



Metro Exodus

EBIT INCREASED 73% TO SEK 52.5 MILLION

I am delighted to report that our business continues to grow; net sales increased by 878% to SEK 837 m in the quarter. EBITDA was up 421% to SEK 206.9 m and EBIT increased by 73% to SEK 52.5 m compared to the same period last year. Both THQ Nordic and Koch Media contributed to the group's EBIT in the quarter.

All in all, we had a stable quarter despite no major releases in any business area. We continue to work on both hard and soft synergies between our companies. The majority of our physical distribution of THQ Nordic in Europe has now moved to Koch Media. Digital back-catalogue sales continued to perform well. New digital revenue channels, such as subscription-based business models, made a notable gross margin contribution to the group.

There is an increasing excitement about our major upcoming releases, such as Darksiders 3, Metro Exodus and Biomutant. After the end of the quarter we announced the release date and pre-order offering for Darksiders 3. I expect our well invested pipeline of future products, of all sizes, to generate increased revenues and improved profitability over the coming years. We are now working hard to prepare all activities for the biggest event of the year, Gamescom, which opens next week in Cologne, Germany.

In order to fuel for further business growth and future acquisitions we completed a directed new share issue, raising proceeds of approximately SEK 1,448 m in June. I was pleased with the strong interest from investors and especially happy to see our long-term investors contributing again in the raising of capital, along with a handful of new, highly regarded institutional investors.

We continue to evaluate interesting investment opportunities in game development projects, potential acquisitions and strategic partnerships that could add considerable long-term value for the group and its shareholders. I have seen an increased interest to become part of our growing independent group of companies, especially after our recently completed transactions. Stay tuned!

– LARS WINGEFORS, FOUNDER & CEO

SECOND QUARTER 2018

- > Net sales increased by 878% to SEK 837.4 m [85.6].
- > EBITDA increased by 421% to SEK 206.9 m [39.7], corresponding to an EBITDA margin of 24.7%.
- > EBIT increased by 73% to SEK 52.5 m [30.3], corresponding to an EBIT margin of 6%.
- > Cash flow from operating activities amounted to SEK 164.5 m [21.6].
- > Earnings per share were SEK 0.42 [0.32].
- > 4 owned titles and 6 publishing titles were released in the second quarter.
- > The company completed a directed new share issue and received proceeds of approximately SEK 1,448 million before transaction costs.
- > The company's change of the financial year to end March 31 was confirmed by authorities.

INTERIM PERIOD JANUARY-JUNE 2018

- > Net sales increased by 778% to SEK 1 470,4 m [167.5].
- > EBITDA increased by 430% to SEK 432.8 m [81.6], corresponding to an EBITDA margin of 29.4%.
- > EBIT increased by 157% to SEK 159.8 m [62.2], corresponding to an EBIT margin of 11%.
- > Cash flow from operating activities amounted to SEK 864.3 m [51.3].
- > Earnings per share were SEK 1.44 [0.65].
- > As of 30 June 2018, cash and cash equivalents were SEK 1,513.7 m. Available liquidity including credit facilities was SEK 2,686.4 m.

KEY PERFORMANCE INDICATORS, GROUP	Apr-Jun 2018	Apr-Jun 2017	Jan-Jun 2018	Jan-Jun 2017	Full year 2017
Net sales, SEK m	837.4	85.6	1,470.4	167.5	507.5
EBITDA, SEK m	206.9	39.7	432.8	81.6	272.6
EBIT, SEK m	52.5	30.3	159.8	62.2	188.2
Profit after tax, SEK m	33.4	23.2	114.5	46.8	139.2
Earnings per share, SEK	0.42	0.32	1.44	0.65	1.88
Cash flow from operating activities, SEK m	164.5	21.6	864.3	51.3	179.1
Sales growth, %	879	62	778	75	68
EBITDA margin, %	25	46	29	49	54
EBIT margin, %	6	35	11	37	37

In this Report, all figures in brackets refer to the corresponding period of the previous year, unless otherwise stated.



FINANCIAL PERFORMANCE, SECOND QUARTER 2018

CONSOLIDATED NET SALES

Consolidated net sales for the second quarter were up by 878% to SEK 837.4 m [85.6]. The increase is primarily sourced from the acquisition of Koch Media.

Excluding Koch Media, THQ Nordic net sales amounted to SEK 145.5 m during the quarter (SEK 85.6 m), corresponding to an organic growth of 70%. The Koch Media contribution to consolidated net sales was SEK 692.0 m in the period, split between Business Area Games Deep Silver SEK 338.2 m and Business Area Partner Publishing/Film SEK 353.8 m.

