



**GOLDMAN SACHS COMMUNICOPIA
& TECHNOLOGY CONFERENCE**

September 6, 2023





DISCLAIMER

Forward Looking Statements

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

Non-GAAP Financial Measures

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

Market & Industry Data

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



OUR FULL SUITE OF PRODUCTS



Gaming Chairs



Greenscreen Lighting

Headsets

Gaming Controllers

Cameras

Ambient Lighting

Monitors

iCUE Murals

Thunderbolt Docks

Stream Deck

Mice

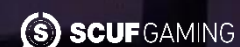
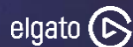
Microphones

Keyboards

Mouse Pads

Gaming Desk

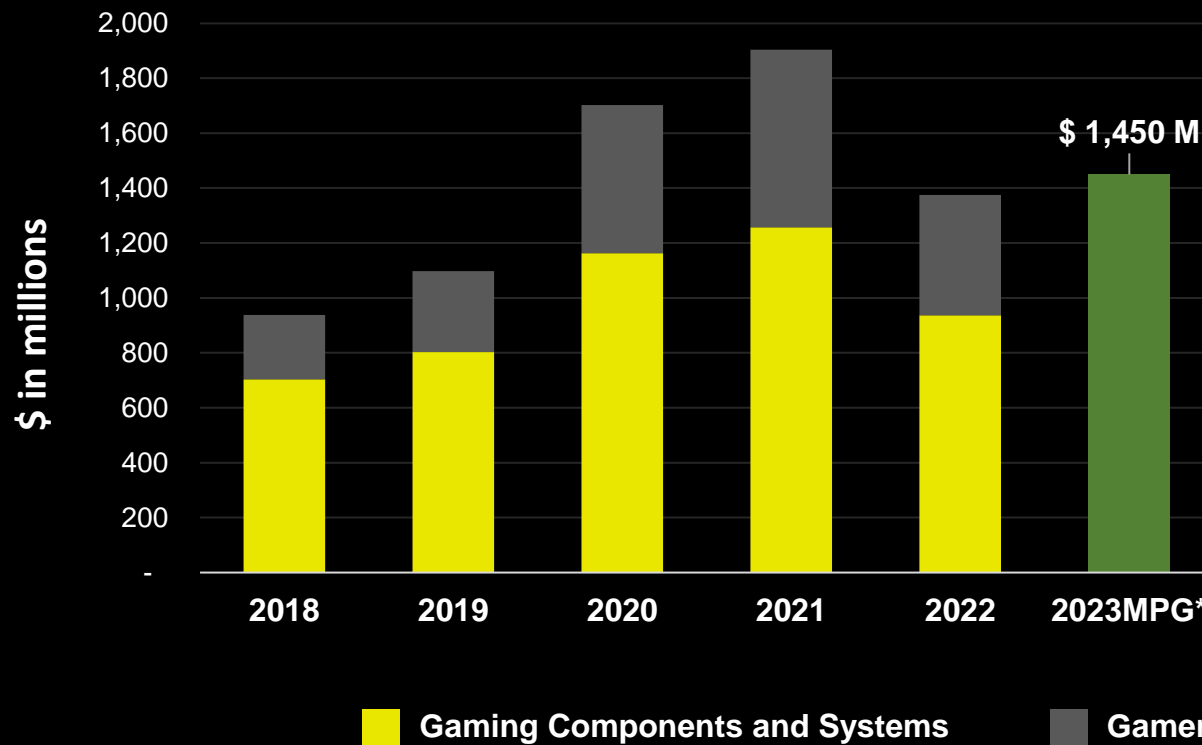
- Cases
- Power Supplies
- Custom Cooling
- CPU Coolers
- Fans
- Memory
- Storage
- Gaming PCs
- Acoustic Panels
- Capture Cards



