



Preliminary FY 2026 Revenues and Business Update

Preliminary FY 2026 revenues expected to increase to ~\$64M, including Thunderful, marking Atari's the third straight year of top-line growth and highest revenue levels in more than a decade

PARIS, FRANCE (May 26, 2026 - 6.00 pm CET) - [Atari®](#) (Euronext Paris: ALATA) — one of the world's most iconic consumer brands and interactive entertainment producers — today reports preliminary unaudited revenues and provides a business update for the 12 months fiscal year ended March 31, 2026.

For the fiscal year ended March 31, 2026, Atari expects revenues to reach approximately \$51M¹, a ~40% organic growth compared to the previous year, driven primarily by continued strong momentum in Games between Atari, Digital Eclipse, Nightdive and Infogrames.

Including the expected contribution of Thunderful², full year revenues are expected to reach approximately \$64M or ~79% growth versus previous year³.

This improving business momentum is expected to drive Atari towards positive current operating income, and towards positive operating cash flow generation on a full year basis, for the fiscal year ending March 31, 2026⁴.

This solid performance marks the third straight consecutive year of high-growth under new leadership, and brings Atari's revenues to the highest level in over a decade.

During FY 2026, Atari continued to expand its gaming platform with ~17 new releases across owned and licensed IPs, digital and physical formats and PC and Console platforms. The year also confirmed the value of the Group's recent studio acquisitions, with Digital Eclipse and Nightive further strengthening Atari's ability to bring classic and culturally significant games to modern audiences. The continued development of Infogrames as a publishing label also supported Atari's strategy of managing and expanding popular IPs beyond the core Atari portfolio.

Wade Rosen, Chairman and Chief Executive Officer commented: *"This year marks another major growth year for Atari, despite a very competitive environment. Our games-focused strategy initiated four years ago is paying off, and together with growing Hardware and Licensing activities, further anchors Atari's leadership position in the modern retro space. We are excited about what lies ahead,*

¹ Approximately €44M based on average EUR/USD rate over the fiscal year. At current FX rate, annual growth rate stands at ~30%.

² For the 7-month period starting 1 September 2025 to 31 March 2026

³ Or approximately 65% at current EUR / USD rate

⁴ Excluding Thunderful

notably with the recent acquisitions of *Thunderful* and *Implicit Conversions*, as well as the new game line-up we have for the coming year.”

FY 26 Business Highlights

In FY26, **Atari** continued to introduce new games based on owned-IP, including PC and console releases of *Adventures of Samsara*, *I, Robot*, *Missile Command Delta* and the *Bubsey in: The Purrfect Collection*. Three physical editions of the *Purrfect Collection* – a standard, deluxe and Im-paw-sible Edition – sold out across Switch, PS5, Xbox, and PC.

Expanded distribution for the *RollerCoaster Tycoon* franchise included digital releases of *RollerCoaster Tycoon Classic* on console as well as physical releases for *RollerCoaster Tycoon Classic* and *RollerCoaster Tycoon 3*. In addition, Atari rereleased Chris Sawyer’s groundbreaking *Transport Tycoon*, which the company acquired in 2024, on PC.

In August 2025, Atari acquired the intellectual property rights for five titles from Ubisoft including the 2005 survival horror title *Cold Fear*, *I Am Alive*, *Child of Eden*, *Grow Home*, and *Grow Up*. *Cold Fear* and *I Am Alive* were released on [GOG.com](https://www.gog.com) in November 2025 as part of the GOG Game Preservation Program.

The publishing label **Infogrames** continued to monetize past acquisitions through expanded distribution and active discount management. Two new DLCs were released for the simulation game *Total Reliable Delivery Service*, and a physical version of the game released in February 2026. Console availability of the cooperative platformer *Bread & Fred* was expanded in February 2026 to the PlayStation and Xbox platforms. In the second half of the fiscal year Infogrames also published two titles with Apogee Entertainment, including both digital and physical releases for the survival horror title *Total Chaos* and the retro FPS *Wizordum*.

Building on their reputation for remastering important PC games using their proprietary Kex Engine, **Nightdive Studios** released *Blood: Refreshed Supply* and *Outlaws + A Handful of Missions*, remasters of seminal 1997 first-person shooters. Nightdive also continued to expand distribution of the popular *System Shock* franchise, including porting *System Shock Remake* and *System Shock 2: 25th Anniversary Edition* to Nintendo Switch 2. The studio followed on the success of earlier digital releases with physical releases for *Killing Time*, *The Thing: Remastered*, *Turok Trilogy Bundle* and *Star Wars: Dark Forces*.

