

EBIT INCREASED BY 50%

We continue to capitalize on our asset care strategy. During the quarter, we had higher sales of owned titles and increasing digital sales. Net sales increased by 8.8% to SEK 84.7 m, EBITDA was up 36% to SEK 34.6 m and EBIT increased by 50% to SEK 24.0 m compared to the same period last year.

During the quarter we acquired and welcomed two new development studios to the THQ Nordic family; Black Forest Games and Pieces Interactive. Both are developing products that are soon to be announced and released.

In August, during Gamescom, we announced the upcoming title Biomutant. The feedback for the title – from both press and the gaming community – was beyond our expectations. We now expect Biomutant to be one of our future key titles.

During the end of the period, we raised SEK 598.0 m before transaction costs in a new share issue directed to reputable institutional investors. We continue to work intensely to evaluate interesting investment opportunities to strengthen our position and long-term growth. THQ Nordic has a unique position and strategy in the market and we will leverage this over the coming years.

We are now focusing on executing our plan for the final quarter of the year, as well as planning for the year ahead. I have great confidence that 2018 will be our most exciting year so far.

- LARS WINGEFORS, FOUNDER & CEO

THIRD QUARTER 2017

- > Net sales increased by 8.8% to SEK 84.7 m (77.9).
- > Owned titles represented SEK 62.6 m [43.6], or 74%, of net sales in the quarter.
- > EBITDA was SEK 34.6 m [25.4], corresponding to an EBITDA margin of 41%.
- > EBIT was SEK 24.0 m (16.0), corresponding to an EBIT margin of 28%.
- > Cash flow from operating activities amounted to SEK 29.2 m [20.5].
- > Earnings per share amounted to SEK 0.26 (0.21).
- > Three owned titles and two publishing titles launched in the third quarter.

INTERIM PERIOD JANUARY-SEPTEMBER 2017

- > Net sales increased by 45% to SEK 252.1 m (173.7).
- > Owned titles represented SEK 183.0 m (119.1), or 73%, of net sales in the period.
- > EBITDA was SEK 116.2 m (71.6), corresponding to an EBITDA margin of 46%.
- > EBIT was SEK 86.2 m (44.4), corresponding to an EBIT margin of 34%.
- > Cash flow from operating activities amounted to SEK 80.5 m [47.9].
- > Earnings per share amounted to SEK 0.91 (0.57).
- > As of 30 Sep 2017, cash and cash equivalents were SEK 666.9 m (12.2).

 $Throughout \ the \ Report, all \ comparatives \ within \ parentheses \ refer \ to \ the \ corresponding \ period \ of \ the \ previous \ year, \ unless \ otherwise \ stated.$

KEY PERFORMANCE INDICATORS, GROUP

SEK m	Jul-Sep 2017	Jul-Sep 2016	Jan-Sep 2017	Jan-Sep 2016	Full year 2016
Net sales	84.7	77.9	252.1	173.7	301.9
EBITDA	34.6	25.4	116.2	71.6	132.4
EBIT	24.0	16.0	86.2	44.4	95.0
Profit after tax	19.0	12.7	65.8	34.0	71.9
Earnings per share, SEK	0.26	0.21	0.91	0.57	1.18
Cash flow from operating activities	29.2	20.5	80.5	47.9	99.2
Sales growth, %	9	95	45	52	42
EBITDA margin, %	41	33	46	41	44
EBIT margin, %	28	21	34	26	31
Net sales split:					
- Owned titles, %	74	56	73	69	71
- Publishing titles, %	26	44	27	31	29



FINANCIAL PERFORMANCE, THIRD QUARTER 2017

Consolidated net sales for the third quarter were up by 8.8% to SEK 84.7 m [77.9]. The growth was mainly sourced from increased sales from the portfolio of owned titles.

CONSOLIDATED OPERATING EXPENSES

Operating expenses were SEK 77.1 m [74.8] in the third quarter. Cost of goods sold was SEK 29.7 m [36.7], with the cost decrease mainly due to less license fees. Other external expenses were SEK 15.9 m [13.5], with the increase primarily relating to aquired companies. Personnel expenses were SEK 21.8 m [14.9], the increase derived from higher employee headcount and acquired studios. Depreciation and amortization were SEK 10.6 m [9.4]. Other operating expenses amounted to SEK 1.0 m [-0.3].

CONSOLIDATED EARNINGS

EBITDA for the third quarter 2017 increased by 36% to SEK 34.6 m (25.4), due to profitable sales growth and less cost for license fees. The EBIT in the quarter was SEK 24.0 m (16.0). Profit after financial items was SEK 23.4 m (15.5) for the third quarter. Profit after tax was SEK 19.0 m (12.7).

CASH FLOW AND FINANCIAL POSITION

Cash flow from operating activities for the quarter was SEK 29.2 m [20.5]. The difference is primarily due to improved operating profit.