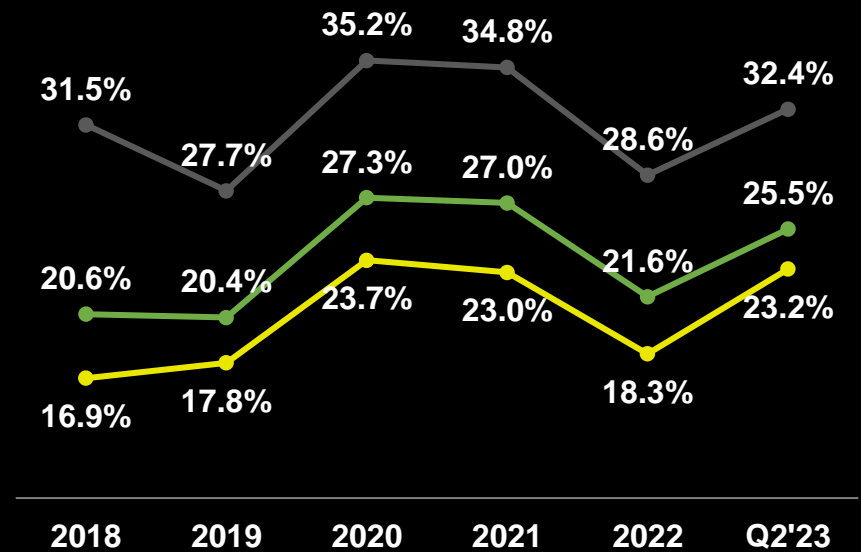


REVENUE, MARGIN TREND

Segment revenue



Gross Margin



* 2023MPG Midpoint of our revenue guidance range as of 8/3/2023

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



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



Casual PC Gamers

Little Hardware Ownership, Younger Gamer
(Casual PC Gamers)



