- TMR thumbsticks deliver smooth, precise control and are designed to resist the physical wear that can lead to stick drift over time.
- Mouse-click mechanical switches across the ABXY buttons for fast actuation, making every input feel precise and deliberate.


Exhibit 99.2
CREATE

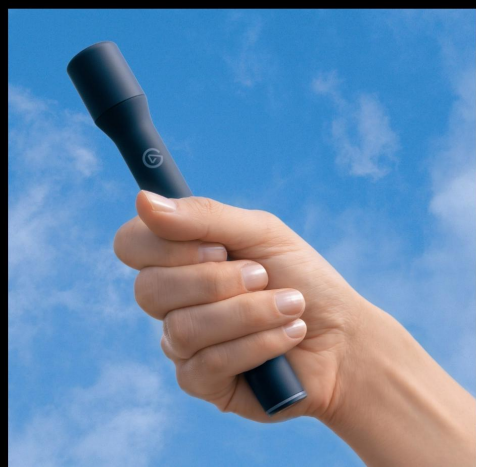
CREATE

For streamers and content creators who want to create anywhere, we expanded beyond the desk and into a new category with our first wireless mobile microphone.

- **ELGATO WAVE GO**
  A clip-on and handheld mic in one system. Clip it to your shirt or slot it into the handle, and switch modes in seconds. No extra gear needed
- A USB-C receiver connects to your phone for wireless audio anywhere — whether you're filming, going live, or just talking to camera.
- A condenser capsule delivers broadcast-quality sound, with onboard processing that adapts whether the mic is clipped on or in your hand.







★★★★★

Absolutely blown away by the audio quality!

"The Wave Go has genuinely exceeded my expectations. The way it isolates my voice while maintaining such crisp, clear, studio-quality sound is incredible. What impresses me most is that I can record outside of my dedicated gaming room and still achieve the same professional sound I've worked so hard to create in my setup."

★★★★★

INSANE Quality Right Out of the Box!

"Tested the Wave Go live in NYC around the streets where usually is loud environment possible. The fact that this mic sounds EXCELLENT without adjusting a single setting is impressive."


BUILD AND COMPUTE

Exhibit 99.2

BUILD AND COMPUTE

For enthusiasts building high-performance PCs and professionals running AI workloads, we delivered a new rugged steel PC case.

- **WARTHOG**
  WARTHOG is a rugged steel PC case inspired by the Vengeance C70, combining bold industrial styling with exceptional airflow, upgradeability, and support for today's high-performance hardware.
- Built for DIY enthusiasts, it features integrated carry handles, reverse-connector motherboard support, InfiniRail™ fan mounting and rear I/O lighting.
- WARTHOG comes in customizable and pre-cooled RS versions, both supporting extensive fan and radiator configurations for powerful, efficient cooling.



Exhibit 99.2

THE CORSAIR **ADVANTAGE**



Exhibit 99.2

THE INDUSTRY IS EVOLVING

Gaming, creation and AI computing are converging into one digital workspace.

Customers increasingly expect connected hardware, intelligent software and seamless workflows.

The opportunity is expanding beyond gamers to creators, developers and AI early adopters.



Exhibit 99.2

OUR VISION

CORSAIR is building the platform where digital enthusiasts play, create, train and build.

Our customers rely on high-performance hardware, intelligent software and immersive experiences to perform at their best.

Our ecosystem and customization capability become more valuable as customers add products and services.



Exhibit 99.2

THE CORSAIR **ECOSYSTEM**

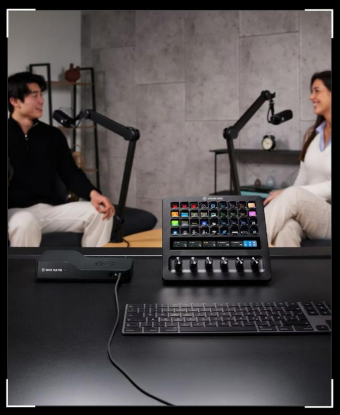


Exhibit 99.2

FOUR CORSAIR CUSTOMER JOURNEYS

Powered by one connected ecosystem









PLAY
- CORSAIR GAMING
- SCUF GAMING

CREATE
- ELGATO

TRAIN
- FANATEC
- TRAK RACER

BUILD & COMPUTE
- CORSAIR COMPONENTS
- CORSAIR PRO
- ORIGIN PC

Exhibit 99.2

THE CORSAIR PLATFORM

Each new product strengthens the value of the ecosystem.



