

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): August 06, 2026

CORSAIR GAMING, INC.

(Exact name of Registrant as Specified in Its Charter)

Delaware  
(State or Other Jurisdiction  
of Incorporation)

001-39533  
(Commission File Number)

82-2335306  
(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<br>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 August 6, 2026, Corsair Gaming, Inc. (“Corsair” or the “Company”) issued a press release announcing its financial results for the fiscal quarter ended June 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 June 30, 2026 is furnished as Exhibit 99.2 hereto.

**Item 9.01 Financial Statements and Exhibits.**

(d) Exhibits.

| Exhibit<br>Number | Description                                                                                                                               |
|-------------------|-------------------------------------------------------------------------------------------------------------------------------------------|
| 99.1              | <a href="#">Press Release dated August 6, 2026, titled “Corsair Reports Strong Second Quarter 2026 Profit Growth and Cash Generation”</a> |
| 99.2              | <a href="#">Investor Presentation dated August 6, 2026</a>                                                                                |
| 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: August 6, 2026

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



## Corsair Reports Strong Second Quarter 2026 Profit Growth and Cash Generation

### Exceeds Profit Expectations with and without Tariff Refund

**MILPITAS, CA, August 6, 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 second quarter 2026, guidance for the third quarter 2026, and updated guidance for full year 2026.

#### Second Quarter 2026 Select Financial Highlights (compared to second quarter 2025 unless otherwise stated)

- Gross profit increased 21% year-over-year to \$104.3 million. Gross margin expanded by 635 basis points year-over-year and 45 basis points sequentially to 33.2%, a company record.
- GAAP operating income improved to \$7.6 million from an operating loss of \$16.9 million, while net income improved to \$9.1 million from a net loss of \$20.3 million.
- Adjusted EBITDA increased 279% year-over-year to \$30.8 million, nearly double the high end of the Company’s guidance of \$15.5 million. Adjusted EBITDA margin expanded by 730 basis points to 9.8%.
- GAAP diluted earnings per share was \$0.06, compared with a loss of \$0.16 a year ago; non-GAAP diluted earnings per share was \$0.23, compared with \$0.01 a year ago, which was more than three times the high end of the Company’s guided range of \$0.05 to \$0.07.
- Net revenue was \$314.3 million, down 2% year-over-year, above the assumed midpoint of the Company’s guided range of \$295 million to \$320 million.
- Direct-to-consumer business was 20% of total net revenue.
- Net cash provided by operating activities increased 148% year-over-year to \$74.8 million. Cash and restricted cash increased \$74.1 million sequentially to \$193.9 million at quarter-end.

During the second quarter of 2026, the Company recognized a benefit of approximately \$15.6 million to GAAP gross profit from refunds of tariffs previously paid under the International Emergency Economic Powers Act. This delivered approximately 500 basis points of benefit to gross margin. Net income benefited by approximately \$14.9 million, adjusted EBITDA by approximately \$14.3 million and non-GAAP diluted earnings per share by \$0.14. Excluding this benefit, net loss would have been \$5.7 million and GAAP diluted loss per share would have been \$(0.07), adjusted EBITDA would have been \$16.6 million, and non-GAAP diluted earnings per share would have been \$0.09, both above the high end of the Company’s guided ranges of \$15.5 million and \$0.07 respectively. Following receipt of these amounts, the Company is materially complete with the tariff-refund process, although it may receive immaterial administrative adjustments or interest in future periods.

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:**

### **Gamer and Creator Peripherals Segment**

Revenue grew 13% year over year to \$115.9 million, with continued strong demand across gaming peripherals, streaming components, and Sim Racing solutions. Growth reflects market share gains, successful new product introductions, and continued ecosystem expansion.

Gross profit increased 27% year-over-year to \$52.0 million, with the segment continuing to benefit from a favorable shift toward higher-margin categories.

Elgato and Stream Deck continued to expand beyond content creation into broader workflow automation and professional broadcast applications. In the first half of 2026, the Elgato Marketplace delivered strong first half year-over-year growth, with gross revenue and transaction volume each up over 100% and product submissions up more than 300%, alongside more than 500,000 new accounts added. AI-assisted development is making it easier for creators and developers to build new profiles and plug-ins, increasing the utility of the Stream Deck ecosystem and supporting future recurring-revenue opportunities. During the quarter, Corsair also made a minority investment in Bitfocus AS, a Norway-based software company, to deepen integration between Stream Deck and Bitfocus's professional show-control software, further extending the Stream Deck ecosystem into live production and broadcast workflows. As part of the agreement, Corsair and Bitfocus also established a partnership under which Stream Deck Studio and the broader Stream Deck range will serve as the preferred and primary control surfaces across Bitfocus customer deployments.

Sim Racing remained a key growth driver, with continued momentum at Fanatec supported by new products, expanded distribution and direct-to-consumer engagement. Fanatec's momentum was one of the key contributors to the segment's double-digit revenue growth, while it also carries gross margins above the segment average. Fanatec's direct-to-consumer orientation also provides stronger unit economics, richer customer data and deeper customer relationships, while complementing Corsair's channel partnerships.

### **Recent Developments:**

On August 3, 2026, Corsair completed the acquisition of Trak Racer, a complementary Sim Racing hardware brand sold primarily through direct-to-consumer channels, extending Fanatec's product range and distribution reach within the Company's Sim Racing platform. As part of the transaction, Trak Racer founder Matt Sten has joined as Chief Technology Officer of the Company's Sim Solutions group, and Pete Hosking will continue to lead Trak Racer with ongoing P&L responsibility.

### **Gaming Components and Systems Segment**

Revenue declined 9% year-over-year to \$198.5 million. Higher memory pricing continued to weigh on the market for DIY PC builds and standalone components, which shrank year-over-year during the quarter.

Elsewhere within the segment, memory revenue grew 17% year-over-year, supported by continued excellence in supply chain management, robust demand and sequential market share gains in North America. The Company's memory supply availability remained adequate as its strategically built memory inventory was substantially right-sized during the first half of 2026.

Within Systems, demand remained strong, with continued AI compute momentum driving solid year-over-year revenue growth. Corsair is building its AI workstation offering as a natural extension of its

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existing capabilities in high-performance systems, customization, memory, thermal management and power delivery, initially targeting the approximately \$22 billion desktop AI PC opportunity and prosumer and small- and medium-sized business customers who value local compute, data security and lower cloud-token consumption. The significance of this opportunity to the Company's operations remains early, with a more impactful contribution expected in the latter part of 2027 and beyond.

Despite the market headwinds in components, gross profit increased 17% year-over-year to \$52.2 million and gross margin expanded 570 basis points to 26.3% year-over-year.

### **Management Commentary:**

Thi La, Chief Executive Officer of Corsair, stated, "We delivered another quarter of significant profitability improvement, with gross margin reaching a record for the Company at 33.2%, gross profit increasing 21% year-over-year, net loss of \$5.7 million excluding the tariff refund and adjusted EBITDA, excluding the tariff refund, of \$16.6 million, above the high end of our guidance. These results demonstrate the strength of our improving product mix, disciplined execution and continued shift toward higher-margin categories. Gamer and Creator Peripherals was a standout, delivering 13% revenue growth, 27% gross profit growth and a gross margin of 44.9%, supported by continued momentum at Fanatec and the expanding Elgato and Stream Deck ecosystem."

"Looking ahead, our investments remain focused on margin potential, ecosystem value and our ability to win. We see meaningful opportunities to further expand Stream Deck into workflow automation and professional broadcasting, accelerate Marketplace development through AI, deepen our direct-to-consumer relationships and build on Fanatec's momentum in Sim Racing. Adding to this, our acquisition of Trak Racer has the potential to deliver strong synergies from product range to channel reach. While elevated memory pricing continues to delay DIY PC builds, we believe that demand has been deferred, not lost, and that Corsair is well positioned to benefit as market conditions normalize."

Gordon Mattingly, Chief Financial Officer of Corsair, stated, "The quarter showed strong conversion of gross-profit improvement into earnings and cash generation. We moved from a \$16.9 million GAAP operating loss a year ago to \$7.6 million of operating income, generated \$74.8 million of operating cash flow, and ended the quarter with \$193.9 million of cash and restricted cash against approximately \$118.7 million of debt. We also reduced operating expenses by \$6.1 million year-over-year, allowing more of the gross-profit improvement from mix and execution to reach the bottom line. The tariff refund further strengthened our financial results and cash position during the quarter. With the related refund process now materially complete, our focus remains on executing against the underlying operating priorities of the business as we continue to drive growth."

### **Third Quarter and Updated Full Year 2026 Financial Outlook:**

For the third quarter of 2026, we expect:

- Net revenue to be in the range of \$320 million to \$350 million.
  - Adjusted EBITDA to be in the range of \$18 million to \$21 million.
  - Non-GAAP EPS to be in the range of \$0.09 to \$0.12.
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For the full year 2026, we expect:

- Net revenue to be in the range of \$1.40 billion to \$1.47 billion.
- Adjusted EBITDA to be in the range of \$121 to \$131 million.
- Non-GAAP EPS to be in the range of \$0.85 to \$0.94.