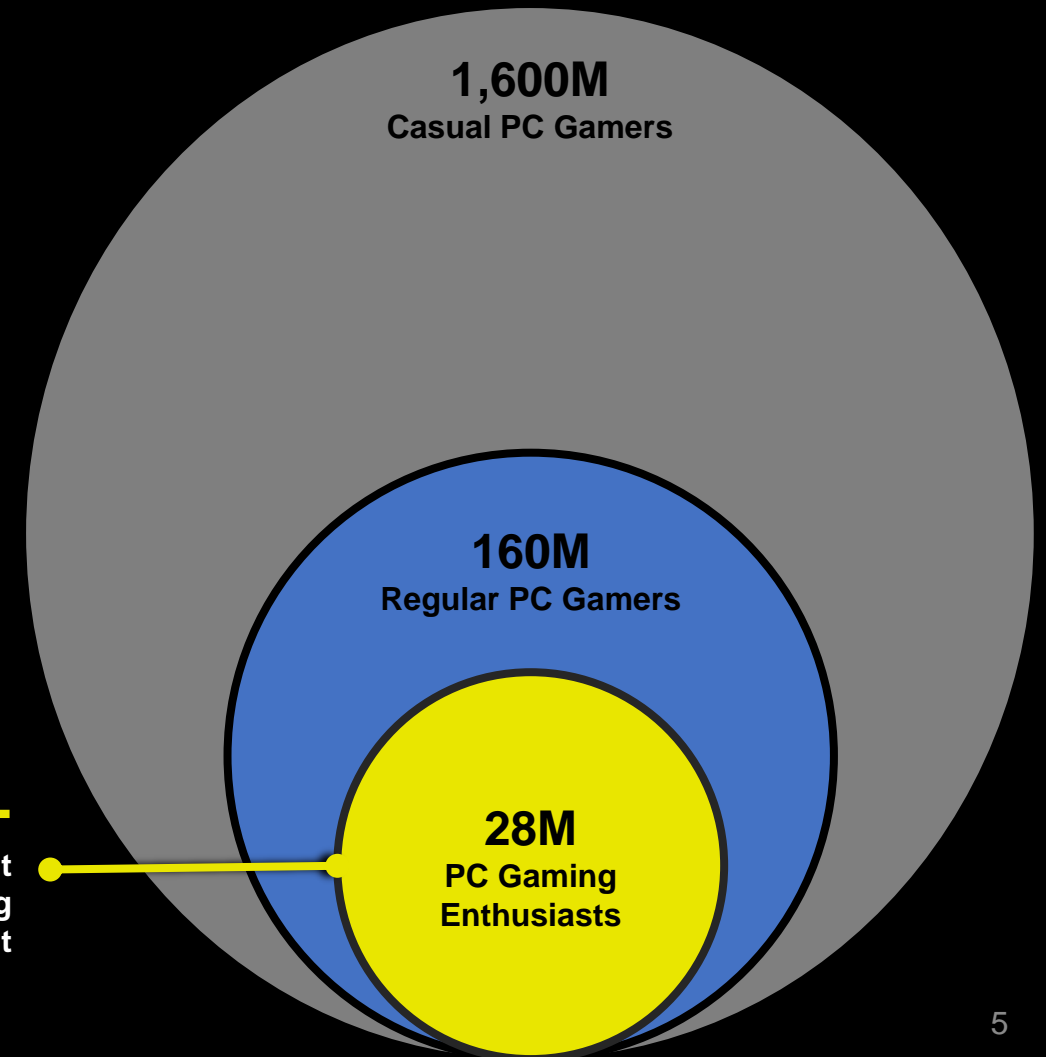
Regular PC Gamers

Pre-Built Gaming PC



PC Gaming Enthusiasts

Self Built Gaming PC



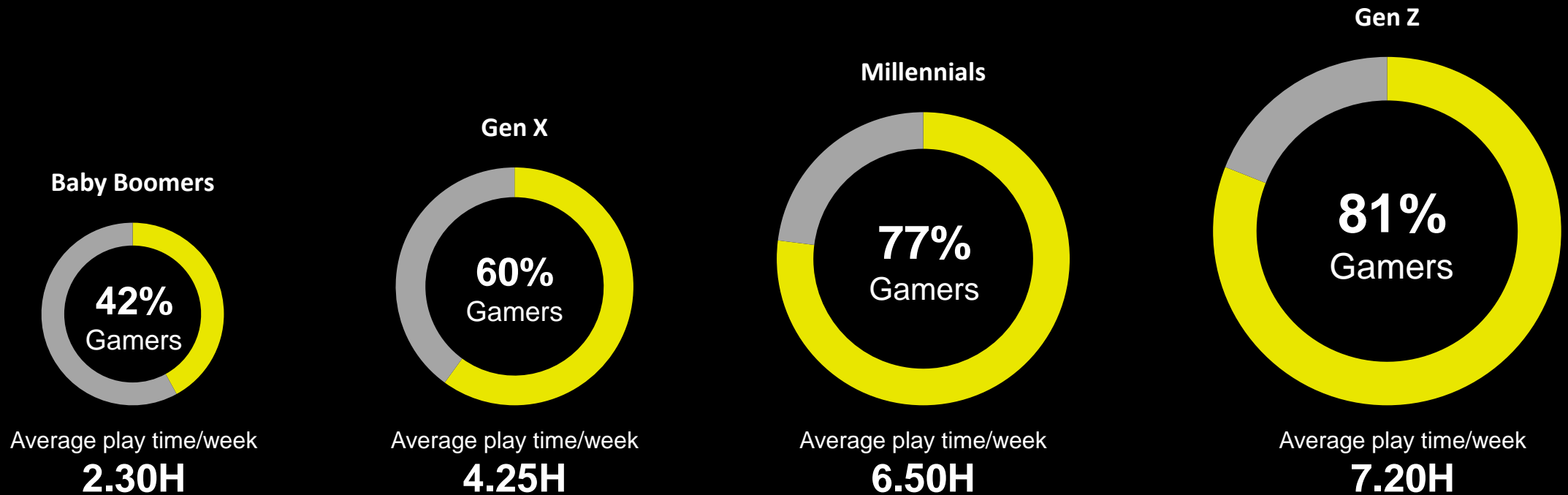
Source: DFC Intelligence (as of Q1'23).