Cash flow from investing activities was SEK -93.6 m [-36.3] the majority relating to on-going game development and acquisitions. Cash flow from financing activities amounted to SEK 606.7 m [18.0], of which SEK 581.1 m is related to the new share issue.

Cash and cash equivalents at the end of the period were SEK 666.9 m, compared to SEK 167.4 m as of 31 December 2016. The Group also had unutilized credit facilities of SEK 6.0 m [71.3]. Accordingly, total available cash and cash equivalents were SEK 672.9 m at the end of the third quarter compared with SEK 238.7 m at 31 December 2016.

CAPITAL EXPENDITURE, DEPRECIATION AND AMORTIZATION

In the third quarter, the Group's investments in intangible assets amounted to SEK 81.9 m [35.1], mainly attributable to expenditure for game development. Investments in property, plant and equipment amounted to SEK 2.3 m [1.2] and investments through business combinations were SEK 11.4 m [0.1].

Amortization of intangible assets in the third quarter was SEK 10.0 m [8.9]. Depreciation of property, plant and equipment amounted to SEK 0.6 m [0.4].

FINANCIAL PERFORMANCE, INTERIM PERIOD 2017

Net sales increased by 45% to SEK 252.1 m (173.7) for the period January-September 2017.

EBITDA was SEK 116.2 m (71.6), an increase by 63%. EBIT was SEK 86.2 m (44.4). Profit after financial items was SEK 84.9 m (43.3) and profit after tax was SEK 65.8 m (34.0) for the interim period.

Cash flow from operating activities was SEK 80.5 m [47.9], mainly driven by improved operating profit. The Group's investments in intangible assets amounted to SEK 207.7 m [90.1]. Investments in property, plant and equipment were SEK 3.9 m [2.1]. Amortization of capitalized expenditure for development work in the period was SEK 28.7 m [26.5], the increase relating to amortization of launched game projects. Depreciation of equipment was SEK 1.3 m [0.7].

Cash flow from investing activities was SEK -220.9 m (-92.2), the majority relating to investments in game projects. Cash flow from financing activities amounted to SEK 640 m (30.4), of which SEK 584.2 m relates to the rights issue and SEK 58.9 m were external financing.



OPERATIONS

The company acquires, develops and publishes PC and console games. The company has a wide catalogue of 295 games, including 85 owned franchises, such as Darksiders, Titan Quest, MX vs ATV, Red Faction, Destroy All Humans, Aquanox, ELEX, Jagged Alliance, SpellForce and The Guild. THQ Nordic has a global publishing reach within marketing, sales and distribution, both online and offline. The group's head office is based in Karlstad, Sweden and its operational office in Vienna, Austria. THQ Nordic employs and contractually collaborates with more than 469 people, including free-lance developers, and has 6 in-house development studios based in Germany, USA and Sweden.

NEW RELEASES IN THE THIRD QUARTER

In the third quarter of 2017 the company released a wide range of games, covering all major platforms across a variety of genres.

- the Asset Care title "Sine Mora EX" for PlayStation 4, Xbox One and PC. The Nintendo Switch version
 was released at the end of September. The "Sine Mora" IP was acquired in 2016 and originally created
 by Grasshopper Interactive.
- the Asset Care-product, "Baja Edge of Control HD" for PlayStation 4, Xbox One and PC. It proved to be popular with the hardcore Baja-fans and we expect this to be a steady seller in the North American market.
- the publishing-product "theHunter: Call of the Wild®" for Playstation 4 and Xbox One. THQ Nordic takes care of physical distribution in the Americas, Australia and New Zealand markets. The title is expected to be a long-term seller at mass-market retailers. It is developed by Expansive Worlds/Avalanche Studios in Stockholm.
- "The Guild 3" on PC for Early Access on Steam. The product was released as an Early Access-product. Product development will continue in order to make a full release at a later stage.
- the mobile game "Sniper vs Thieves" was released for both IOS and Android platforms. It is being published by a third party. The number of down-loads including the soft-launch period was over 13 million at the end of the quarter, with early monetization data showing there is much room for improvement, ensuring the title has a longterm potential.

OTHER EVENTS DURING THE THIRD QUARTER

"Biomutant"-announcement

In close cooperation with the external studio Experiment 101, the new Open world RPG "Biomutant" was announced as an up-coming release. The announcement received positive feedback from the press and the gaming community. The website www.dualshockers.com honored "Biomutant", after it was presented to the public during GamesCom in Cologne, Germany, with the "Best of Show" award.

"MX vs. ATV - All out"-announcement

On September 14, 2017, together with the internal studio Rainbow Studios, THQ Nordic announced "MX vs. ATV - All Out", a new sequel in the "MX vs. ATV" franchise. This title will be released for Playstation 4, Xbox One and PC.