The third quarter and full year 2026 outlook assumes continued double-digit growth in Gamer and Creator Peripherals, led by Fanatec, Elgato and Stream Deck, 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 elevated memory pricing delaying DIY demand, although supply availability is expected to remain adequate.

Our full year 2026 outlook for net revenue represents an increase of approximately \$35 million at the assumed midpoint of our updated guidance range, compared to our prior guidance. The assumed midpoint of our adjusted EBITDA range is also up approximately \$19 million compared to the assumed midpoint of our prior guidance range of \$100 million to \$115 million.

#### **Conference Call and Webcast Information**

Corsair will host a conference call to discuss the second 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 13761177. A replay will be available approximately 3 hours after the live call ends on Corsair's Investor Relations website, or through August 13, 2026 by dialing 1-844-512-2921 (USA) or 1-412-317-6671 (International), with passcode 13761177.

#### **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.

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### **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 third quarter 2026 and the full year 2026; potential future growth in certain product categories; 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; the potential growth and the long-term trajectory of our segments; expected synergies from the acquisition of Trak Racer; the potential market opportunity for desktop AI PCs; the anticipated timeline for a more meaningful contribution from the Company's AI workstation initiative; statements regarding the status of the tariff refund process and the possibility of future administrative adjustments; and the Company's view that elevated DIY PC demand has been deferred rather than lost and its positioning to benefit as market conditions normalize. 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, on 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 June 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 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

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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 net income (loss) per diluted 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<br>June 30, |                    | Six Months Ended<br>June 30, |                    |
|---------------------------------------------------------------------------------------------------------|--------------------------------|--------------------|------------------------------|--------------------|
|                                                                                                         | 2026                           | 2025               | 2026                         | 2025               |
| Net revenue                                                                                             | \$ 314,335                     | \$ 320,112         | \$ 668,847                   | \$ 689,862         |
| Cost of revenue                                                                                         | 210,047                        | 234,241            | 448,530                      | 501,629            |
| Gross profit                                                                                            | 104,288                        | 85,871             | 220,317                      | 188,233            |
| Operating expenses:                                                                                     |                                |                    |                              |                    |
| Sales, general and administrative                                                                       | 81,233                         | 85,280             | 166,221                      | 172,272            |
| Product development                                                                                     | 15,447                         | 17,514             | 32,692                       | 35,147             |
| Total operating expenses                                                                                | 96,680                         | 102,794            | 198,913                      | 207,419            |
| Operating income (loss)                                                                                 | 7,608                          | (16,923)           | 21,404                       | (19,186)           |
| Other (expense) income:                                                                                 |                                |                    |                              |                    |
| Interest expense                                                                                        | (1,674)                        | (2,476)            | (3,365)                      | (5,152)            |
| Interest income                                                                                         | 1,404                          | 580                | 1,825                        | 1,210              |
| Other (expense) income, net                                                                             | 1,781                          | (1,856)            | 2,155                        | (5,803)            |
| Total other expense (income), net                                                                       | 1,511                          | (3,752)            | 615                          | (9,745)            |
| Income (loss) before income taxes                                                                       | 9,119                          | (20,675)           | 22,019                       | (28,931)           |
| Income tax benefit (expense)                                                                            | 30                             | 369                | 187                          | (1,692)            |
| Net income (loss)                                                                                       | 9,149                          | (20,306)           | 22,206                       | (30,623)           |
| Less: Net income attributable to noncontrolling interest                                                | 306                            | 556                | 579                          | 698                |
| Net income (loss) attributable to Corsair Gaming, Inc.                                                  | <u>\$ 8,843</u>                | <u>\$ (20,862)</u> | <u>\$ 21,627</u>             | <u>\$ (31,321)</u> |
| Calculation of net income (loss) per share attributable to common stockholders of Corsair Gaming, Inc.: |                                |                    |                              |                    |
| Net income (loss) attributable to Corsair Gaming, Inc.                                                  | \$ 8,843                       | \$ (20,862)        | \$ 21,627                    | \$ (31,321)        |
| Change in redemption value of redeemable noncontrolling interest                                        | (2,015)                        | 3,861              | (2,935)                      | 4,253              |
| Net income (loss) attributable to common stockholders of Corsair Gaming, Inc.                           | <u>\$ 6,828</u>                | <u>\$ (17,001)</u> | <u>\$ 18,692</u>             | <u>\$ (27,068)</u> |
| Net income (loss) per share attributable to common stockholders of Corsair Gaming, Inc.:                |                                |                    |                              |                    |
| Basic                                                                                                   | \$ 0.06                        | \$ (0.16)          | \$ 0.17                      | \$ (0.26)          |
| Diluted                                                                                                 | \$ 0.06                        | \$ (0.16)          | \$ 0.17                      | \$ (0.26)          |
| Weighted-average common shares outstanding:                                                             |                                |                    |                              |                    |
| Basic                                                                                                   | 107,351                        | 105,864            | 107,110                      | 105,554            |
| Diluted                                                                                                 | 109,193                        | 105,864            | 108,485                      | 105,554            |

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

|                               | Three Months Ended<br>June 30, |                   | Six Months Ended<br>June 30, |                   |
|-------------------------------|--------------------------------|-------------------|------------------------------|-------------------|
|                               | 2026                           | 2025              | 2026                         | 2025              |
| <b>Net revenue:</b>           |                                |                   |                              |                   |
| Gamer and Creator Peripherals | \$ 115,884                     | \$ 102,642        | \$ 239,194                   | \$ 214,615        |
| Gaming Components and Systems | 198,451                        | 217,470           | 429,653                      | 475,247           |
| Total Net revenue             | <u>\$ 314,335</u>              | <u>\$ 320,112</u> | <u>\$ 668,847</u>            | <u>\$ 689,862</u> |
| <b>Gross Profit:</b>          |                                |                   |                              |                   |
| Gamer and Creator Peripherals | \$ 52,044                      | \$ 41,089         | \$ 102,334                   | \$ 87,503         |
| Gaming Components and Systems | 52,244                         | 44,782            | 117,983                      | 100,730           |
| Total Gross Profit            | <u>\$ 104,288</u>              | <u>\$ 85,871</u>  | <u>\$ 220,317</u>            | <u>\$ 188,233</u> |
| <b>Gross Margin:</b>          |                                |                   |                              |                   |
| Gamer and Creator Peripherals | 44.9%                          | 40.0%             | 42.8%                        | 40.8%             |
| Gaming Components and Systems | 26.3%                          | 20.6%             | 27.5%                        | 21.2%             |
| Total Gross Margin            | 33.2%                          | 26.8%             | 32.9%                        | 27.3%             |

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

|                                                              | June 30,<br>2026    | December 31,<br>2025 |
|--------------------------------------------------------------|---------------------|----------------------|
| <b>Assets</b>                                                |                     |                      |
| Current assets:                                              |                     |                      |
| Cash and restricted cash                                     | \$ 193,604          | \$ 98,583            |
| Accounts receivable, net                                     | 159,820             | 233,900              |
| Inventories                                                  | 264,533             | 303,336              |
| Prepaid expenses and other current assets                    | 28,891              | 29,639               |
| Total current assets                                         | 646,848             | 665,458              |
| Restricted cash, noncurrent                                  | 252                 | 250                  |
| Property and equipment, net                                  | 30,367              | 31,514               |
| Goodwill                                                     | 357,417             | 357,765              |
| Intangible assets, net                                       | 106,489             | 125,210              |
| Other assets                                                 | 74,892              | 73,587               |
| Total assets                                                 | <u>\$ 1,216,265</u> | <u>\$ 1,253,784</u>  |
| <b>Liabilities</b>                                           |                     |                      |
| Current liabilities:                                         |                     |                      |
| Debt maturing within one year, net                           | \$ 6,123            | \$ 6,120             |
| Accounts payable                                             | 178,796             | 212,547              |
| Other liabilities and accrued expenses                       | 184,230             | 212,275              |
| Total current liabilities                                    | 369,149             | 430,942              |
| Long-term debt, net                                          | 112,160             | 115,222              |
| Deferred tax liabilities                                     | 3,607               | 6,071                |
| Other liabilities, noncurrent                                | 50,997              | 55,795               |
| Total liabilities                                            | 535,913             | 608,030              |
| <b>Temporary equity</b>                                      |                     |                      |
| Redeemable noncontrolling interest                           | 15,498              | 12,197               |
| <b>Stockholders' equity</b>                                  |                     |                      |
| Common stock and additional paid-in capital                  | 718,782             | 705,372              |
| Accumulated deficit                                          | (52,538)            | (71,230)             |
| Accumulated other comprehensive loss                         | (1,390)             | (585)                |
| Total stockholders' equity                                   | 664,854             | 633,557              |
| Total liabilities, temporary equity and stockholders' equity | <u>\$ 1,216,265</u> | <u>\$ 1,253,784</u>  |



