



UBS GLOBAL TECHNOLOGY CONFERENCE

November 28, 2023





DISCLAIMER

Forward Looking Statements

This presentation contains forward looking statements that involve risks, uncertainties and assumptions. If the risks or uncertainties ever materialize or the assumptions prove incorrect, the Company's results may differ materially from those expressed or implied by such forward-looking statements. All statements other than statements of historical fact could be deemed forward-looking statements, including, but not limited to: information or predictions concerning the Company's future financial performance, business plans and objectives, potential growth opportunities, potential pricing of products, potential market leadership, financing plans, competitive position, technological, industry or market trends and potential market opportunities. These statements are based on estimates and information available to the Company at the time of this presentation and are not guarantees of future performance. Actual results could differ materially from the Company's current expectations as a result of many factors, including, but not limited to: current macroeconomic conditions, including but not limited to the impacts of high inflation and the risk of a recession on demand for our products, consumer confidence and financial markets generally; the lingering impacts and future outbreaks of the COVID-19 pandemic and its impacts on its operations and the operations of its manufacturers, retailers and other partners, as well as its lingering impacts on the economy overall, including capital markets; the Company's ability to build and maintain the strength of its brand among gaming and streaming enthusiasts and its ability to continuously develop and successfully market new gear and improvements to existing gear; 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 risk that the Company is not able to compete with competitors and/or that the gaming industry, including streaming and eSports, does not grow as expected or declines; the loss or inability to attract and retain key management; the impacts of geopolitical unrest and events; delays or disruptions at manufacturing and distribution facilities of the Company or third parties; the Company's ability to successfully integrate any companies or assets it has acquired or may acquire; currency exchange rate fluctuations or international trade disputes resulting in the Company's gear becoming relatively more expensive to its overseas customers or resulting in an increase in the Company's manufacturing costs; and the other factors described under the heading "Risk Factors" in the Company's Annual Report on Form 10-K for the year ended December 31, 2022 filed with the Securities and Exchange Commission ("SEC") and its subsequent filings with the SEC. The Company assumes no obligation, and does not intend, to update these forward-looking statements, except as required by law. Investors are urged to review in detail the risks and uncertainties outlined in Corsair's SEC filings. You may get these SEC documents for free by visiting EDGAR on the SEC website at <http://www.sec.gov>.

Non-GAAP Financial Measures

Included in this presentation are certain non-GAAP financial measures, including Adjusted Operating Income (Loss), Adjusted EBITDA, Adjusted EBITDA Margin, Adjusted Net Income (Loss) and Adjusted Net Income (Loss) Per 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 & 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.



OUR FULL SUITE OF PRODUCTS



Gaming Chairs



Microphones

Headsets

Gaming
Controllers

Cameras

Ambient
Lighting

Stream Deck

Keyboards

Mice

Monitors
iCUE Murals

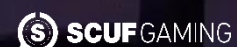
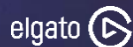
Thunderbolt
Docks