PERFORMANCE LAYER

- Premium PC Components
- Prebuilt Performance Computers
- High Speed Input Devices
- Creator A/V Solutions
- Sim Training Hardware



CONTROL LAYER

- Stream Deck Eco System
- iCUE PC Control Software
- Bitfocus Show Control



INTELLIGENCE LAYER

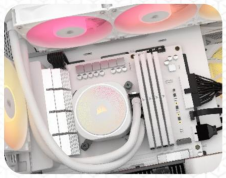
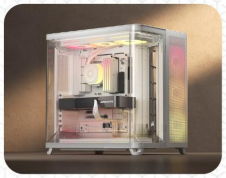
- AI Workstations
- Personalization
- AI eCommerce Engine

Exhibit 99.2

DIVERSIFIED PORTFOLIO OF LEADING BRANDS

Together, our brands form a powerful ecosystem for gamers, creators, and enthusiasts around the world.

GAMING COMPONENTS AND SYSTEMS

CORSAIR

High-Performance PC Hardware for advance gaming and computing

CORSAIR PRO

Professional AI Workstations & Servers

ORIGIN

Custom built PCs for Prosumers.

GAMER AND CREATOR PERIPHERALS





CORSAIR

SCUF

Customizable, advanced paddle gaming controllers

DROP

Exclusive limited releases Destination

elgato

Empowering creators and studios worldwide to produce original premium content

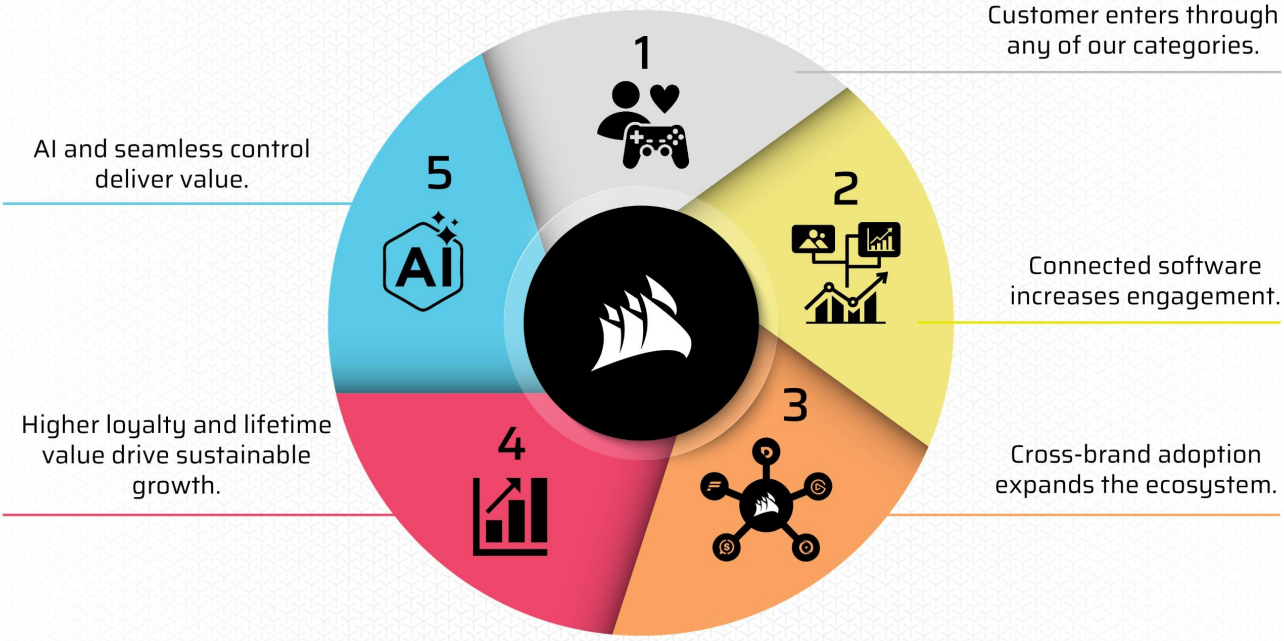