Digital Eclipse, known for creating best-in-class collections of retro games for the world’s most well-known and valuable IP franchises, continued its run of successful collections. In October 2025 the studio released the *Mortal Kombat: Legacy Kollection*, a deep-dive into the formative years of the popular fighting franchise. In November 2025 the studio updated its groundbreaking 2022 collection *Atari 50: The Anniversary Collection* with the release of *The Namco Legendary Pack* DLC, which included Namco hits *Pac-Man*, *Galaga*, *Galaxian* and *Dig Dug* and an interactive timeline.

In February 2026 the studio released digital versions and opened preorders for physical editions of *The Disney Afternoon Collection* and *Rayman: 30th Anniversary Edition*. Both collections feature games based on incredibly popular IP, with modern enhancements and bonus content.

The studio’s physical releases in the fiscal year also include *Mighty Morphin Power Rangers: Rita’s Rewind* (May), *The Making of Karateka* (July), *Llamasoft: The Jeff Minter Story* (July), *Tetris Forever* (July), *Golden Tee: Arcade Classics* (October), and *Mortal Kombat* (December).

The **Thunderful** publishing catalog added two new titles in FY26, including *God Breakers* in October 2025 and *Planet of Lana II* in March 2026.

Atari's mobile development was bolstered by the addition of Early Morning Studios and their portfolio of free-to-play games, including the popular *Vampire's Fall* franchise. In December 2025, Atari released a new version of *Tetris Time Warp* on Netflix's mobile-enabled interactive TV platform. The mobile version of *RollerCoaster Tycoon Classic* was added to Apple Arcade in April 2025 and Google Play Pass in October, and the company's flagship mobile property *RollerCoaster Tycoon Touch* continues to perform to expectations.

In **Hardware**, Atari continued to build upon the successful reintroduction of cartridge-based hardware with the launch of two new consoles in the peak holiday season. In October 2025 the company released the *Atari 2600+ Pac-Man Edition* console and *Ghost Edition* wireless joysticks. The *PAC-MAN* themed hardware, produced in a partnership with Bandai-Namco, was accompanied by the release of four Atari 7800 collectible game cartridges, including *Galaga*, *Dig Dug*, *Xevious*, and the all-new *PAC-MAN: Double Feature* game. In December the company released the *Intellivision Sprint* to celebrate the 45th anniversary of the console's introduction. The *Intellivision Sprint* includes 45 of the system's best games and is upgraded with HDMI output and wireless controllers.

Licensing activity also contributed to the company's performance, including a number of high profile hardware collaborations, accessories and apparel. The successful collection of MyArcade retro devices was headlined by the October release of the Gamestation Go portable retro gaming system. The July 2025 release of the Atari 2600 My Play Watch introduced a new line of playable smartwatches, and the licensing category further expanded with the release of the Atari 2600 Console watch from Nubeo in January, 2026.

Outlook

For the fiscal year 2027, Atari intends to continue to execute on its retro-focused growth strategy across all its lines of business, as well as deepen the integration of recent acquisitions Thunderful and Implicit Conversions, and expects to continue on its growth path for the fiscal year ending March 31, 2027.

Additionally, Atari will also continue to selectively consider potential acquisitions, minority investments in companies offering value-added solutions, and acquisitions of games that further complement the portfolio of intellectual property.

About ATARI

Atari is an interactive entertainment company and an iconic gaming industry brand that transcends generations and audiences. The company is globally recognized for its multi-platform, interactive entertainment, and licensed products. Atari owns and/or manages a portfolio of more than 400 unique games and franchises, including world-renowned brands like Asteroids®, Centipede®, Missile Command®, Pong®, and RollerCoaster Tycoon®. The Atari family of brands includes game developers Digital Eclipse and Nightdive Studios, the publishing label Infogrames, and the community-based sites AtariAge and MobyGames. Atari has offices in New York and Paris.. Visit us online at www.Atari.com.

Atari shares are listed in France on Euronext Growth Paris (ISIN Code FR0010478248, Ticker ALATA) and OTC Pink Current (Ticker PONGF).

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Disclaimer

This press release contains preliminary unaudited figures from Atari consolidated financial results for the year ending 31 March 2026. As of today, the audit of the Atari' Group is underway.

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