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

|                                                                                 | Three Months Ended<br>June 30, |             | Six Months Ended<br>June 30, |             |
|---------------------------------------------------------------------------------|--------------------------------|-------------|------------------------------|-------------|
|                                                                                 | 2026                           | 2025        | 2026                         | 2025        |
| <b>Cash flows from operating activities:</b>                                    |                                |             |                              |             |
| Net income (loss)                                                               | \$ 9,149                       | \$ (20,306) | \$ 22,206                    | \$ (30,623) |
| Adjustments to reconcile net loss to net cash provided by operating activities: |                                |             |                              |             |
| Stock-based compensation                                                        | 5,935                          | 9,335       | 12,629                       | 18,657      |
| Depreciation                                                                    | 3,649                          | 3,351       | 7,200                        | 6,724       |
| Amortization                                                                    | 8,815                          | 9,853       | 18,621                       | 19,635      |
| Provision for doubtful accounts                                                 | —                              | 2,828       | —                            | 2,828       |
| Reversal of bargain purchase gain on business acquisition                       | —                              | —           | —                            | 2,581       |
| Deferred income taxes, net of valuation allowance                               | (3,625)                        | (2,287)     | (6,394)                      | (3,303)     |
| Other                                                                           | 803                            | (745)       | 1,540                        | 2,286       |
| Changes in operating assets and liabilities:                                    |                                |             |                              |             |
| Accounts receivable                                                             | 18,917                         | 37,822      | 73,131                       | 38,023      |
| Inventories                                                                     | 8,725                          | (21,501)    | 38,905                       | (43,738)    |
| Prepaid expenses and other assets                                               | (1,135)                        | 1,771       | (111)                        | 4,018       |
| Accounts payable                                                                | 20,885                         | 15,306      | (33,698)                     | 49,559      |
| Other liabilities and accrued expenses                                          | 2,720                          | (5,234)     | (29,463)                     | (17,704)    |
| Net cash provided by operating activities                                       | 74,838                         | 30,193      | 104,566                      | 48,943      |
| <b>Cash flows from investing activities:</b>                                    |                                |             |                              |             |
| Purchase of property and equipment                                              | (2,771)                        | (2,713)     | (6,440)                      | (5,785)     |
| Net cash used in investing activities                                           | (2,771)                        | (2,713)     | (6,440)                      | (5,785)     |
| <b>Cash flows from financing activities:</b>                                    |                                |             |                              |             |
| Repayment of debt                                                               | (1,562)                        | (24,000)    | (3,125)                      | (49,000)    |
| Repurchases of common stock                                                     | —                              | —           | (5,011)                      | —           |
| Proceeds from issuance of shares through employee equity incentive plans        | 4,456                          | 1           | 6,511                        | 3,441       |
| Payment of taxes related to net share settlement of equity awards               | (162)                          | (590)       | (792)                        | (980)       |
| Dividend paid to noncontrolling interest                                        | —                              | (190)       | (175)                        | (494)       |
| Net cash used in financing activities                                           | 2,732                          | (24,779)    | (2,592)                      | (47,033)    |
| Effect of exchange rate changes on cash                                         | (691)                          | 2,219       | (511)                        | 1,693       |
| Net increase (decrease) in cash and restricted cash                             | 74,108                         | 4,920       | 95,023                       | (2,182)     |
| Cash and restricted cash at the beginning of the period                         | 119,748                        | 102,529     | 98,833                       | 109,631     |
| Cash and restricted cash at the end of the period                               | \$ 193,856                     | \$ 107,449  | \$ 193,856                   | \$ 107,449  |

**Corsair Gaming, Inc.**  
**GAAP to Non-GAAP Reconciliations**

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

|                                                                                       | Three Months Ended<br>June 30, |                 | Six Months Ended<br>June 30, |                  |
|---------------------------------------------------------------------------------------|--------------------------------|-----------------|------------------------------|------------------|
|                                                                                       | 2026                           | 2025            | 2026                         | 2025             |
| <b>Operating income (loss) - GAAP</b>                                                 | \$ 7,608                       | \$ (16,923)     | \$ 21,404                    | \$ (19,186)      |
| Amortization                                                                          | 8,815                          | 9,853           | 18,621                       | 19,635           |
| Stock-based compensation                                                              | 5,935                          | 9,335           | 12,629                       | 18,657           |
| One-time costs related to legal and other matters                                     | 2,075                          | 1,993           | 2,075                        | 1,993            |
| Restructuring and other charges                                                       | 219                            | 772             | 1,799                        | 1,867            |
| Acquisition and related integration costs                                             | 600                            | 1,515           | 600                          | 3,700            |
| Legal and due diligence costs related to strategic investments                        | 150                            | —               | 150                          | —                |
| Acquisition accounting impact related to recognizing acquired inventory at fair value | —                              | 98              | —                            | 613              |
| <b>Adjusted Operating Income - Non-GAAP</b>                                           | <u>\$ 25,402</u>               | <u>\$ 6,643</u> | <u>\$ 57,278</u>             | <u>\$ 27,279</u> |
| <i>As a % of net revenue - GAAP</i>                                                   | 2.4%                           | -5.3%           | 3.2%                         | -2.8%            |
| <i>As a % of net revenue - Non-GAAP</i>                                               | 8.1%                           | 2.1%            | 8.6%                         | 4.0%             |

**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<br>June 30, |                 | Six Months Ended<br>June 30, |                  |
|----------------------------------------------------------------------------------------------|--------------------------------|-----------------|------------------------------|------------------|
|                                                                                              | 2026                           | 2025            | 2026                         | 2025             |
| Net income (loss) attributable to common stockholders of Corsair Gaming, Inc. <sup>(1)</sup> | \$ 6,828                       | \$ (17,001)     | \$ 18,692                    | \$ (27,068)      |
| Less: Change in redemption value of redeemable noncontrolling interest                       | (2,015)                        | 3,861           | (2,935)                      | 4,253            |
| Net income (loss) attributable to Corsair Gaming, Inc.                                       | 8,843                          | (20,862)        | 21,627                       | (31,321)         |
| Add: Net income attributable to noncontrolling interest                                      | 306                            | 556             | 579                          | 698              |
| <b>Net income (loss) - GAAP</b>                                                              | <b>9,149</b>                   | <b>(20,306)</b> | <b>22,206</b>                | <b>(30,623)</b>  |
| <b>Adjustments:</b>                                                                          |                                |                 |                              |                  |
| Amortization                                                                                 | 8,815                          | 9,853           | 18,621                       | 19,635           |
| Stock-based compensation                                                                     | 5,935                          | 9,335           | 12,629                       | 18,657           |
| Restructuring and other charges                                                              | 219                            | 772             | 1,799                        | 1,867            |
| One-time costs related to legal and other matters                                            | 2,075                          | 1,993           | 2,075                        | 1,993            |
| Acquisition and related integration costs                                                    | 600                            | 1,515           | 600                          | 3,700            |
| Legal and due diligence costs related to strategic investments                               | 150                            | —               | 150                          | —                |
| Reversal of bargain purchase gain on business acquisition                                    | —                              | —               | —                            | 2,581            |
| Acquisition accounting impact related to recognizing acquired inventory at fair value        | —                              | 98              | —                            | 613              |
| Non-GAAP income tax adjustment                                                               | (1,978)                        | (1,966)         | (3,961)                      | (4,810)          |
| <b>Adjusted net income - Non-GAAP</b>                                                        | <b>\$ 24,965</b>               | <b>\$ 1,294</b> | <b>\$ 54,119</b>             | <b>\$ 13,613</b> |
| <b>Diluted net income (loss) per share:</b>                                                  |                                |                 |                              |                  |
| GAAP                                                                                         | \$ 0.06                        | \$ (0.16)       | \$ 0.17                      | \$ (0.26)        |
| Adjusted, Non-GAAP                                                                           | \$ 0.23                        | \$ 0.01         | \$ 0.50                      | \$ 0.13          |
| <b>Weighted-average common shares outstanding - Diluted:</b>                                 |                                |                 |                              |                  |
| GAAP                                                                                         | 109,193                        | 105,864         | 108,485                      | 105,554          |
| Adjusted, Non-GAAP                                                                           | 109,193                        | 107,304         | 108,485                      | 107,337          |