FANATEC

TRAK RACER SIMULATION

World renowned in professional sim racing solutions

Exhibit 99.2

THE CORSAIR FLYWHEEL



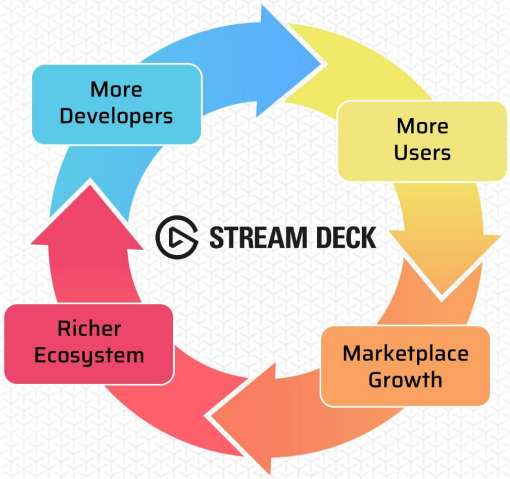
elgato

THE STREAM DECK CONTROL ECOSYSTEM

Small improvements build momentum over time, leading to accelerated growth.

WHAT IS STREAM DECK?

- Control software + visual hardware button interface
- Customizable LCD key display – map any action to any key
- Cross deployed across Corsair products and partner's solutions
- Plugin engine spans gaming, streaming, productivity, broadcasting, AI workflows and more



100%+ YoY in 1H26

Elgato Marketplace Revenue & Transactions

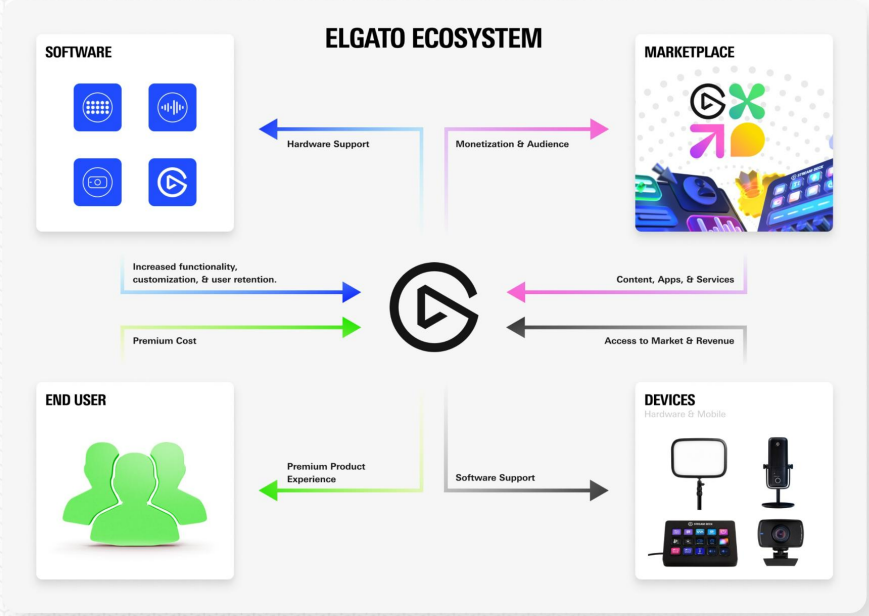
+1M accounts first nine months YoY

Cross-brand growth with new Xeneon Edge and iCue integrations with Marketplace

ELGATO MARKETPLACE

Elgato Marketplace is a flywheel and digital platform where Creators, Streamers, YouTubers, and Professionals discover and purchase thousands of plugins, overlays, and workflow tools that enhance their content and productivity.