Acquisition of Black Forest Games GmbH

On August 21, we acquired the German studio "Black Forest Games Gmbh". "With a headcount of 55 employees, it is now the largest development studio within THQ Nordic. The team is working on an unannounced project for PC, PlayStation 4 and Xbox One. Details of this project will be revealed soon. In conjunction with the acquisition, three IPs were also acquired: "Giana Sisters", "Helldorado" and "Rogue Stormers".

Acquisition of Pieces Interactive AB

On August 28, THQ Nordic acquired the Swedish game development studio Pieces Interactive AB. The studio was established in 2007 and has since then predominantly been a contract developer. Pieces Interactive has a staff of 16 and is located near the University of Skövde offering game development programmes. Since 2016, the studio has developed content for one of THQ Nordics IPs. Details of this project will be announced soon.



New rights issue

On September 20, the company completed a directed new rights issue of 7,203,250 Class B shares, raising proceeds of approximately SEK 598 m before transaction costs at a subscription price of SEK 83 per share. The Directed new rights issue results in a dilution of approximately 9.1% through an increase in the number of outstanding shares by 7,203,250 to 79,235,750 (divided into 9,000,000 Class A shares and 70,235,750 Class B shares following the directed new rights issue).

EVENTS AFTER THE END OF THE THIRD QUARTER

The company has entered into a new agreement with Danske Bank regarding working capital. By the agreement, the credit facility has been increased from SEK 100 m to SEK 250 m.

The company has released the products "Battle Chasers: Nightwar", "ELEX", "The Muscle Hustle", "We Sing Pop", "Sphinx and the Cursed Mummy" and "This is the Police" (digitally for Nintendo Switch). Collectively, the products have so far met management expectations.

ONGOING DEVELOPMENT AND UPCOMING RELEASES

At the end of the quarter, the company had 29 projects in development, 13 of these had been publicly announced at the end of the third quarter.

Announced upcoming releases as of November 14, 2017:

TITLE	IP Owner	Platforms	Channel
Aquanox - Deep Descent	THQ Nordic	PC, PS4, XB1	On- and Offline
Battle Chasers: Nightwar	Airship Syndicate	Nintendo Switch™	On- and Offline
Biomutant	Experiment 101	PC, PS4, XB1	On- and Offline
Black Mirror	THQ Nordic	PC/MAC/LINUX, PS4, XB1	On- and Offline
Darksiders III	THQ Nordic	PC, PS4, XB1	On- and Offline
de Blob	THQ Nordic	PS4, XB1	On- and Offline
MX vs ATV All Out	THQ Nordic	PC, PS4, XB1	On- and Offline
Rad Rodgers	THQ Nordic	PC, PS4, XB1	On- and Offline
SpellForce 3	THQ Nordic	PC	On- and Offline
This is the Police	THQ Nordic	iOS/Android, Switch	On- and Offline
Wreckfest	Bugbear	PC, PS4, XB1	On- and Offline

Latest release dates for the products can be found on the consumer website www.thqnordic.com.

HUMAN RESOURCES

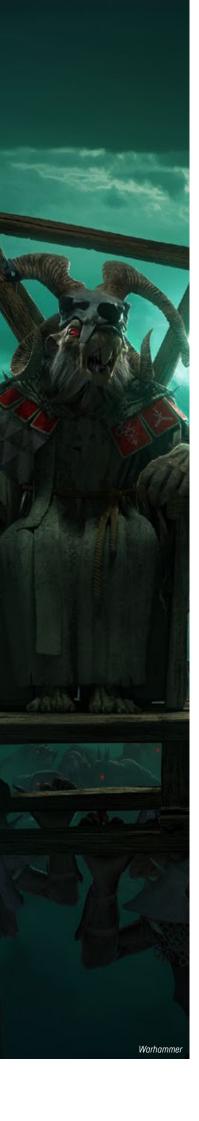
As of 30 Sep 2017, the Company had 166 employees [84]. The average number of full-time employees for the quarter was 133 [66]. The increase in headcount is mainly a attributed to the two acquired studios.

PARENT COMPANY

The Parent Company's net sales for the second quarter were SEK 35.6 m (28.9) and profit before tax was SEK 24.4 m (21.1). Profit after tax was SEK 19.0 m (16.4).

Cash and cash equivalents as of 30 Sep 2017 were SEK 665.0 m (0.6).

Investments in intangible assets in the period were SEK 43.6 m [4.2]. The Parent Company's equity at the end of the quarter was SEK 655.0 m [43.0].



RELATED PARTY TRANSACTIONS

For the interim period 2017, companies within Nordic Games Group AB invoiced THQ Nordic for quality assurance services amounting to a total of SEK 2,0 m. In the period, THQ Nordic invoiced Game Outlet Europe AB for sold games amounting to a total of SEK 6.4 m. THQ Nordic also has rent agreement with Lars Wingefors Group. During the period THQ Nordic paid SEK 0.2 m in rent and has also paid SEK 0.2 m for other services to companies within the Lars Wingefors Group.