Mouse Pads

Gaming Desk

Greenscreen
Lighting

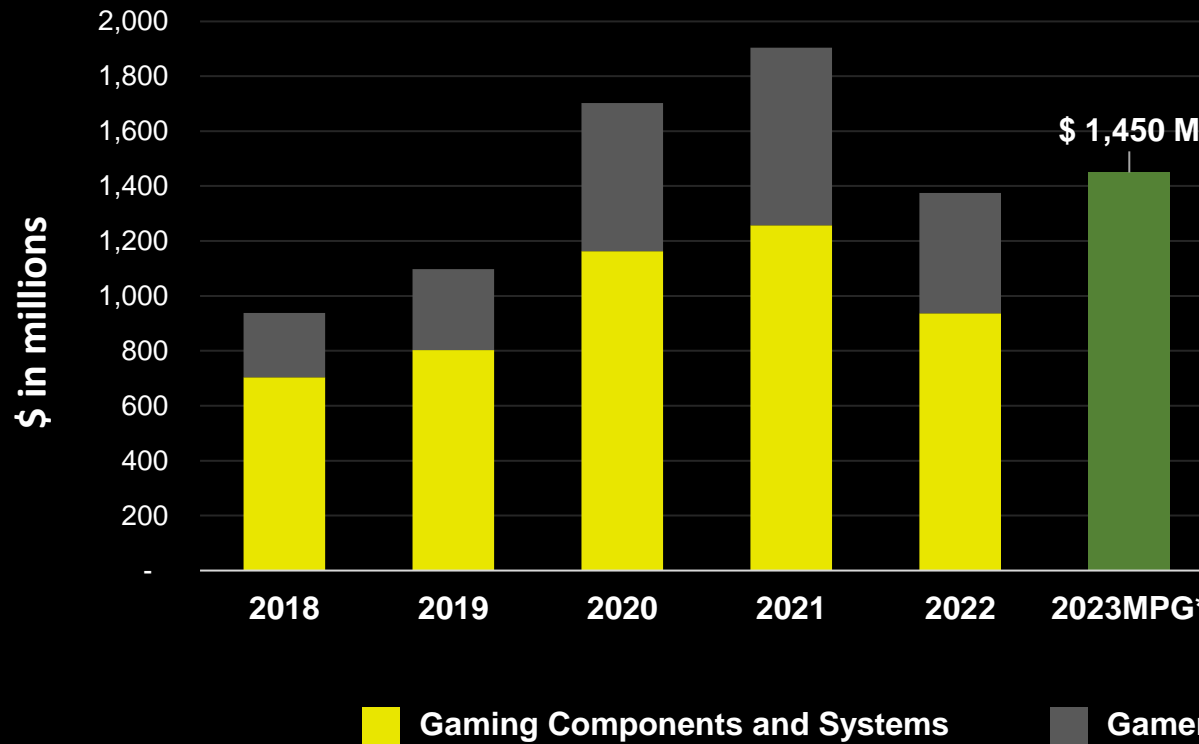
Cases
Power Supplies
Custom Cooling
CPU Coolers
Fans
Memory
Storage
Gaming PCs
Acoustic Panels
Capture Cards



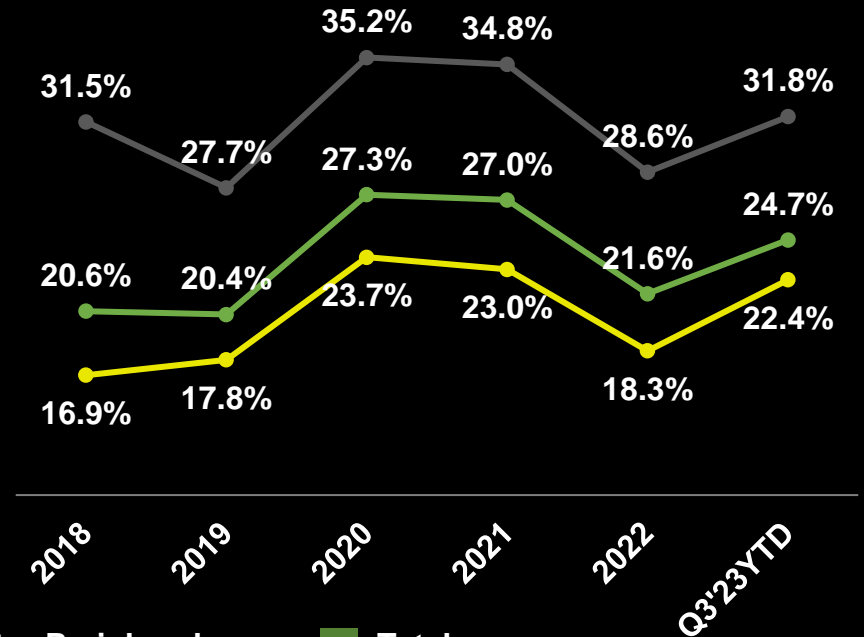


REVENUE, MARGIN TREND

Segment revenue



Gross Margin



* 2023MPG Midpoint of our revenue guidance range as of 11/7/2023

Note: 2018 and 2019 financials are not presented on a pro-forma basis for CORSAIR's acquisitions of Elgato in 2018 and Origin and SCUF in 2019.