Meanwhile, developers can monetize the assets they build for the Elgato ecosystem.



TRUSTED BRAND

Our customers appreciate the value we deliver

PC MAG ★ BEST ★ BRANDS 2026

NPS SCORE*

64.5

Score Range	Label	What It Means
70+	World-class	The brand now has loyal fan base
50-70	**Excellent**	**The brand is delivering standout experiences**
30-50	Great	The brand is delighting customers consistently
20-30	Good	The brand is a few critics but more brand advocates
0 and above	Favorable	The brand is beginning to be a crowd favorite

*Source: PCMag, CORSAIR brand net promoter score https://www.pcmag.com/articles/the-best-tech-brands-for-2026



OVER 100 AWARDS FOR INNOVATION, QUALITY AND PERFORMANCE

Our award-winning product portfolio is consistently recognized by experts.



APPENDIX



USE OF NON-GAAP FINANCIAL MEASURES

To supplement the financial results presented in accordance with GAAP, this presentation includes certain non-GAAP financial information, including Adjusted Operating Income (Loss), Adjusted EBITDA, Adjusted Net Income (Loss) and Adjusted Net Income (Loss) per Diluted Share. These are important financial performance measures for us but are not financial measures as defined by GAAP. The presentation of this non-GAAP financial information is not intended to be considered in isolation of or as a substitute for, or superior to, the financial information prepared and presented in accordance with GAAP.

We use these non-GAAP financial measures to evaluate our operating performance and trends and make planning decisions. We believe that these non-GAAP financial measures help identify underlying trends in our business that could otherwise be masked by the effect of the expenses and other items that we exclude in such non-GAAP financial measures. Accordingly, we believe that these non-GAAP financial measures provide useful information to investors and others in understanding and evaluating our operating results, enhancing the overall understanding of our past performance and future prospects, and allowing for greater transparency with respect to the key financial metrics used by our management in our financial and operational decision-making. We also present these non-GAAP financial measures because we believe investors, analysts and rating agencies consider them useful in measuring our ability to meet our debt service obligations.

Our use of these terms may vary from that of others in our industry. These non-GAAP financial measures should not be considered as an alternative to net revenues, operating income (loss), net income (loss), cash provided by operating activities or any other measures derived in accordance with GAAP as measures of operating performance or liquidity. Reconciliations of these measures to the most directly comparable GAAP financial measures are presented in the appendix.

We encourage investors and others to review our financial information in its entirety, not to rely on any single financial measure and to view these non-GAAP financial measures in conjunction with the related GAAP financial measures.

GAAP TO NON-GAAP RECONCILIATIONS

Non-GAAP Operating Income (Loss) Reconciliations
(Unaudited, in thousands, except percentages)

	Three Months Ended September 30,	
	2026	**2025**
Operating income (loss) - GAAP	$ (1,641)	$ (5,627)
Amortization	8,917	10,110
Stock-based compensation	6,502	5,187
One-time costs related to legal and other matters	1,281	2,490
Restructuring and other charges	—	849
Acquisition and related integration costs	844	528
Legal and due diligence costs related to strategic investments	114	—
Acquisition accounting impact related to recognizing acquired inventory at fair value	1,527	—
Adjusted Operating Income - Non-GAAP	$ 17,544	$ 13,537
As a % of net revenue - GAAP	*-0.4%*	*-1.6%*
As a % of net revenue - Non-GAAP	*4.8%*	*3.9%*

GAAP TO NON-GAAP RECONCILIATIONS

Non-GAAP Net Income (Loss) and Net Income (Loss) Per Share Reconciliations
(Unaudited, in thousands, except per share amounts)