(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<br>June 30, |                    | Six Months Ended<br>June 30, |                    |
|---------------------------------------------------------------------------------------|--------------------------------|--------------------|------------------------------|--------------------|
|                                                                                       | 2026                           | 2025               | 2026                         | 2025               |
| <b>Net income (loss) - GAAP</b>                                                       | <b>\$ 9,149</b>                | <b>\$ (20,306)</b> | <b>\$ 22,206</b>             | <b>\$ (30,623)</b> |
| Amortization                                                                          | 8,815                          | 9,853              | 18,621                       | 19,635             |
| Stock-based compensation                                                              | 5,935                          | 9,335              | 12,629                       | 18,657             |
| One-time costs related to legal and other matters                                     | 2,075                          | 1,993              | 2,075                        | 1,993              |
| Restructuring and other charges                                                       | 219                            | 772                | 1,799                        | 1,867              |
| Acquisition and related integration costs                                             | 600                            | 1,515              | 600                          | 3,700              |
| Legal and due diligence costs related to strategic investments                        | 150                            | —                  | 150                          | —                  |
| Acquisition accounting impact related to recognizing acquired inventory at fair value | —                              | 98                 | —                            | 613                |
| Depreciation                                                                          | 3,649                          | 3,351              | 7,200                        | 6,724              |
| Interest expense, net of interest income                                              | 270                            | 1,896              | 1,540                        | 3,942              |
| Reversal of bargain purchase gain on business acquisition                             | —                              | —                  | —                            | 2,581              |
| Income tax (benefit) expense                                                          | (30)                           | (369)              | (187)                        | 1,692              |
| <b>Adjusted EBITDA - Non-GAAP</b>                                                     | <b>\$ 30,832</b>               | <b>\$ 8,138</b>    | <b>\$ 66,633</b>             | <b>\$ 30,781</b>   |
| <i>Adjusted EBITDA margin - Non-GAAP</i>                                              | <i>9.8%</i>                    | <i>2.5%</i>        | <i>10.0%</i>                 | <i>4.5%</i>        |



## ***Q2 INVESTOR PRESENTATION***

AUGUST 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 third quarter 2026 and the full year 2026; potential future growth in certain product categories; 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; the potential growth and the long-term trajectory of our segments; expected synergies from the acquisition of Trak Racer; the potential market opportunity for desktop AI PCs; the anticipated timeline for a more meaningful contribution from the Company's AI workstation initiative; statements regarding the status of the tariff refund process and the possibility of future administrative adjustments; and the Company's view that elevated DIY PC demand has been deferred rather than lost and its positioning to benefit as market conditions normalize. 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, on 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 June 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 Earnings (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 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.



# *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.



# *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.





## CORSAIR AT A GLANCE

Trailing 12-month  
REVENUE<sup>(2)</sup>  
**\$1,451M**  
+3% YoY

Trailing 12-month  
GROSS PROFIT<sup>(2)</sup>  
**\$458M**  
+25% YoY

Trailing 12-month  
ADJUSTED EBITDA<sup>(1)(2)(3)</sup>  
**\$122M**  
+78% 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<sup>4</sup>  
**64.5**

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

(2) Trailing 12-month period ending 6/30/2026. YoY growth compared to same period ending 6/30/2025.

(3) Trailing 12-month adjusted EBITDA excludes \$14.3 million tariff refund benefit in Q2 2026

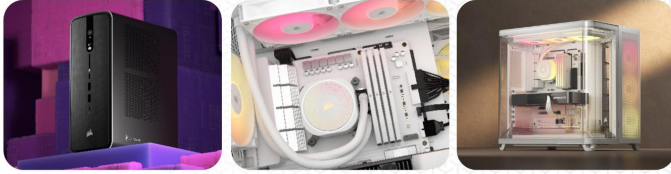
(4) Source: PCMag, CORSAIR brand net promoter score <https://www.pcmag.com/articles/the-best-tech-brands-for-2026>.

\*Source: Circana 2025 US Market + CORSAIR internal data

# DIVERSIFIED PORTFOLIO OF LEADING BRANDS

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

## GAMING COMPONENTS AND SYSTEMS



High-Performance PC Hardware for advance gaming and computing



Professional AI Workstations & Servers



Custom built PCs for Prosumers.

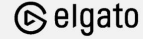
## GAMER AND CREATOR PERIPHERALS



Customizable, advanced  
paddle gaming controllers



Exclusive limited releases  
Destination



Empowering creators &  
studios worldwide to produce  
original premium content



World renowned  
in professional  
sim racing solutions

# TRUSTED BRAND

Our customers appreciate the value we deliver



NPS SCORE\*

64.5

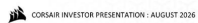
| Score Range | Label       | What It Means                                       |
|-------------|-------------|-----------------------------------------------------|
| 70+         | World-class | The brand now has loyal fan base                    |
| 50-70       | Excellent   | The brand is delivering 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>



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

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







# THE CORSAIR ADVANTAGE

---

# 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.

CORSAIR

## 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.

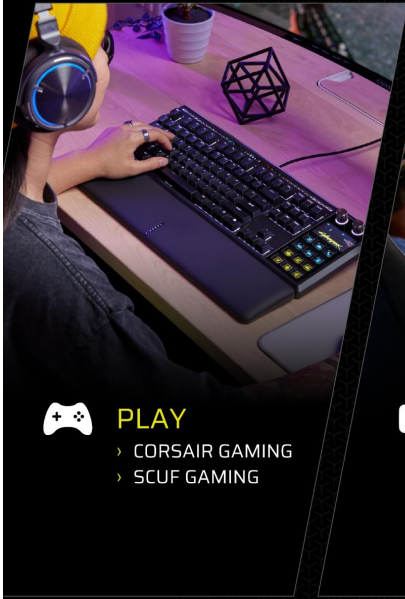
AI enablement drives deeper customer usage, increasing the value of our software and hardware ecosystem.





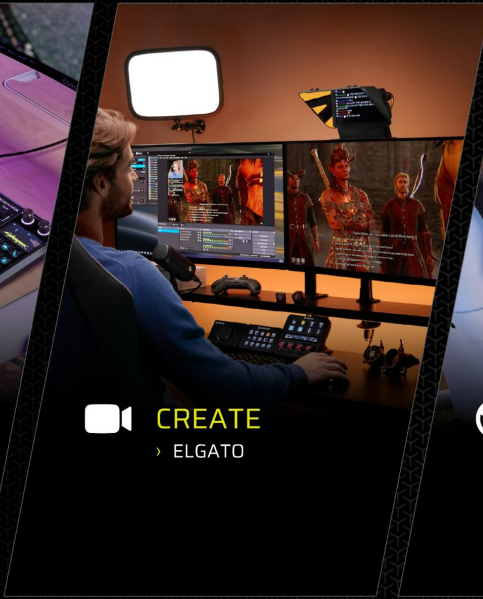
# FOUR CORSAIR CUSTOMER JOURNEYS

Powered by one connected ecosystem



 **PLAY**

- › CORSAIR GAMING
- › SCUF GAMING



 **CREATE**

- › ELGATO



 **TRAIN**

- › FANATEC
- › TRAK RACER



 **BUILD & COMPUTE**

- › CORSAIR COMPONENTS
- › CORSAIR PRO
- › ORIGIN PC



# 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

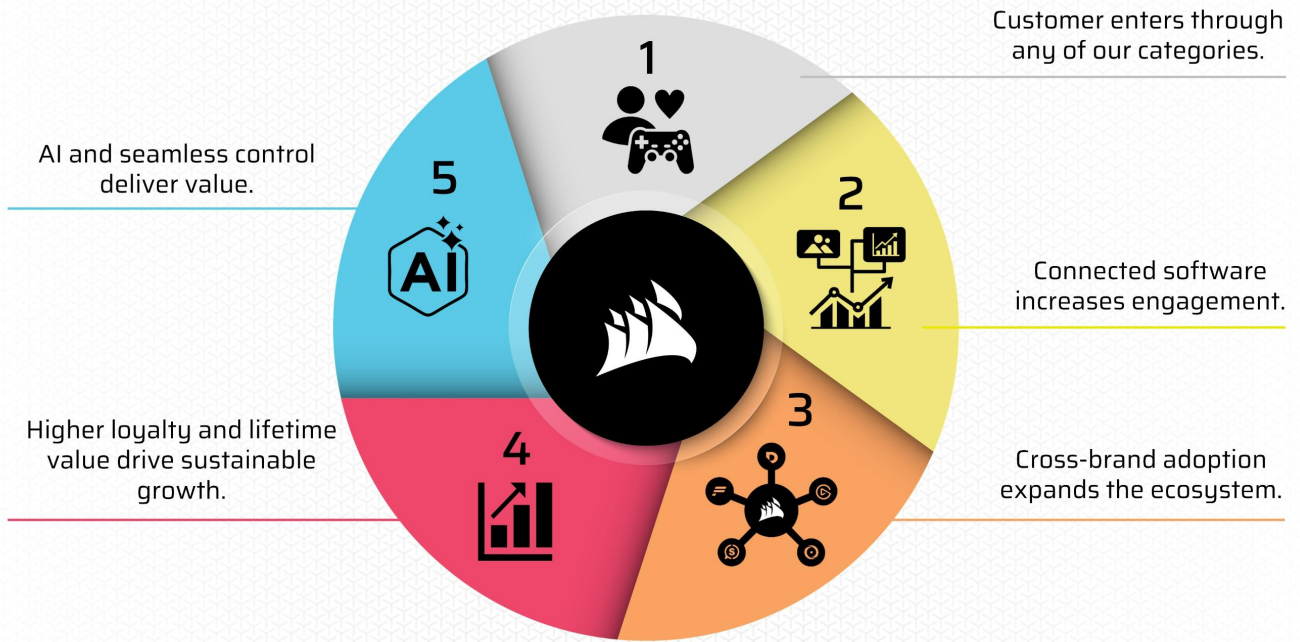
- › Stream Deck Eco System
- › ICUE PC Control Software
- › Bifocus Show Control