SIGNIFICANT WHITE SPACE OPPORTUNITY. THE MAJORITY OF GAMING HARDWARE TAM IS STILL CONSUMED BY A SMALL PERCENTAGE OF GAMERS



Casual PC Gamers

Little Hardware Ownership, Younger Gamer
(Casual PC Gamers)



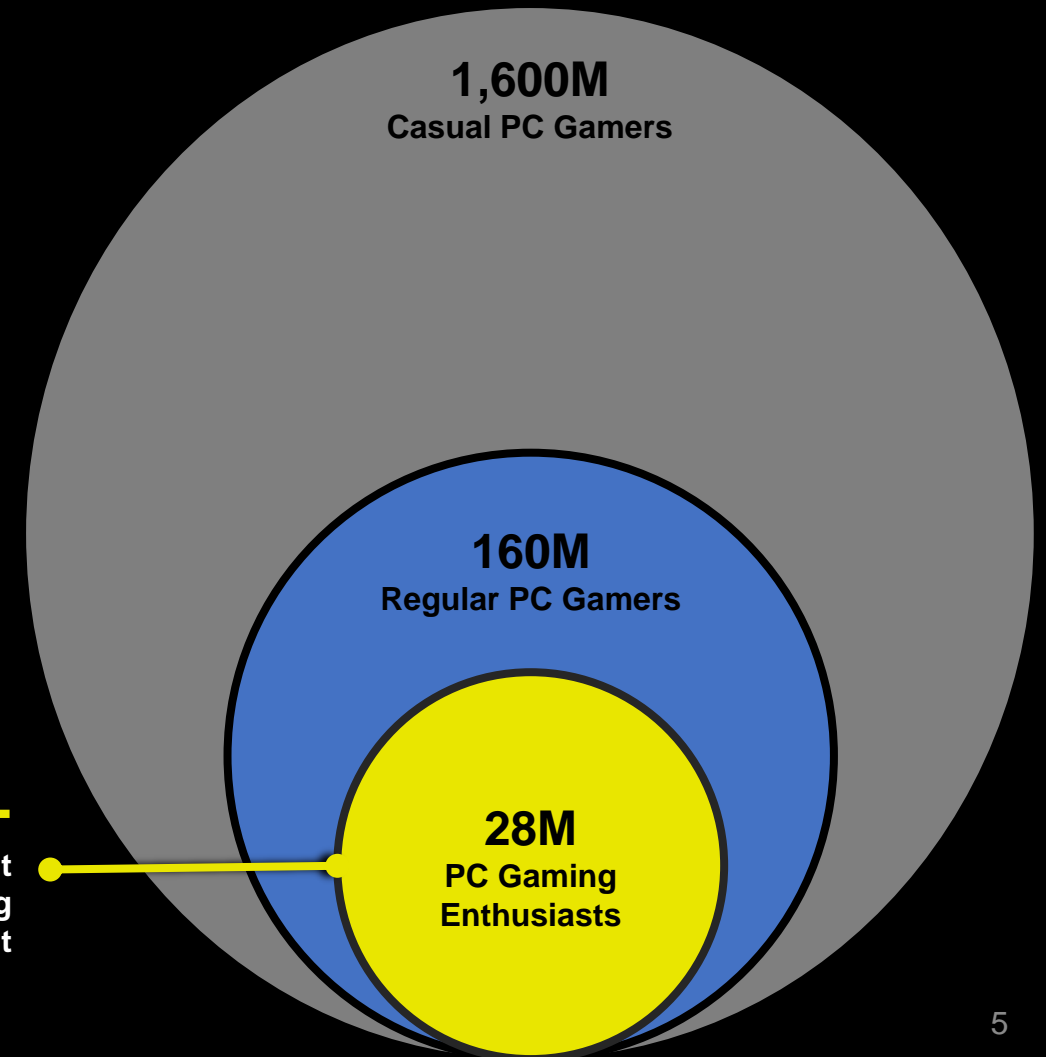
Regular PC Gamers

Pre-Built Gaming PC



PC Gaming Enthusiasts

Self Built Gaming PC