	Three Months Ended September 30,	
	2026	**2025**
Net income (loss) attributable to common stockholders of Corsair Gaming, Inc. [1]	$ (2,461)	$ (9,534)
Less: Change in redemption value of redeemable noncontrolling interest	96	1,095
Net income (loss) attributable to Corsair Gaming, Inc.	(2,557)	(10,629)
Add: Net income attributable to noncontrolling interest	170	237
Net income (loss) - GAAP	(2,387)	(10,392)
Adjustments:		
Amortization	8,917	10,110
Stock-based compensation	6,502	5,187
Restructuring and other charges	—	849
One-time costs related to legal and other matters	1,281	2,490
Acquisition and related integration costs	844	528
Legal and due diligence costs related to strategic investments	114	—
Acquisition accounting impact related to recognizing acquired inventory at fair value	1,527	—
Non-GAAP income tax adjustment	(1,989)	(1,983)
Adjusted net income - Non-GAAP	$ 14,809	$ 6,789
Diluted net income (loss) per share:		
GAAP	$ (0.02)	$ (0.09)
Adjusted, Non-GAAP	$ 0.13	$ 0.06
Weighted-average common shares outstanding - Diluted:		
GAAP	108,706	106,289
Adjusted, Non-GAAP	111,871	107,977

(1) Numerator for calculating net income (loss) per share-GAAP

GAAP TO NON-GAAP RECONCILIATIONS

Adjusted EBITDA Reconciliations
(Unaudited, in thousands, except percentages)

	Three Months Ended September 30,	
	2026	**2025**
Net income (loss) - GAAP	$ (2,387)	$ (10,392)
Amortization	8,917	10,110
Stock-based compensation	6,502	5,187
One-time costs related to legal and other matters	1,281	2,490
Restructuring and other charges	—	849
Acquisition and related integration costs	844	528
Legal and due diligence costs related to strategic investments	114	—
Acquisition accounting impact related to recognizing acquired inventory at fair value	1,527	—
Depreciation	3,781	3,479
Interest expense, net of interest income	804	1,856
Income tax (benefit) expense	990	2,080
Adjusted EBITDA - Non-GAAP	$ 22,373	$ 16,187
Adjusted EBITDA margin - Non-GAAP	*6.1%*	*4.7%*

GAAP TO NON-GAAP RECONCILIATIONS

TTM ADJUSTED EBITDA RECONCILIATIONS

(unaudited, in thousands)

Quarterly Reconcliations	Q2 22	Q3 22	Q4 22	Q1 23	Q2 23	Q3 23	Q4 23	Q1 24	Q2 24	Q3 24	Q4 24	Q1 25	Q2 25	Q3 25	Q4 25	Q1 26	Q2 26	Q3 26
Net income (loss) - GAAP	$ (51,839)	$ (5,945)	$ 7,118	$ (1,648)	$ (4,079)	$ (2,886)	$ 7,576	$ (11,029)	$ (23,507)	$ (51,586)	$ 2,728	$ (10,317)	$ (20,306)	$ (10,392)	$ 26,050	$ 13,057	$ 9,148	$ (2,387)
Amortization	13,434	10,352	9,430	9,741	9,757	9,507	9,483	9,515	9,501	9,567	9,865	9,782	9,853	10,110	10,483	9,806	8,815	8,917
Stock-based compensation	6,087	5,643	5,281	7,246	8,174	7,825	7,628	7,691	8,010	7,424	7,466	9,322	9,335	5,187	9,268	6,694	5,935	6,502
Restructuring and other charges	1,488	81	628	—	—	709	595	1,126	440	3,369	1,789	1,095	772	849	899	1,580	219	—
Acquisition and related integration costs	227	326	338	140	634	1,386	1,401	702	1,677	2,281	2,471	2,185	1,515	528	749	—	600	844
Bargain purchase gain on business acquisition	—	—	—	—	—	—	—	—	—	—	(2,581)	2,581	—	—	—	—	—	—
Legal and due diligence costs related to strategic investments	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	150	114
Acquisition accounting impact related to recognizing acquired inventory at fair value	7	—	—	—	—	960	561	169	209	695	4,180	515	98	—	—	—	—	1,527
Inventory reserve in excess of normal run rate to address overhang in the channel	19,489	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
One-time costs related to legal and other matters	27	493	1,245	—	—	—	—	6,414	1,056	29	31	—	1,993	2,490	1,484	—	2,077	1,281
Depreciation	2,545	2,546	3,033	2,897	3,036	3,083	3,194	3,087	3,093	3,314	3,955	3,373	3,351	3,479	3,759	3,551	3,649	3,781
Interest expense, net of interest income	1,676	2,734	3,497	2,828	2,518	2,529	2,706	2,126	2,278	2,714	2,742	2,046	1,896	1,856	1,892	1,270	270	804
Income tax (benefit) expense	(4,164)	(6,115)	1,442	(639)	(2,287)	(97)	581	(1,777)	(4,001)	27,018	496	2,061	(369)	2,080	(956)	(157)	(30)	990
Adjusted EBITDA - Non-GAAP	$ (11,023)	$ 10,115	$ 32,012	$ 20,565	$ 17,753	$ 23,016	$ 33,725	$ 18,024	$ (1,244)	$ 4,825	$ 33,142	$ 22,643	$ 8,138	$ 16,187	$ 53,628	$ 35,801	$ 30,833	$ 22,373