## INTELLIGENCE LAYER

- › AI Workstations
- › Personalization
- › AI eCommerce Engine

# THE CORSAIR FLYWHEEL



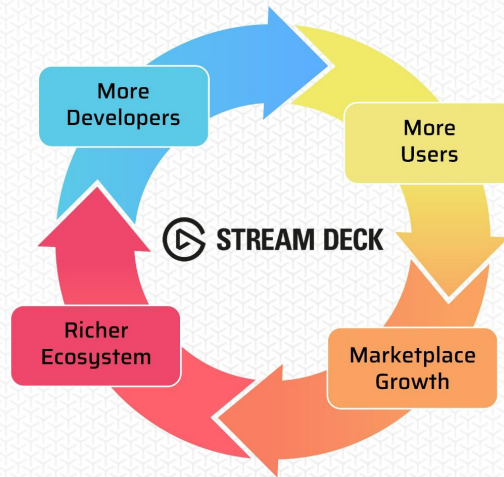


# THE STREAM DECK CONTROL ECOSYSTEM

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



+500K accounts 1H26



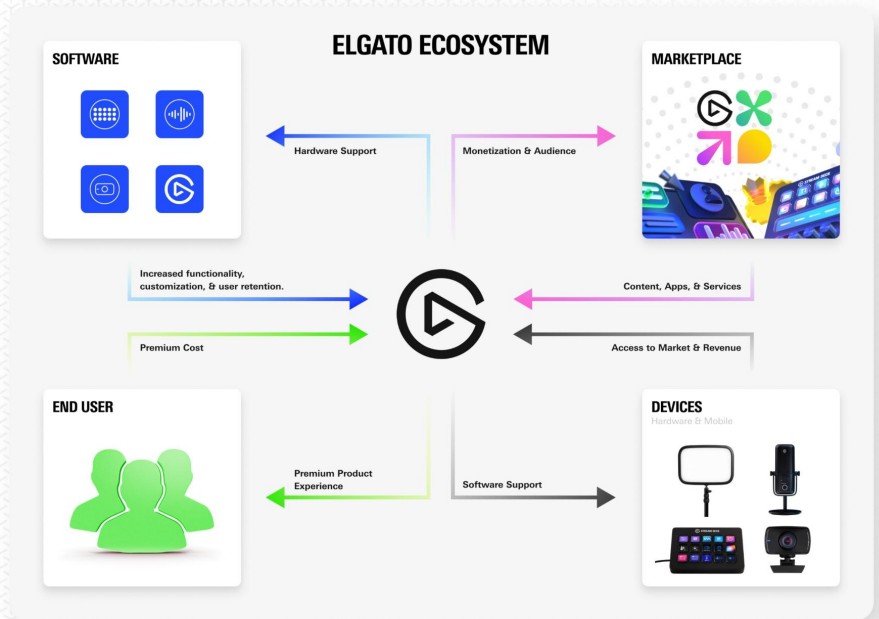
AI assisted plugin dev expanding contributor base



# 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.





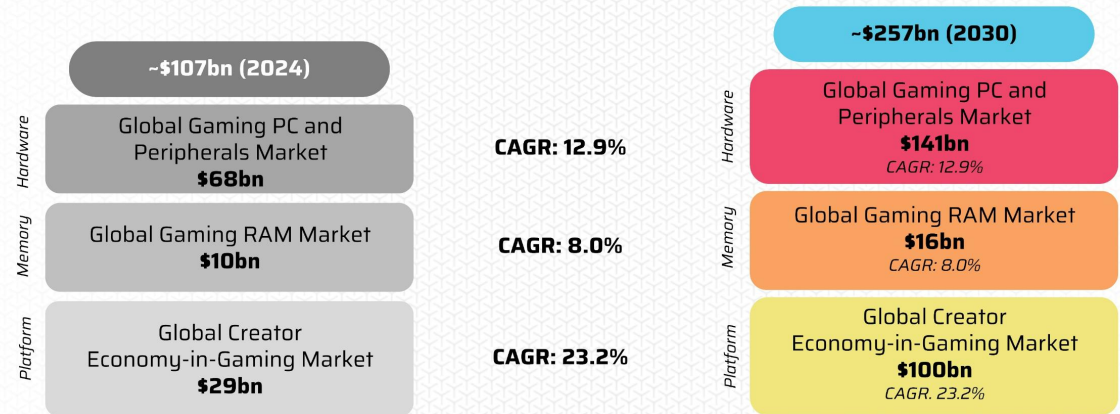


# MARKET OPPORTUNITY

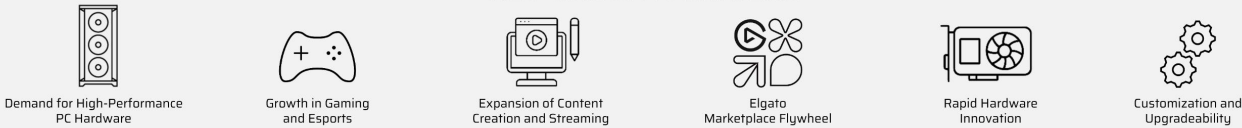
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# DOUBLE-DIGIT TAM GROWTH IN OUR CORE MARKETS

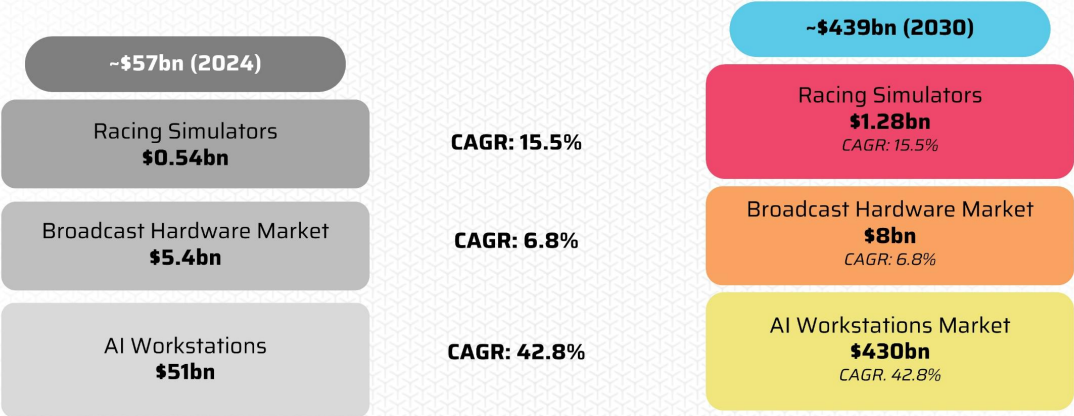
The global high-performance gaming and creator products market is projected to grow at a ~16% CAGR from '24-30