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



NUMBER OF GAMING HOURS HAVE INCREASED

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



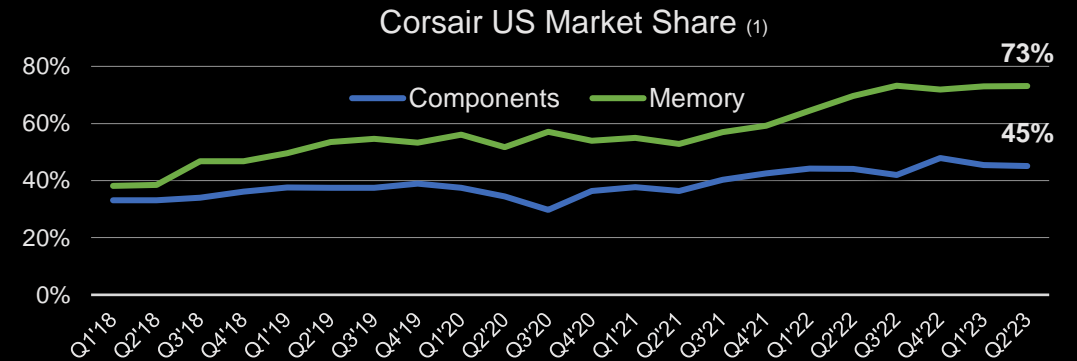


CORSAIR GAINING MARKET SHARE IN GROWING SELF BUILT PC MARKET

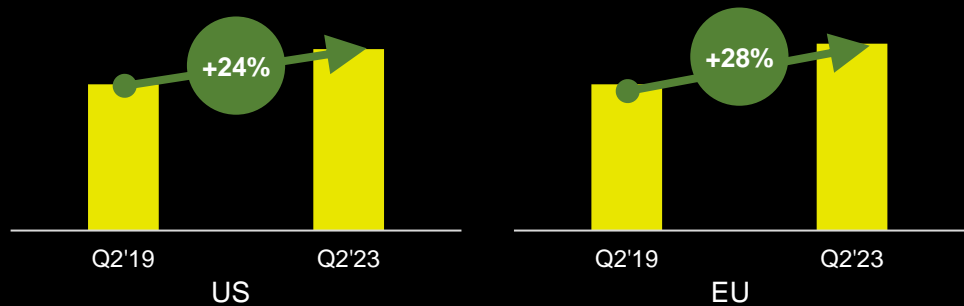
Self-built PC market fuelled by new GPUs with lower priced cards now in the market.

More people in major markets building gaming PCs now than pre-pandemic.

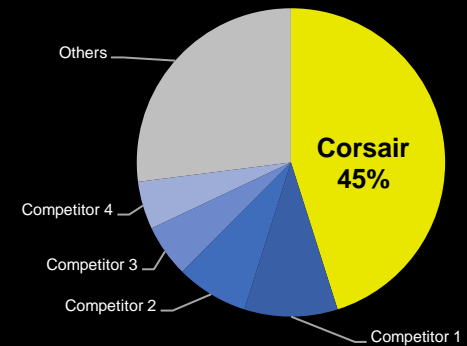
Corsair has consistently gained market share in our core business.



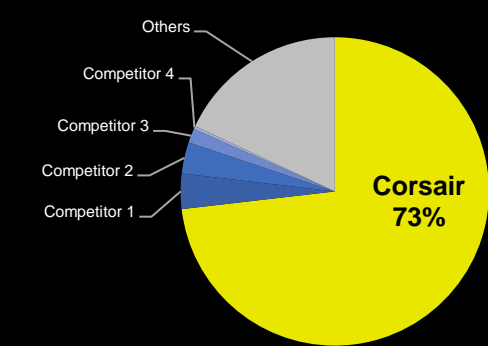
Q2'23 Market Growth vs. Q2'19 (2)



Q2'23 Gaming Components (Excluding Memory)



Q2'23 Gaming Memory



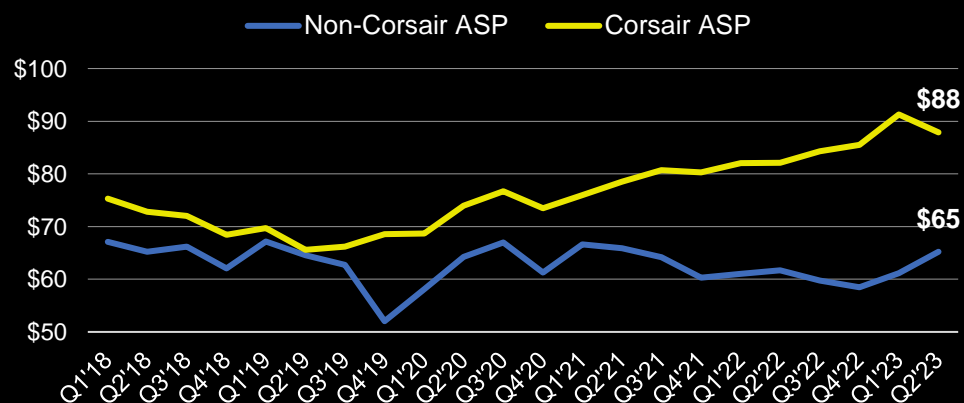
1. Management estimates based on leading 3rd party analysis – Gaming Components – Cooling, PSU and Case in the US
 2. Management estimates based on leading 3rd party analysis – Gaming Components – Cooling, PSU and Case in the US plus major 5 EU countries



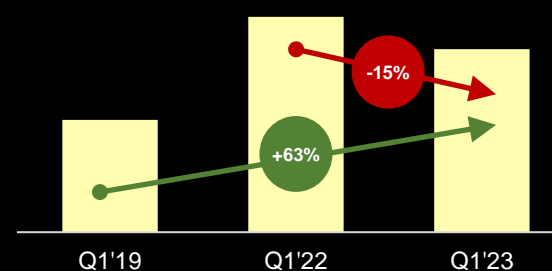
PERIPHERAL MARKET STARTING TO RECOVER IN Q2'23

- YoY comparisons in major markets substantially improved Q1 to Q2.
- Competitors reducing discounting as inventories become balanced.
- Corsair focusing on high-end peripherals for enthusiasts, and our core business in gaming.
- We expect market growth in this category in 2H23.