OWNERSHIP BY 30 SEP 2017

Name	Class A shares	Class B shares	Share of capital, %	Share of votes, %
LARS WINGEFORS AB 1)	6,501,467	29,523,732	45.47	59.00
XAGONUS AB ^{2]}	1,407,724	6,392,600	9.84	12.78
SWEDBANK ROBUR 3)	0	6,826,979	8.62	4.26
HANDELSBANKEN FONDER ⁴⁾	0	4,347,728	5.49	2.72
CMB HOLDING AB ⁵⁾	483,378	2,195,063	3.38	4.39
DIDNER & GERGE SMÅBOLAG	0	1,888,830	2.38	1.18
RAM ONE AB	0	1,804,322	2.28	1.13
LUMARISIMO AB ^{6]}	289,966	1,316,760	2.03	2.63
MARTIN LARSSON AND COMPANIES	0	1,356,944	1.71	0.84
OLSSON FAMILY AND FOUNDATION	0	1,290,000	1.63	0.80
NOVOBIS AB	0	1,265,000	1.60	0.79
FÖRSÄKRINGSBOLAGET AVANZA	0	1,205,168	1.52	0.75
GERADO AB ^{7]}	201,784	916,321	1.41	1.83
LIVFÖRSÄKRINGSBOLAGET SKANDIA	0	814,491	1.03	0.51
GIGALOMANIAC ⁸⁾	115,681	655,524	0.97	1.13
OTHER SHAREHOLDERS	0	8,436,288	10.64	5.26
TOTAL NUMBER OF SHARES	9,000,000	70,235,750	100.00	100.0

TOTAL NUMBER OF VOTES

160,235,750

- 1) Lars Wingefors AB is controlled to 100% by CEO Lars Wingefors
- 2) Xagonus AB is controlled to 100% by CFO Erik Stenberg
- 3) Swedbank Robur consists of three funds; Småbolagsfond Sverige, Småbolagsfond Norden and Ny Teknik
- 4] Handelsbanken Fonder consists of five funds; Sverige, Svenska Småbolag, Bosparfond Bostadsrätterna, Nordiska Småbolag and MicroCap
- 5) CMB Holding AB is controlled to 100% by Mikael Brodén
- 6) Lumarisimo AB is controlled by Pelle Lundborg with family
- 7) Gerado AB is controlled to 100% by Klemens Kreuzer, MD THQ Nordic GmbH
- 8) Gigalomaniac AB is controlled by Reinhard Pollice, Director of Business Development at THQ Nordic GmbH $\,$

INFORMATION ABOUT FIRST NORTH

Nasdaq First North ("First North") is an alternative marketplace operated by the constituent exchanges of NASDAQ Stockholm. It does not have the same legal status as a regulated marketplace. Companies quoted on First North are subject to First North's rules, rather than the legal requirements set for trading on a regulated marketplace. An investment in a company trading on First North implies higher risk than one in a listed company. Companies must apply to the exchange and gain approval before trading on First North can commence. A Certified Adviser guides the company through the listing process and also ensures that the company continuously satisfies First North's standards. FNCA Sweden AB is THQ Nordic's certified adviser.



RISKS AND UNCERTAINTY FACTORS

The risks related to THQ Nordic's operations are reviewed below.

DEVELOPING GAME PROJECTS

THQ Nordic develops games in-house via its own development studios and in collaboration with external game developers. Delays to planned and ongoing game projects can have a negative impact on cash flows, revenues and operating margins. Delays can occur to in-house and external development projects. The completion of a game project may also consume more resources than originally estimated, and then usually, and especially for in-house projects, the expense must be met by THQ Nordic.

LAUNCHES OF NEW GAME TITLES CAN GENERATE LOWER-THAN-EXPECTED REVENUES

When new game titles are launched, there is a risk that they are not well received by the market. This can lead to revenue losses, lower margins and reduced cash flows. This applies to both self-financed projects and games where the Company is the publisher and bears a significant share of finance. Capi-

talized development expenses are also subject to the risk of impairment.

THQ NORDIC IS DEPENDENT ON A SMALL NUMBER OF SIGNIFICANT DISTRIBUTORS OF ITS GAME TITLES. The Company's sales of digital and physical game titles are largely through a small number of major distributors. Distributors continuing to provide digital and physical distribution channels is a precondition for THQ Nordic being able to keep generating revenue from them.

THQ NORDIC MAY BE UNSUCCESSFUL IN DEVELOPING AND ADAPTING TO NEW TECHNOLOGY AND CONSUMER PREFERENCES AND STANDARDS, AS WELL AS ALTERED REGULATION

The evolution of the gaming industry is largely driven by the wants and needs of gamers, game companies and publishers, which means that operators must continuously offer new products and services with the aim of attracting and retaining a broad spectrum of gamers. In a sector featuring the rapid creation and development of new products, technologies and gamer behavior, it is important for the Company to continuously update and develop new and existing products and technologies.