TTM Reconcliations	TTM Q1 23	TTM Q2 23	TTM Q3 23	TTM Q4 23	TTM Q1 24	TTM Q2 24	TTM Q3 24	TTM Q4 24	TTM Q1 25	TTM Q2 25	TTM Q3 25	TTM Q4 25	TTM Q1 26	TTM Q2 26	TTM Q3 26
Net income (loss) - GAAP	$ (52,314)	$ (4,554)	$ (1,495)	$ (1,037)	$ (10,418)	$ (29,846)	$ (78,546)	$ (83,394)	$ (82,682)	$ (79,481)	$ (38,287)	$ (14,965)	$ 8,409	$ 37,863	$ 45,868
Amortization	42,957	39,280	38,435	38,488	38,262	38,006	38,066	38,448	38,715	39,067	39,610	40,228	40,252	39,214	38,021
Stock-based compensation	24,257	26,344	28,526	30,873	31,318	31,154	30,753	30,591	32,222	33,547	31,310	33,112	30,484	27,084	28,399
Restructuring and other charges	2,197	709	1,337	1,304	2,430	2,870	5,530	6,724	6,693	7,025	4,505	3,615	4,100	3,547	2,698
Acquisition and related integration costs	1,031	1,438	2,498	3,561	4,123	5,166	6,061	7,131	8,614	8,452	6,699	4,977	2,792	1,877	2,193
Bargain purchase gain on business acquisition	-	-	-	-	-	-	-	(2,581)	-	-	-	2,581	-	-	-
Legal and due diligence costs related to strategic investments	-	-	-	-	-	-	-	-	-	-	-	-	-	150	264
Acquisition accounting impact related to recognizing acquired inventory at fair value	7	-	960	1,521	1,690	1,899	1,634	5,253	5,599	5,488	4,793	613	98	-	1,527
Inventory reserve in excess of normal run rate to address overhang in the channel	19,489	-	-	-	-	-	-	-	-	-	-	-	-	-	-
One-time costs related to legal and other matters	1,765	1,738	1,245	-	6,414	7,470	7,499	7,530	1,116	2,053	4,514	5,967	5,967	6,051	4,842
Depreciation	11,021	11,512	12,049	12,210	12,400	12,457	12,688	13,449	13,735	13,993	14,158	13,962	14,140	14,438	14,740
Interest expense, net of interest income	10,735	11,577	11,372	10,581	9,879	9,639	9,824	9,860	9,780	9,398	8,540	7,690	6,914	5,288	4,236
Income tax (benefit) expense	(9,476)	(7,599)	(1,581)	(2,442)	(3,580)	(5,294)	21,821	21,736	25,574	29,206	4,268	2,816	598	937	(153)
Adjusted EBITDA - Non-GAAP	$ 51,669	$ 80,445	$ 93,346	$ 95,059	$ 92,518	$ 73,521	$ 55,330	$ 54,747	$ 59,366	$ 68,748	$ 80,110	$100,596	$113,754	$136,449	$142,635