## KEY GROWTH DRIVERS



# ADDITIONAL GROWTH OPPORTUNITIES IN EMERGING CATEGORIES



KEY GROWTH DRIVERS



AI Workstations



Modern Control for Broadcasting



Sim Racing and Hardware Growth



Rising Demand on Sim Racing and Local AI



AI Demand Acceleration Among Prosumers and SMB



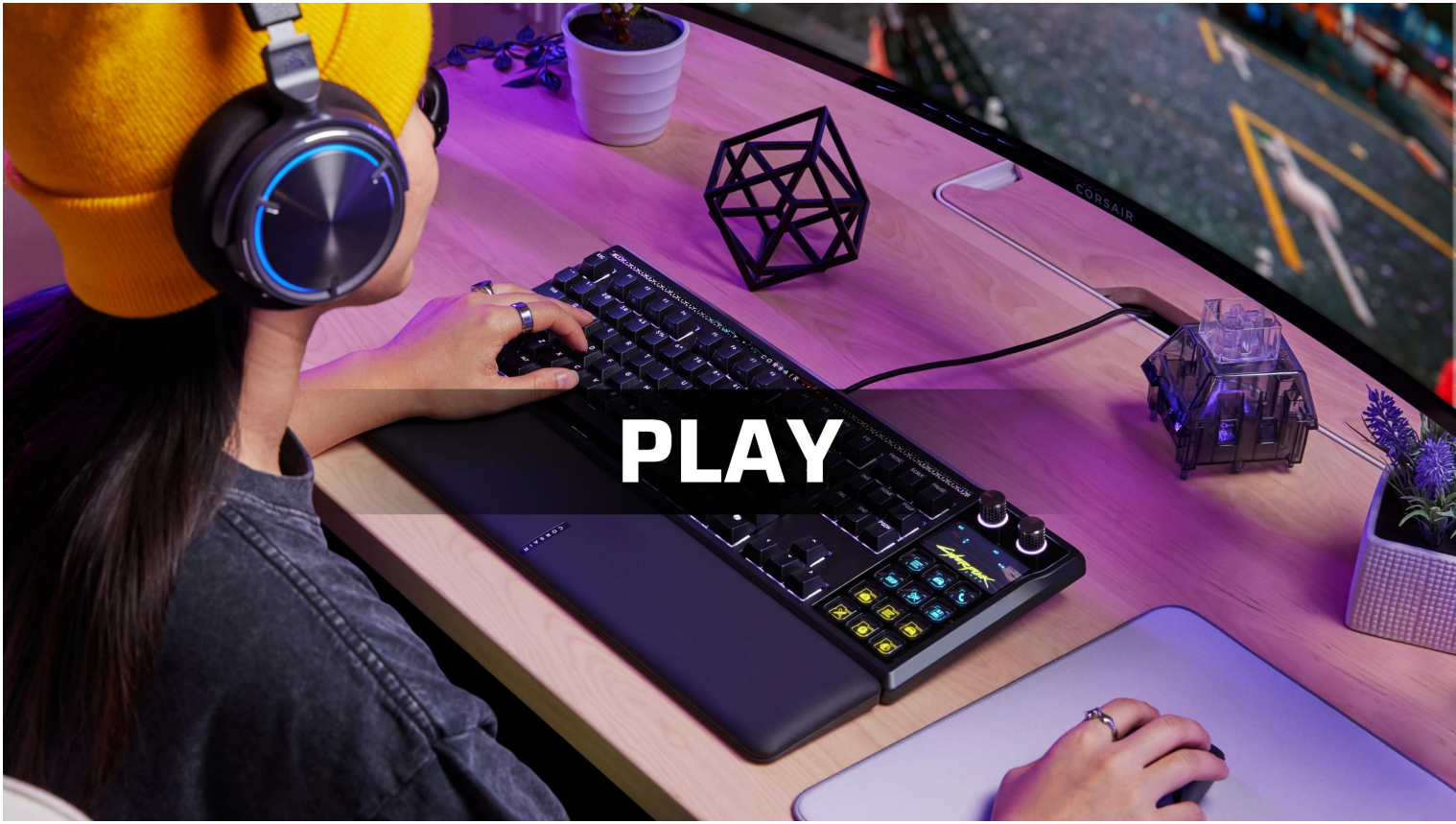
Hardware Customization





# BUSINESS UPDATE





PLAY



# CORSAIR x GTA VI

- › GTA VI is estimated to be #1 selling title across essentially every major platform. Estimated to sell up to 51 million copies the first week of launch\*, and up to 85 million the first year.\*\*
- › While we expect console launch this year to fuel headset, gaming controller, and capture card sales, we also anticipate a component upgrade cycle in 2027 when the game launches for PC

Source: \*Newzoo  
\*\*Konvoy



NEW PRODUCT LAUNCH

 CORSAIR

# CORSAIR x INVINCIBLE VS

NOVABLADE PRO WIRELESS

- › With Rapid Trigger and FlashTap SOCD, the NOVABLADE PRO WIRELESS delivers the frame-perfect control you need to land ground-shattering combos instantly.
- › With anti-fray stitched edges paired with an anti-skid rubber base, MM300 2XL ensures you have the stability to endure any super powered battle that comes your way.



 CORSAIR INVINCIBLE PRESENTATION - AUGUST 2026



SCUF

# OMEGA

## CONTROLLER

- › Officially Licensed PlayStation® 5 performance controller, engineered for seamless integration and low-latency connectivity.
- › Designed to meet Sony's exacting performance standards for input response, power management, and wireless stability you can trust.
- › Customize almost every input on your controller. Full control over your trigger and thumbsticks response curves, action buttons, and true 0% thumbstick deadzone.
- › Strong launch performance with GTA VI tailwind



TRAIN



FANATEC

TRAK RACER  
SIMULATION

## SIM RACING. FULLY EQUIPPED.



- › We completed the acquisition of Trak Racer, expanding Fanatec's sim racing ecosystem with complementary hardware while broadening Trak Racer's global distribution through our platform.
- › The acquisition also extends our addressable market beyond sim racing hardware into flight and motorbike simulation, creating new growth opportunities in a complementary enthusiast category.

- › The combined portfolio is expected to enable more complete ecosystem solutions, simplify the buying experience, and drive greater attachment of cockpits, controls, displays, gaming PCs, and accessories, while maintaining the quality, innovation, and customer choice that define both brands.

**FANATEC**<sup>®</sup>  
PARTNERSHIP



- › Fanatec has entered into a new licensing partnership with Nissan to develop officially licensed sim racing steering wheels.
- › This partnership adds Nissan to Fanatec's growing portfolio of automotive licenses, alongside brands such as BMW, Bentley, Porsche, McLaren, and Formula 1, continuing the company's strategy of offering officially branded sim racing hardware.



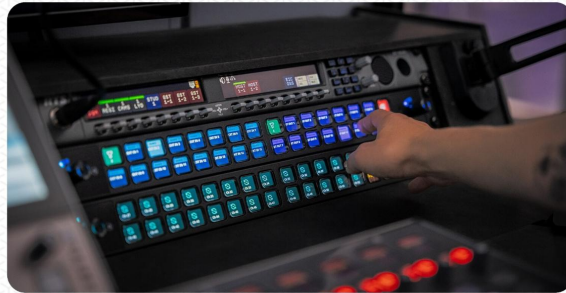


CREATE

# OUR STRATEGIC INVESTMENT IN BITFOCUS

Extending Elgato Stream Deck control layer into professional broadcast production

- › During the quarter we made a minority investment in Bitfocus, the software company behind Companion and Buttons.
- › The investment formalizes a nearly decade-long relationship that turned Stream Deck into a trusted control surface for broadcast, AV, and event production worldwide.
- › The partnership gives us a complete software-and-hardware solution for professional production, aligns Stream Deck's roadmap with Bitfocus, and unlocks synergies through joint R&D and go-to-market efforts.
- › Corsair and Bitfocus also established a partnership under which Stream Deck Studio will serve as the preferred and primary control surface across Bitfocus customer deployments.



Broadcast Galleries and Master Control (MCR)



Installed AV Space and Education

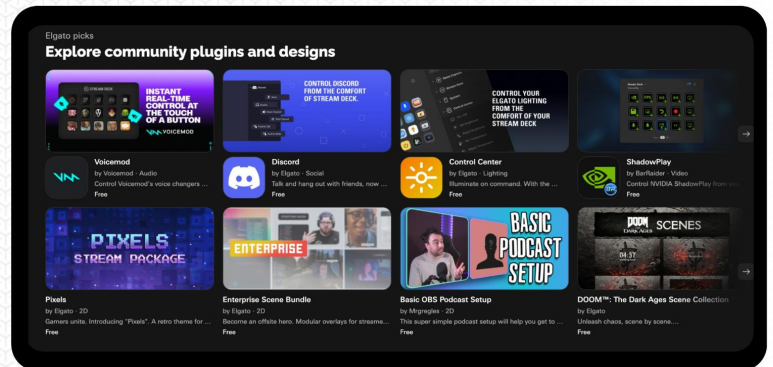


Corporate Events and Live Performances





- › Strong quarter with gross revenue and transaction volume each up over 100%.\*
- › Marketplace product submissions also increased more than 300%, and more than 500,000 new accounts were created.\*
- › AI-assisted development is making it easier for creators and developers to build new profiles and plug-ins, increasing the utility of the Stream Deck ecosystem and supporting future recurring-revenue opportunities.







# **BUILD AND COMPUTE**

---

 CORSAIR

# SHIM(GO)

ARTIST SERIES  
ULTRA OVERCLOCKED DRAM

- › Featuring vibrant RGB lighting, intricate UV-printed artwork, and patented micro-drilled side plates with diffuse lighting.
- › Highly binned DDR5 and a custom in-house PCB deliver record-breaking speed and overclocking precision.
- › Optimized for the latest generation of DDR5 compatible AMD and INTEL® Motherboards.



CORSAIR

# CORSAIR PRO

## FLEXPRIME SERIES

- › FlexPrime is an AI workstation designed for modern AI development and inference.
- › Delivering workstation-class performance with enterprise reliability, it enables teams to develop, fine-tune, and deploy AI locally with speed, security, and confidence.
- › Powered by AMD and Nvidia Blackwell architecture.
- › Partnered with AMD at AMD Advancing AI 2026 Event to strengthen CORSAIR PRO's presence in AI infrastructure and high-performance computing through a live technology collaboration. We demonstrated how customizable CORSAIR PRO systems can be tailored for AI, engineering, scientific research, and other compute-intensive workloads.