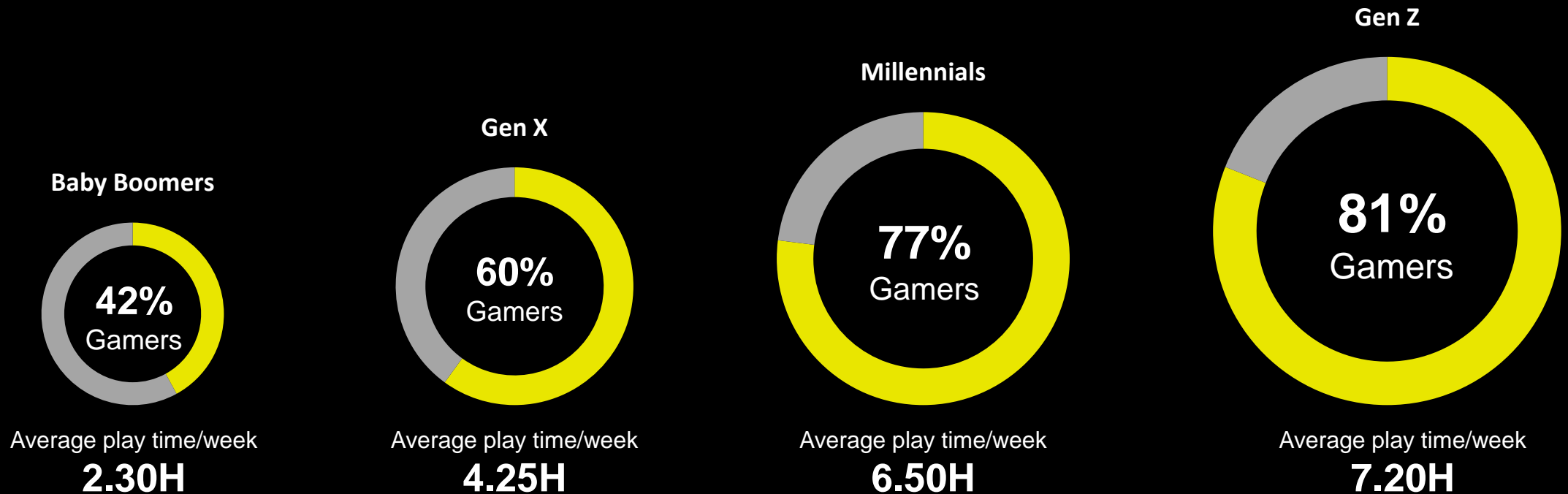
Source: DFC Intelligence (as of Q1'23).

Note: Total gamer counts eliminate double counting for gamers playing on multiple platforms.



NUMBER OF GAMING HOURS HAVE INCREASED

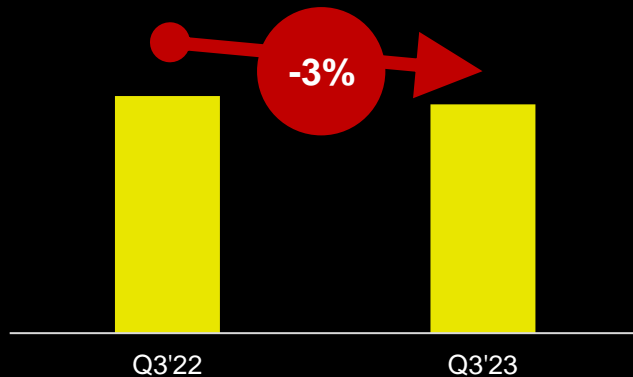
As gaming hours increase, the installed base for gaming hardware has the potential to grow significantly