INTELLECTUAL PROPERTY

Like other operators active in the same sector as the Company, THQ Nordic is dependent on intellectual property and its satisfactory protection. Disputes, mainly relating to intellectual property rights, do occur in the game sector from time to time. Accordingly, there is a risk that THQ Nordic may become involved in legal or administrative procedures in the future, which may relate to extensive damages claims or other claims for payment including damages claims from customers or competitors.

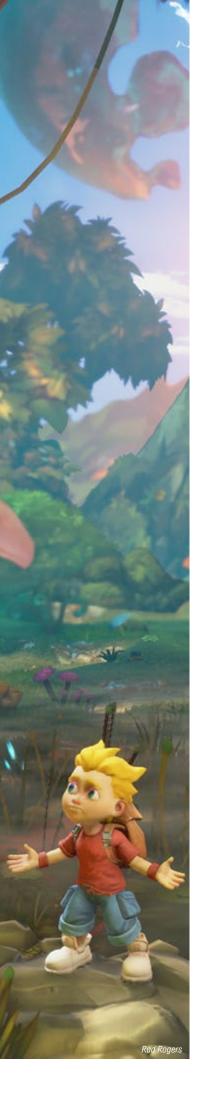
THQ NORDIC IS DEPENDENT ON RETAINING AND BEING ABLE TO HIRE KEY INDIVIDUALS

THQ Nordic is dependent on specific key individuals and employees. The loss of these individuals or difficulties in attracting new staff, may negatively impact on the Company's operating activities and ability to execute current and future strategies.

ACQUISITIONS

THQ Nordic has executed, and may execute, acquisitions that may prove unsuccessful and/or put the Group's resources under strain.

More detail on the risks related to THQ Nordic's operations are stated in the most recent Annual Report 2016.



ACCOUNTING AND VALUATION POLICIES

This Interim Report has been prepared in accordance with the Swedish Annual Accounts Act. The accounting and valuation policies applied are consistent with the Swedish Accounting Standards Board's Category 3 [BFN K3] regulation and are unchanged since the latest published Annual Accounts, and the Swedish Accounting Standards Board's BFNAR 2007:1 guidelines on voluntary interim reporting. The Company's accounting policies are stated in its most recent Annual Accounts 2016. Amounts are reported in Swedish kronor, rounded to the nearest thousand unless otherwise stated. Rounding to the nearest thousand may mean that amounts are not consistent when added. Amounts and figures stated in brackets are comparatives for the corresponding period of the previous year.

AUDITOR'S REVIEW

This Report has not been subject to summary review by the Company's auditor.

ANNUAL GENERAL MEETING

Annual General Meeting will be held on 16 May 2018.

FORTHCOMING REPORTS

THQ Nordic intends to publish financial reports on the following dates:

Year-end Report 2017

Interim Report, January-March 2018

Interim Report, January-June 2018

Interim Report, January-June 2018

Interim Report, January-September 2018

Year-end Report 2018

14 February 2018

15 August 2018

14 November 2018

Year-end Report 2018

13 Februar 2019

FOR MORE INFORMATION

There is more information about the Company at its website: thqnordic-investors.com.

If you have any questions on this report, please contact: Lars Wingefors, Founder & CEO, lwingefors@thqnordic.com.

Karlstad, Sweden, 14 November 2017

Lars Wingefors
Chief Executive Officer

This interim report is information that THQ Nordic is obliged to make public pursuant to the EU Market Abuse Regulation. The information was submitted for publication, through the agency of the contact person set out above, at 07.00 CET on November 14, 2017.

CONSOLIDATED INCOME STATEMENT

SEK 000	Jul-Sep 2017	Jul-Sep 2016	Jan-Sep 2017	Jan-Sep 2016	Full year 2016
Net sales	84,668	77,852	252,127	173,716	301,878
Work performed by the Company for its own use and capitalized	19,276	10,220	46,629	23,768	36,199
Other operating income	-2,849	2,651	-	6,048	8,747
Total operating income	101,095	90,723	298,756	203,532	346,824
Operating expenses					
Goods for resale	-29,746	-36,709	-78,522	-68,118	-118,828
Other external expenses	-15,904	-13,523	-42,090	-27,499	-42,825
Personnel expenses	-21,843	-14,885	-60,639	-35,119	-52,315
Depreciation, amortization and impairment of property, plant and	10 5 / 5	0.705	20.000	05100	70.75 /
equipment and intangible assets	-10,565	-9,387	-29,980	-27,198	-37,354
Other operating expenses	969	-252	-1,311	-1,196	-487
Total operating expenses	-77,089	-74,756	-212,542	-159,130	-251,809
Operating profit	24,006	15,967	86,214	44,402	95,015
Profit from financial items					
Other interest income, etc.	1	3	3	6	1
Other interest expenses, etc.	-587	-440	-1,314	-1,071	-2,120
Total financial items	-586	-437	-1,311	-1,065	-2,119
Profit after financial items	23,420	15,530	84,903	43,337	92,896
Appropriations	-	-	-	-	-
Profit before tax	23,420	15,530	84,903	43,337	92,896
Tax	-4,404	-2,860	-19,135	-9,377	-20,939
Net profit for the period	19,016	12,670	65,768	33,960	71,957
Attributable to:					
Equity holders of the parent	19,016	12,670	65,768	33,960	71,957
Non-controlling interests	-	-	-	-	-
Earnings per share, SEK	0.26	0.21	0.91	0.57	1.18
Average number of outstanding shares	72,346	60,000	72,138	60,000	61,121