V20R

V50R

V80T

 CORSAIR

# WARTHOG

## STATEMENT MID-TOWER PC CASE

- › 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, RapidRoute 2.0 cable management, GPU anti-sag support, and rear I/O lighting.
- › Available in Black or Olive Drab, WARTHOG comes in customizable and pre-cooled RS versions, both supporting extensive fan and radiator configurations for powerful, efficient cooling.







## FINANCIAL UPDATE

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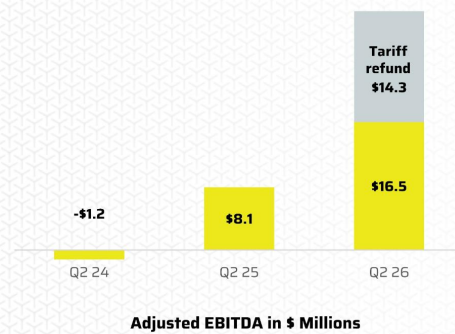
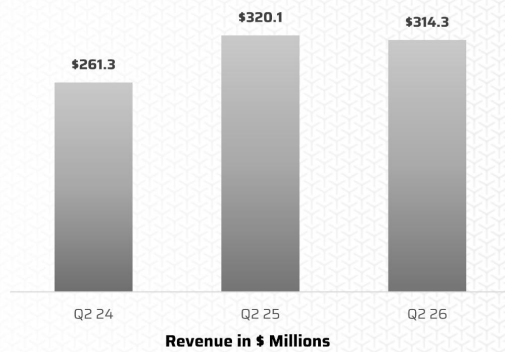
## Q2 2026 - STRONG PROFIT GROWTH

REVENUE  
**-2% YoY**  
\$314.3M

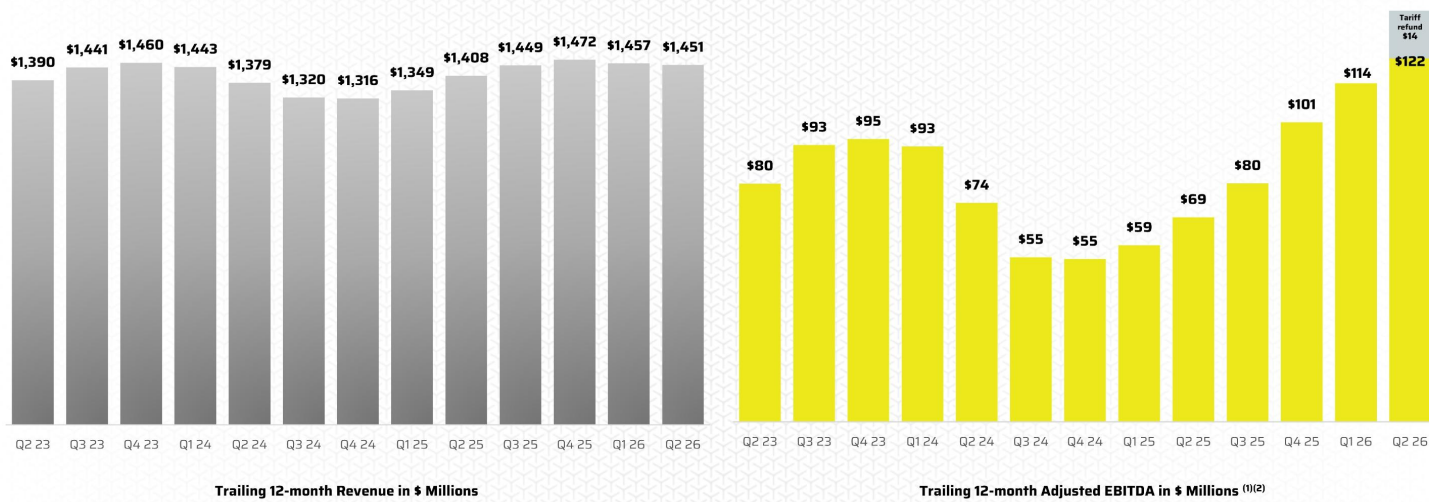
GROSS PROFIT  
**+21% YoY**  
\$104.3M

ADJUSTED EBITDA <sup>(1)</sup>  
**+279% YoY**  
\$30.8M

ADJUSTED EPS (diluted) <sup>(1)</sup>  
**+\$0.22 YoY**  
\$0.23



# MARGIN EXPANSION AND COST CONTROL DRIVE PROFIT GROWTH



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

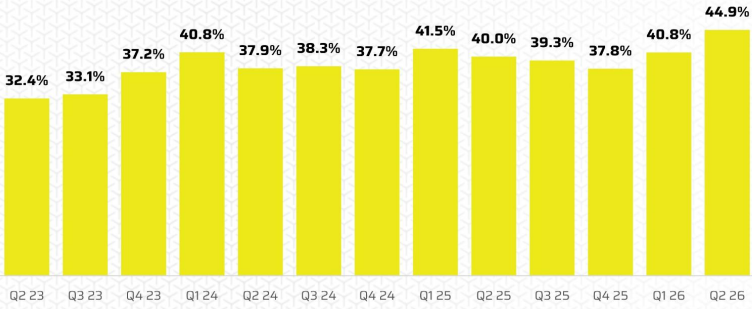
# GROWTH IN HIGHER MARGIN GAMER AND CREATOR PERIPHERALS

Q2 26 REVENUE  
**+13% YoY**  
\$115.9M



Trailing 12-month Revenue in \$ Millions

Q2 26 GROSS PROFIT  
**+27% YoY**  
\$52.0M



Quarterly Gross Margin

# CONSISTENT LEADERSHIP IN GAMING COMPONENTS AND SYSTEMS

Q2 26 REVENUE

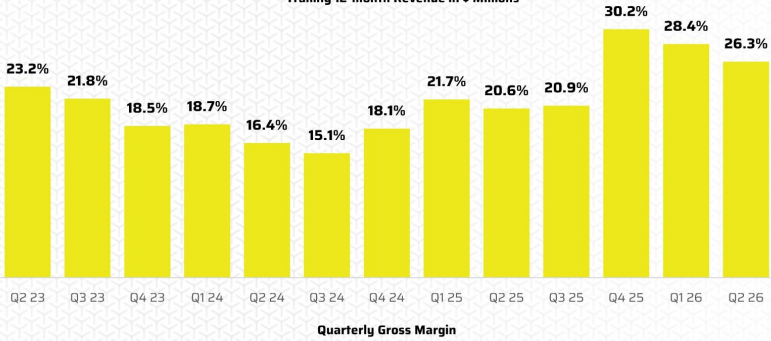
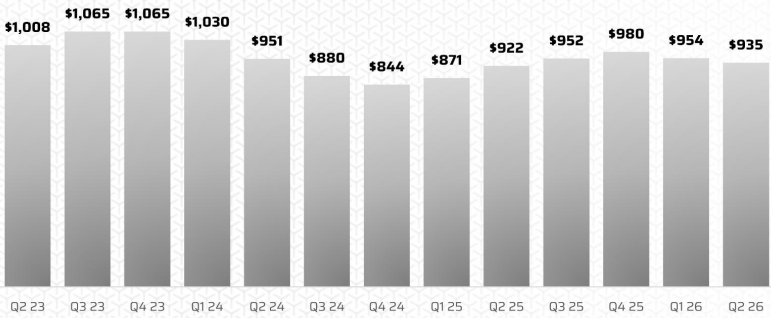
-9% YoY

\$198.5M

Q2 26 GROSS PROFIT

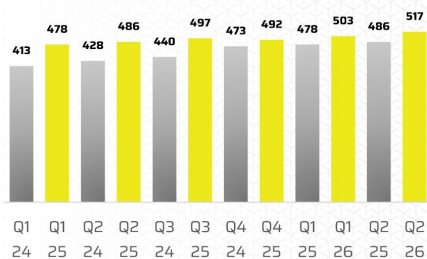
+17% YoY

\$52.2M



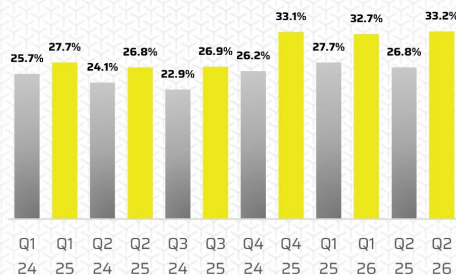
# SIX CONSECUTIVE QUARTERS OF PROGRESS

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



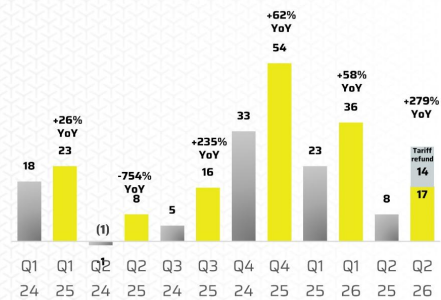
*Consistent growth in higher margin  
Gamer and Creator Peripherals Segment*

**Quarterly Gross Margin**



*Consistent gross margin expansion,  
with quarterly records in past three  
quarters*

**Quarterly Adjusted EBITDA<sup>(1)</sup>  
(in \$ Millions)**



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



# CASH AND DEBT SUMMARY

| (\$ in millions)                 | 30-Jun-26 |
|----------------------------------|-----------|
| Cash (Excluding restricted cash) | \$192.2   |
| Term Loan (face value)           | \$118.8   |
| Total Debt                       | \$118.3   |
| Net Debt                         | (\$74.0)  |



# FINANCIAL GUIDANCE



# FINANCIAL GUIDANCE<sup>(1)</sup>

| Financial Metrics | Q3 2026 Guidance      |
|-------------------|-----------------------|
| Net Revenue       | \$320 - \$350 million |
| Adjusted EBITDA   | \$18 - \$21 million   |
| Non-GAAP EPS      | \$0.09 - \$0.12       |

(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<sup>(1)</sup>

| Financial Metrics | 2026 Guidance           |
|-------------------|-------------------------|
| Net Revenue       | \$1.40 - \$1.47 billion |
| Adjusted EBITDA   | \$121 - \$131 million   |
| Non-GAAP EPS      | \$0.85 - \$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.