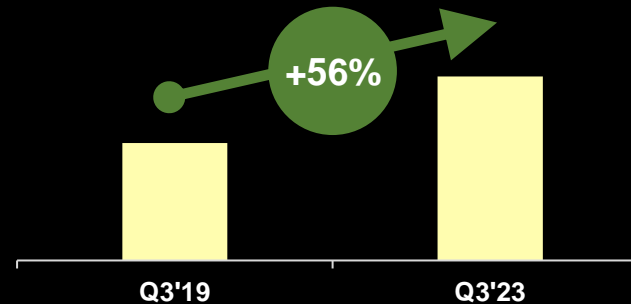


GAMING HARDWARE MARKET (TAM), WHILE APPROXIMATELY FLAT IN 2023, IS STILL AT SIGNIFICANTLY HIGHER LEVELS COMPARED TO 2019 PRE-PANDEMIC...

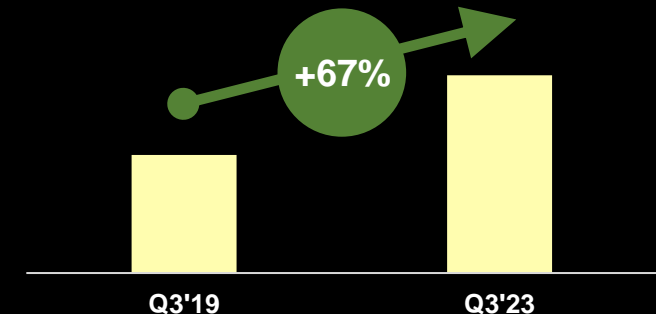
Q3'23 Market Growth vs. Q3'22
US and EU
Peripherals and Components ⁽¹⁾⁽²⁾



Q3'23 Market Growth vs. Q3'19
Gaming Peripherals ⁽¹⁾



Q3'23 Market Growth vs. Q3'19
Components ⁽²⁾



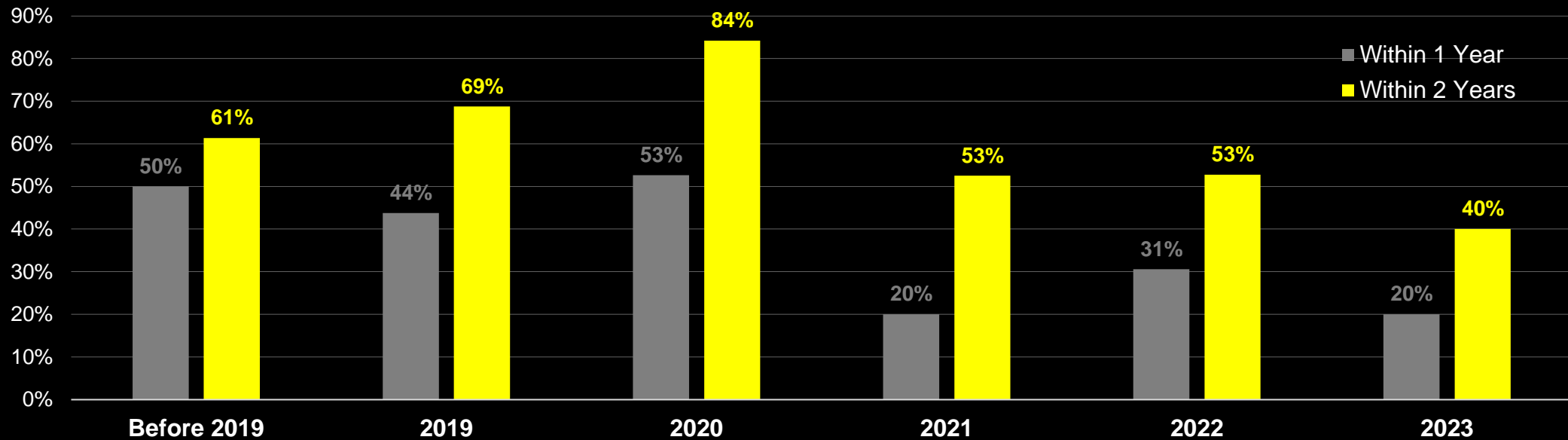
1. Management estimates based on leading 3rd party analysis – Gaming Peripherals – Keyboards, Mice, Headsets in US and EU5 countries
2. Management estimates based on leading 3rd party analysis – Gaming Components – Cooling, PSU, Case in the US and EU5 countries