CONDENSED CONSOLIDATED BALANCE SHEET

SEK 000	30 Sep 2017	30 Sep 2016	31 Dec 2016
Intangible assets	415,865	173,103	228,699
Property, plant and equipment	7,625	3,229	3,592
Financial assets	3,744	1,351	194
Inventories	34,309	13,762	18,430
Current receivables	58,944	39,838	46,576
Cash and bank balance	666,877	12,174	167,445
Total assets	1,187,364	243,457	464,936
Share capital	660	500	600
Other capital reserves	811,180	-	226,945
Recognized profit including profit for the period	183,011	78,292	117,543
Provisions	11,460	7,548	11,460
Current liabilities	181,053	157,117	108,388
Total liabilities and equity	1,187,364	243,457	464,936
Interest-bearing receivables amount to	666,877	12,174	167,445
Interest-bearing liabilities amount to	94,263	83,445	28,752

CONSOLIDATED STATEMENT OF EQUITY

SEK 000	Share capital	Other paid-up capital	Other equity including net profit	Consolidated equity
Amount as of 1 Jan. 2017	600	226,945	117,543	345,088
Translation difference	-	-	-239	-239
Rights issue	60	584,175	-	584,235
Net profit	-	-	65,767	65,767
Amount as of 30 Sep 2017	660	811,120	183 ,071	994,851

CONDENSED CONSOLIDATED CASH FLOW STATEMENT

SEK 000	Jul-Sep 2017	Jul-Sep 2016	Jan-Sep 2017	Jan-Sep 2016	Full year 2016
Cash flow from operating activities before changes in working capital	33,228	21,665	103,908	51,945	107,896
Change in working capital	-3,997	-1,133	-23,402	-4,049	-8,660
Cash flow from operating activities	29,231	20,532	80,506	47,896	99,236
Cash flow from investing activities	-93,569	-36,349	-220,938	-92,172	-159,732
Cash flow from financing activities	606,682	17,995	639,998	30,447	201,960
Cash flow for the period	542,344	2,178	499,566	-13,829	141,464
Cash and cash equivalents at beginning of period	124,628	9,735	167,446	25,606	25,606
Translation difference in cash and cash equivalents	-95	261	-135	397	376
Cash and cash equivalents at end of period	666,877	12,174	666,877	12,174	167,446

PARENT COMPANY INCOME STATEMENT

SEK 000	Jul-Sep 2017	Jul-Sep 2016	Jan-Sep 2017	Jan-Sep 2016	Full year 2016
Net sales	35,584	28,985	109,061	73,019	121,036
Other operating income	-618	2,170	-	4,674	8,031
Total operating income	34,966	31,155	109,061	77,693	129,067
Operating expenses					
Goods for resale	-	-332	-	-332	-523
Other external expenses	-1,354	-419	-4,764	-2,556	-3,792
Personnel expenses	-1,247	-239	-3,229	-239	-1,348
Depreciation, amortization and impairment of property, plant					
and equipment and intangible assets	-8,585	-8,954	-23,360	-26,495	-33,812
Other operating expenses	-96	191	-96	-43	-45
Total operating expenses	-11,282	-9,753	-31,449	-29,665	-39,520
Operating profit	23,684	21,402	77,612	48,028	89,547
Result from participations in Group companies	-	-	-	-	-905
Interest income, etc.	1,289	76	7,597	76	413
Interest expenses, etc.	-554	-420	-1,274	-1,001	-2,092
Total financial income/expenses	735	-344	6,323	-925	-2,584
Profit after financial items	24,419	21,058	83,935	47,103	86,963
Appropriations	-	-	-	-	-18,792
Profit before tax	24,419	21,058	83,935	47,103	68,171
Tax	-5,372	-4,637	-18,478	-10,402	-15,272
Net profit for the period	19,047	16,421	65,457	36,701	52,899