# 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 Earnings (Loss) Per 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<br>June 30, |                 |
|---------------------------------------------------------------------------------------|--------------------------------|-----------------|
|                                                                                       | 2026                           | 2025            |
| <b>Operating income (loss) - GAAP</b>                                                 | \$ 7,608                       | \$ (16,923)     |
| Amortization                                                                          | 8,815                          | 9,853           |
| Stock-based compensation                                                              | 5,935                          | 9,335           |
| One-time costs related to legal and other matters                                     | 2,075                          | 1,993           |
| Restructuring and other charges                                                       | 219                            | 772             |
| Acquisition and related integration costs                                             | 600                            | 1,515           |
| Legal and due diligence costs related to strategic investments                        | 150                            | —               |
| Acquisition accounting impact related to recognizing acquired inventory at fair value | —                              | 98              |
| <b>Adjusted Operating Income - Non-GAAP</b>                                           | <b>\$ 25,402</b>               | <b>\$ 6,643</b> |
| <i>As a % of net revenue - GAAP</i>                                                   | 2.4%                           | -5.3%           |
| <i>As a % of net revenue - Non-GAAP</i>                                               | 8.1%                           | 2.1%            |

# 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<br>June 30, |                 |
|----------------------------------------------------------------------------------------------|--------------------------------|-----------------|
|                                                                                              | 2026                           | 2025            |
| Net income (loss) attributable to common stockholders of Corsair Gaming, Inc. <sup>(1)</sup> | \$ 6,828                       | \$ (17,001)     |
| Less: Change in redemption value of redeemable noncontrolling interest                       | (2,015)                        | 3,861           |
| Net income (loss) attributable to Corsair Gaming, Inc.                                       | 8,843                          | (20,862)        |
| Add: Net income attributable to noncontrolling interest                                      | 306                            | 556             |
| <b>Net income (loss) - GAAP</b>                                                              | <b>9,149</b>                   | <b>(20,306)</b> |
| <b>Adjustments:</b>                                                                          |                                |                 |
| Amortization                                                                                 | 8,815                          | 9,853           |
| Stock-based compensation                                                                     | 5,935                          | 9,335           |
| Restructuring and other charges                                                              | 219                            | 772             |
| One-time costs related to legal and other matters                                            | 2,075                          | 1,993           |
| Acquisition and related integration costs                                                    | 600                            | 1,515           |
| Legal and due diligence costs related to strategic investments                               | 150                            | —               |
| Acquisition accounting impact related to recognizing acquired inventory at fair value        | —                              | 98              |
| Non-GAAP income tax adjustment                                                               | (1,978)                        | (1,966)         |
| <b>Adjusted net income - Non-GAAP</b>                                                        | <b>\$ 24,965</b>               | <b>\$ 1,294</b> |
| <b>Diluted net income (loss) per share:</b>                                                  |                                |                 |
| GAAP                                                                                         | \$ 0.06                        | \$ (0.16)       |
| Adjusted, Non-GAAP                                                                           | \$ 0.23                        | \$ 0.01         |
| <b>Weighted-average common shares outstanding - Diluted:</b>                                 |                                |                 |
| GAAP                                                                                         | 109,193                        | 105,864         |
| Adjusted, Non-GAAP                                                                           | 109,193                        | 107,304         |

# GAAP TO NON-GAAP RECONCILIATIONS

## Adjusted EBITDA Reconciliations

(Unaudited, in thousands, except percentages)

|                                                                                       | Three Months Ended<br>June 30, |                 |
|---------------------------------------------------------------------------------------|--------------------------------|-----------------|
|                                                                                       | 2026                           | 2025            |
| <b>Net income (loss) - GAAP</b>                                                       | \$ 9,149                       | \$ (20,306)     |
| Amortization                                                                          | 8,815                          | 9,853           |
| Stock-based compensation                                                              | 5,935                          | 9,335           |
| One-time costs related to legal and other matters                                     | 2,075                          | 1,993           |
| Restructuring and other charges                                                       | 219                            | 772             |
| Acquisition and related integration costs                                             | 600                            | 1,515           |
| Legal and due diligence costs related to strategic investments                        | 150                            | —               |
| Acquisition accounting impact related to recognizing acquired inventory at fair value | —                              | 98              |
| Depreciation                                                                          | 3,649                          | 3,351           |
| Interest expense, net of interest income                                              | 270                            | 1,896           |
| Income tax (benefit) expense                                                          | (30)                           | (369)           |
| <b>Adjusted EBITDA - Non-GAAP</b>                                                     | <b>\$ 30,832</b>               | <b>\$ 8,138</b> |
| <i>Adjusted EBITDA margin - Non-GAAP</i>                                              | <i>9.8%</i>                    | <i>2.5%</i>     |

# GAAP TO NON-GAAP RECONCILIATIONS

## TTM ADJUSTED EBITDA RECONCILIATIONS

(unaudited, in thousands)

| Quarterly Reconciliations                                                             | 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            |
|---------------------------------------------------------------------------------------|--------------------|------------------|------------------|------------------|------------------|------------------|------------------|------------------|-------------------|-----------------|------------------|------------------|-----------------|------------------|------------------|------------------|------------------|
| <b>Net income (loss) - GAAP</b>                                                       | \$ (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         |
| 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            |
| 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            |
| 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              |
| Bargain purchase gain on business acquisition                                         | —                  | —                | —                | —                | —                | —                | —                | —                | —                 | —               | (2,581)          | 2,581            | —               | —                | —                | —                | —                |
| Acquisition accounting impact related to recognizing acquired inventory at fair value | 7                  | —                | —                | —                | —                | 960              | 561              | 169              | 209               | 695             | 4,180            | 515              | 98              | —                | —                | —                | —                |
| 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            |
| 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            |
| 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              |
| 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)             |
| <b>Adjusted EBITDA - Non-GAAP</b>                                                     | <b>\$ (11,023)</b> | <b>\$ 10,115</b> | <b>\$ 32,012</b> | <b>\$ 20,565</b> | <b>\$ 17,753</b> | <b>\$ 23,016</b> | <b>\$ 33,725</b> | <b>\$ 18,024</b> | <b>\$ (1,244)</b> | <b>\$ 4,825</b> | <b>\$ 33,142</b> | <b>\$ 22,643</b> | <b>\$ 8,138</b> | <b>\$ 16,187</b> | <b>\$ 53,628</b> | <b>\$ 35,801</b> | <b>\$ 30,683</b> |

| TTM Reconciliations                                                                   | 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        |
|---------------------------------------------------------------------------------------|------------------|------------------|------------------|------------------|------------------|------------------|------------------|------------------|------------------|------------------|------------------|------------------|------------------|------------------|
| <b>Net income (loss) - GAAP</b>                                                       | \$ (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        |
| 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           |
| 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           |
| 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            |
| 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            |
| Bargain purchase gain on business acquisition                                         | -                | -                | -                | -                | -                | -                | -                | (2,581)          | -                | -                | -                | -                | 2,581            | -                |
| 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               | -                |
| 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            |
| 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           |
| 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            |
| 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              |
| <b>Adjusted EBITDA - Non-GAAP</b>                                                     | <b>\$ 51,669</b> | <b>\$ 80,445</b> | <b>\$ 93,346</b> | <b>\$ 95,059</b> | <b>\$ 92,518</b> | <b>\$ 73,521</b> | <b>\$ 55,330</b> | <b>\$ 54,747</b> | <b>\$ 59,366</b> | <b>\$ 68,748</b> | <b>\$ 80,110</b> | <b>\$100,596</b> | <b>\$113,754</b> | <b>\$136,299</b> |