...AND RECENT SURVEY DATA SUGGEST STRONG GROWTH OVER THE NEXT FEW YEARS

84% OF ENTHUSIASTS WHO BUILT OR BOUGHT GAMING PCS IN 2020 REPORT THEY PLAN TO UPGRADE OR BUY AGAIN WITHIN THE NEXT 2 YEARS

% of All Customers Planning Their Next PC Build



1. Data from this slide is from research by DFC Insights – October 2023



TOP GAMES OF 2023 PERFORMANCE



- Release date: Sep 6, 2023
- **10m** players within 2 weeks of release
- **6m** units sold on Steam (according to SteamDB)
- Largest Bethesda release of all time
- Rumoured **\$400m** budget. Bethesda expects to make **\$1b** in revenue from Starfield
- Metacritic scores of 86/100 (PC), and 83/100 (Xbox).



- Release date: Aug 3, 2023
- **875,000** players within 2 hours of release
- **2.5m** units sold on Steam Early Access
- **22m** units sold on steam (According to SteamDB)
- Surpassed sales expectations by a wide margin
- Rumoured **\$100m** budget.
- Metacritic scores of 96/100 (PC & PS5)



- Release date: Nov 10, 2023
- **180,000** players on release day
- Sales data difficult to find as it wasn't released as a separate game, but as an update for MWII (Now just called "Call of Duty")
- Metacritic score average of 56/100 (across PC, Xbox, PS5)



- Release date: June 5, 2023
- **\$666m** revenue within 5 days of release
- **10m** units sold within first month
- Fastest selling Blizzard game in history
- Metacritic score average of 88/100 (across PC, Xbox, PS5)



PERIPHERAL PRODUCT LAUNCHES – KEY NEW PRODUCTS IN ALL CATEGORIES

K70 MAX

Features adjustable CORSAIR MGX magnetic-mechanical switches.



M75 AIR

Our first ultralight competitive FPS gaming mouse.



K70 CORE

Mainstream keyboard with CORSAIR MLX Red mechanical switches.



HS80 MAX

Multi-platform gaming headset. 65-hour battery life with Bluetooth® and 2.4GHz wireless support.



VIRTUOSO PRO

50mm graphene drivers and open-back design create more natural sounding audio.





EXPANDING CUSTOMIZATION

Exclusive drops and custom collaborations.

ELGATO x STARFIELD

Collaboration with Bethesda Game Studios produced a limited edition Starfield Stream Deck and Wave:3 microphone.

SCUF x A7X BUNDLE

Exclusive limited-edition Reflex (PS5) and Instinct (Xbox) SCUF controllers created in partnership with Avenged Sevenfold.

DROP CSTM80

Redefining highly customizable mechanical keyboards. The new CSTM80 features a magnetic top case that can be paired with matching cables and keycaps allowing a unique look.





ELGATO MARKETPLACE

A digital creator marketplace for everyone; Streamers, Video Creators, Podcasters and Work professionals.

It allows 3rd parties, and our own Makers to make and sell digital products (Plugins, Icons, Overlays and more) to our installed base of almost 2M Stream Deck users.

Launched with 1200+ digital products, 320 plugins for Stream Deck from over 240 3rd party Makers.

We believe that this marketplace will dramatically increase interest and usage of Stream Deck and drive up the installed base.





iCUE LINK

iCUE LINK, launched in July 2023, is a technology that allows components to be assembled inside a gaming computer and reduces the wiring complexity as well as digitally connecting all these components.

iCUE LINK market acceptance continues to gain momentum. Potentially expanding the DIY TAM by making PC building even easier.

We have extended our range of iCUE LINK enabled products with the introduction of our HydroX enabled CPU and GPU blocks and reservoirs.





CORSAIR