CONDENSED PARENT COMPANY BALANCE SHEET

SEK 000	30 Sep 2017	30 Sep 2016	31 Dec 2016
Intangible assets	74,409	33,891	51,447
Property, plant and equipment	31	84	71
Financial assets	149,059	467	712
Current receivables	255,100	133,104	177,734
Cash and bank balance	654,994	629	147,984
Total assets	1,133,593	168,175	377,948
Equity	935,930	42,995	286,238
Untaxed reserves	51,960	34,179	51,960
Current liabilities	145,703	91,001	39,750
Total liabilities and equity	1,133,593	168,175	377,948

SELECTED KEY PERFORMANCE INDICATORS, GROUP

Financial metrics defined or specified pursuant to Swedish Accounting Standards Board standards (BFNAR)	Jul-Sep 2017	Jul-Sep 2016	Jan-Sep 2017	Jan-Sep 2016	Full year 2016
Net sales, SEK 000	84,668	77,852	252,127	173,716	301,878
Operating profit, SEK 000	24,006	15,967	86,214	44,402	95,015
Profit before tax, SEK 000	23,420	15,530	84,903	43,337	92,896
Profit after tax, SEK 000	19,016	12,670	65,768	33,960	71,957
Number of shares at end of period, thousands	79,236	60,000	79,236	60,000	72,032
Average number of outstanding shares, thousands	72,346	60,000	72,138	60,000	61,121
Average number of full-time employees in the period	133	56	115	66	68
Number of employees at the end of the period	166	84	166	84	85

Alternative key performance indicators not defined or specified pursuant to BFNAR	Jul-Sep 2017	Jul-Sep 2016	Jan-Sep 2017	Jan-Sep 2016	Full year 2016
Net sales growth, %	9	95	45	52	42
EBITDA, SEK 000	34,571	25,354	116,194	71,600	132,369
EBITDA margin, %	41	33	46	41	44
EBIT, SEK 000	24,006	15,967	86,214	44,402	95,015
EBIT margin, %	28	21	34	26	31
Amortization of IP rights, SEK 000	-3,531	-3,343	-10,341	-10,030	-13,039
Equity/assets ratio, %	84	32	84	32	74
Earnings per share, SEK	0,26	0,21	0,91	0,57	1.18
Dividend per share, SEK	-	-	-	-	-
Derivation of the alternative KPIs and EBITDA					
EBIT, SEK 000	24,006	15,967	86,214	44,402	95,015
Depreciation and amortization, SEK 000	10,565	9,387	29,980	27,198	37,354
EBITDA, SEK 000	34,571	25,354	116,194	71,600	132,369

DEFINITIONS OF ALTERNATIVE KPIS

THQ Nordic's definitions of a number of alternative KPIs used in this Interim Report are stated below. Net sales growth is reported by the Company because it regards this KPI as contributing to investor understanding of the Company's historical progress. EBITDA and EBITDA margin are reported because these are metrics commonly used by certain investors, financial analysts and other stakeholders to measure the Company's financial results. The equity/assets ratio is stated because the Company regards this as a metric commonly used by certain investors, financial analysts and other stakeholders to measure the Company's financial position. Dividend per share is stated in the Interim Report to illustrate the dividend yield the Company's shareholders receive.

DEFINITIONS OF KPIS, GROUP

Earnings per share Profit after tax divided by the average number of shares in the period

EBIT margin EBIT as a percentage of net sales

EBITDA Earnings before interest taxes, depreciation and amortization

EBITDA margin EBITDA as a percentage of net sales Equity/assets ratio Equity as a percentage of total assets

Net sales growth Net sales for the current period divided by net sales for the corresponding period of the previous year