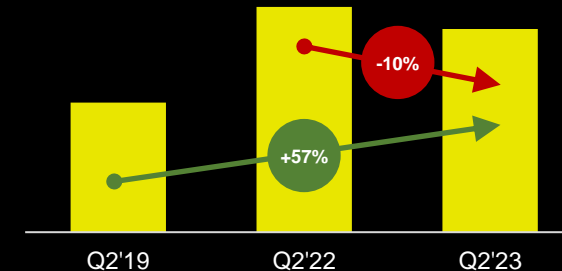
Gaming Peripherals ASP in US Market (1)



Q1'23 Market Growth vs. Q1'19 (2)



Q2'23 Market Growth vs. Q2'19 (2)



1. Management estimates based on leading 3rd party data for Keyboards, Headsets and Mice in the US
2. Management estimates based on leading 3rd party data for Keyboards Headsets and Mice in the US plus major 5 EU countries



DROP JOINS CORSAIR

Corsair has acquired Drop in an asset purchase.

Drop (formerly Massdrop) is a leader in keyboard customization and enthusiast setup accessories, creating amazing custom keycaps and acting as a marketplace for enthusiast communities, where user feedback plays a large role in product development.

Anticipated synergy with existing Corsair peripheral product lines, especially keyboards.

Drop will continue to operate as a separate brand within Corsair, leveraging the Corsair global sales and distribution footprint to address wider markets.





iCUE LINK



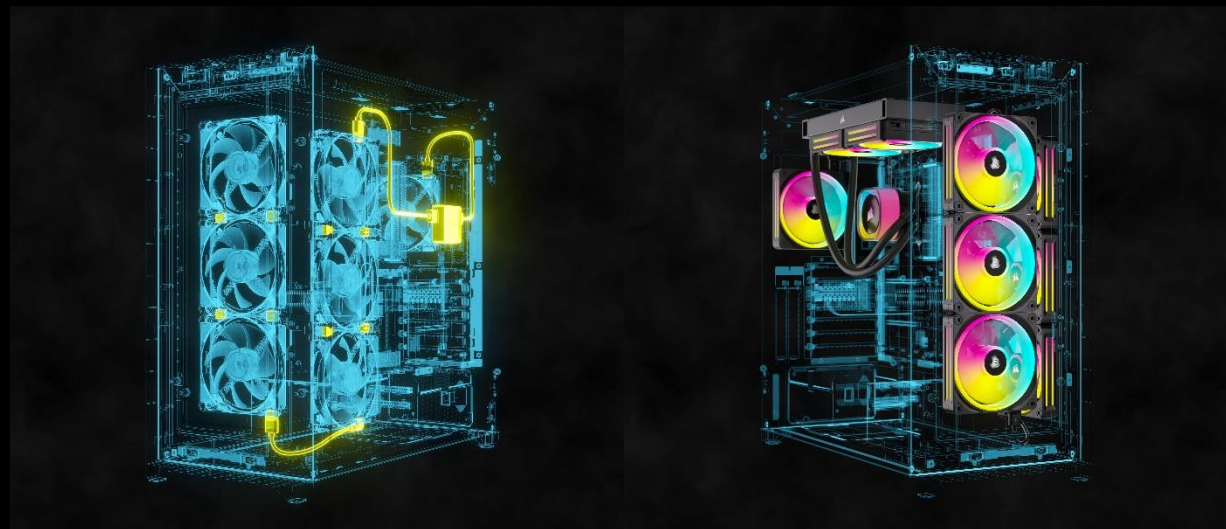
iCUE LINK is a revolutionary new ecosystem of products that greatly improves the way users build a PC, removing entry barriers to building a PC and opening PC building to a new group of customers.

A universal single-cable interface for power and data cuts through cable management and makes building a setting up a dream PC faster and easier.

Debuted at Computex 2023 to enthusiastic reception.

First wave of iCUE LINK products launched June 27th with iCUE LINK AIO coolers / QX fans / System hub.

Many more iCUE LINK products expected in Q3 2023 and beyond.





CORSAIR