QUARTERLY INFORMATION

			2015					2016				2017	
	Q1	Q2	Q3	04	Full year	01	Q2	Q3	Q4	Full year	Q1	Q2	G3
Net sales	37.6	36.9	40.0	98.4	212.9	43.1	52.7	77.9	128.2	301.9	81.9	85.6	84.7
EBITDA	17.4	19.2	16.1	52.3	105.0	23.1	23.2	25.4	60.8	132.5	41.9	39.7	34.6
EBIT	9.3	12.5	9.6	35.2	66.6	14.2	14.2	16.0	50.6	95.0	31.9	30.3	24.0
Profit after tax	7.0	9.5	7.2	27.6	51.3	10.7	10.6	12.7	38.0	72.0	23.5	23.2	19.0
Earnings per share, SEK	0.12	0.16	0.12	0.46	0.86	0.18	0.18	0.21	0.59	1.16	0.33	0.32	0.26
Cash flow from operating activities	N/A	N/A	8.4	63.3	109.9	25.3	2.1	20.5	51.3	99.2	29.7	21.6	29.2
Number of shares (A&B), adjusted	60.0	60.0	60.0	60.0	60.0	60.0	60.0	60.0	64.4	61.1	72.0	72.0	72.3
Sales growth, %	9%	0%	12%	39%	20%	15%	42%	95%	30%	42%	90%	62%	9%
EBITDA, margin, %	46%	52%	40%	53%	49%	54%	44%	33%	47%	44%	51%	46%	41%
EBIT, margin, %	25%	34%	24%	36%	31%	33%	27%	21%	39%	31%	39%	35%	28%
Gross Margin (Net sales-COGS)	24.5	27.1	25.3	65.9	142.8	29.8	34.6	41.2	77.5	183.1	57.4	61.3	54.9
Gross Margin, %	65%	74%	63%	67%	67%	69%	66%	53%	60%	61%	70%	72%	65%
Net sales split													
Owned titles, %	72%	77%	64%	85%	77%	86%	73%	56%	73%	71%	67%	76%	74%
Publishing titles, %	28%	23%	36%	15%	23%	14%	27%	44%	27%	29%	33%	24%	26%
Owned titles, MSEK	27.1	28.4	25.6	83.6	164.7	37.1	38.5	43.6	94.0	213.1	54.9	65.5	62.6
Publishing titles, MSEK	10.5	8.5	14.4	14.8	48.2	6.0	14.2	34.3	34.2	88.8	27.0	20.1	22.1
New releases current FY, %	7%	20%	44%	61%	41%	0%	24%	51%	56%	41%	36%	20%	48%
Backcatalogue, %	93%	80%	56%	39%	59%	100%	76%	49%	44%	59%	64%	80%	52%
New releases current FY, MSEK	2.6	7.4	17.6	60.0	87.6	0.0	12.6	39.7	71.8	124.2	29.5	17.1	41.5
Backcatalogue, MSEK	35.0	29.5	22.4	38.4	125.3	43.1	40.1	38.2	56.4	177.7	52.4	68.4	43.2
New releases sales by each quarter, %	7%	16%	37%	52%	_	0%	24%	37%	36%	_	36%	16%	39%
Backcatalogue, %	93%	84%	63%	48%	_	100%	76%	63%	64%	_	64%	84%	61%
New releases sales by each quarter, MSEK	2.6	5.9	14.8	51.2		0.0	12.6	28.8	46.2	_	29.5	13.7	33.7
Backcatalogue, MSEK	35.0	31.0	25.2	47.2	-	43.1	40.1	49.1	82.0	-	52.4	71.9	51.0
Physical sales, %	42%	33%	52%	57%	49%	48%	39%	49%	58%	51%	49%	31%	44%
Digital sales, %	58%	67%	48%	43%	51%	52%	61%	51%	42%	49%	51%	69%	56%
Physical sales, MSEK	15.8	12.2	20.8	56.1	104.9	20.7	20.6	38.2	74.4	153.8	40.1	26.6	36.1
Digital sales, MSEK	21.8	24.7	19.2	42.3	108.0	22.4	32.1	39.7	53.8	148.1	41.8	59.0	48.6
Depreciation													
IP Acquisitions	-3.0	-2.9	-3.2	-3.2	-12.3	-3.3	-3.3	-3.3	-3.0	-13.0	-3.4	-3.4	-3.5
Game development	-5.2	-3.8	-3.3	-13.9	-26.2	-5.5	-5.6	-6.0	-7.1	-24.3	-6.3	-5.6	-6.5
Investments													
IP Acquisitions	-	0.3	4.4	-0.1	4.6	2.8	-	-	19.8	22.6	-	-	3.8
Game development & royalty advances	16.5	15.0	15.4	17.6	64.5	22.0	28.8	35.1	34.7	120.6	67.2	58.6	78.1
Capitalized internal development	1.7	1.7	1.7	3.3	8.4	5.7	7.9	10.2	12.4	36.2	13.0	14.4	19.2
Completed development	-	1.1	-	31.3	32.4	-	1.4	-	12.6	14.0	0.8	1.9	39.8
Other KPIs													
Total Game Dev projects	N/A	N/A	N/A	N/A	N/A	N/A	N/A	29	27	N/A	32	30	29
Announced Game Dev projects	N/A	N/A	N/A	N/A	N/A	N/A	N/A	8	7	N/A	14	13	13
Unannounced Game Dev projects	N/A	N/A	N/A	N/A	N/A	N/A	N/A	21	20	N/A	18	17	16
Total internal game developers	N/A	N/A	N/A	N/A	N/A	N/A	N/A	69	68	N/A	78	82	163
Total external game developers	N/A	N/A	N/A	N/A	N/A	N/A	N/A	270	264	N/A	282	306	261
Total internal overhead/publishing	N/A	N/A	N/A	N/A	N/A	N/A	N/A	38	40	N/A	44	44	45
Total number headcounts	N/A	N/A	N/A	N/A	N/A	N/A	N/A	377	372	N/A	404	432	469



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