CONSOLIDATED EXPENSES

Expenses were SEK 907.6 m [71.6] in the second quarter. Cost of goods sold was SEK 465.9 m [24.3]. Cost of goods sold mainly consist of cost of replication and other cost of finished goods, license fees and royalties. Other external expenses amounted to SEK 120.1 m [15.5] mainly consisting of cost of marketing and administrative overheads. Personnel expenses were SEK 167.1 m [20.8]. The increase of all cost items is to some extent sourced from organic growth but is primarily a consequence of the acquisition of Koch Media, which has had a substantial impact on the cost structure. Depreciation and amortization was SEK 154.4 m [9.4]. Other expenses were SEK 0.0 m [-1.7].

CONSOLIDATED EARNINGS

The group's EBITDA for the second quarter 2018 increased by 421% to SEK 206.9 m [39.7] following increased sales and favorable scalability as well as the acquisition of Koch Media.

EBIT increased by 73% in the quarter to SEK 52.5 m [30.3]. Profit after financial items were SEK 48.6 m [30.0] for the second quarter. Profit after tax was SEK 33.4 m [23.2].

CASH FLOW AND FINANCIAL POSITION

Cash flow from operating activities for the quarter was SEK 164.5 m [21.6]. The difference is due to improved operating profit, higher depreciations and a reduced working capital.

Cash flow from investing activities was SEK -346.6 m [-59.3], the majority relating to investments in game projects and the acquisition of the Koch Media property in Höfen. Cash flow from financing activities amounted to SEK 1,596.5 m [31.4], of which SEK 1,418 m was sourced from the rights issue completed in June 2018.

Cash and cash equivalents at the end of the period were SEK 1,513.7 m [626.5 as of 31 December 2017]. The Company also had unutilized credit facilities, mainly within Koch Media, of SEK 1,172.7 m [37.9]. The group's total available cash and unutilized credit facilities were SEK 2,686.4 m [766.8 as of 31 December 2017].

The company had intangible assets of SEK 2,028.1 m [338.6] at the end of the period, distributed as follows:

Finished, completed games SEK 205.7 m

Ongoing game development projects SEK 1,412.4 m

IPs, films, partner publishing, goodwill and other intangible assets SEK 410,0 m.

CAPITAL EXPENDITURE, DEPRECIATION AND AMORTIZATION

In the second quarter, the group's investments in intangible assets amounted to SEK 238.5 m [58.6], mainly related to capitalized expenditure for ongoing game development. Investments in property, plant and equipment amounted to SEK 113,3 m [0,7] mainly attributable to the acquisition of the Höfen property.

Amortization of intangible assets in the second quarter was SEK 150.6 m [9.0]. Depreciation of property, plant and equipment amounted to SEK 3.8 m [0.4].



Wreckfest

FINANCIAL PERFORMANCE, FIRST HALF-YEAR 2018

CONSOLIDATED NET SALES

Consolidated net sales for the first half-year were up by 778% to SEK 1,470.4 m [167.5]. The increase is primarily sourced from the acquisition of Koch Media that was consolidated from 14 February 2018.

Excluding Koch Media, THQ Nordic net sales amounted to SEK 280.0 m during the half-year (SEK 167.5 m), corresponding to an organic growth of 67%. The Koch Media contribution to consolidated net sales was SEK 1,190.4 m in the period. For the full half-year pro forma, Koch Media had net sales of SEK 1,440 m, split between Business Area Games Deep Silver SEK 623 m and Business Area Partner Publishing/Film SEK 817 m.

CONSOLIDATED EARNINGS

The group's EBITDA for the first half-year 2018 increased by 430% to SEK 432.8 m [81.6] following increased sales and favorable scalability as well as the acquisition of Koch Media.

EBIT in the half-year was SEK 159.8 m [62.2]. Profit after financial items were SEK 146.7 m [61.5] for the period. Profit after tax was SEK 114.5 m [46.8].

CASH FLOW AND FINANCIAL POSITION

Cash flow from operating activities for the half-year was SEK 864.3 m [51.3]. The difference is due to improved operating profit, higher depreciations and a reduction of working capital in Koch Media.

Cash flow from investing activities was SEK -896.1 m [-127.4], of which SEK -357.3 m is relating to the acquisition of Koch Media and the rest is mainly investments in game development projects and approximately SEK -100 m for the Höfen property. Cash flow from financing activities amounted to SEK 915.1 m [33.3] whereof the rights issue contributed SEK 1,418.4 m and net payments of debt amounted to SEK -503.3 m.

CAPITAL EXPENDITURE, DEPRECIATION AND AMORTIZATION

In the first six months, the group's investments in intangible assets amounted to SEK 423.0 m [125.8], mainly related to capitalized expenditure for ongoing game development. Investments in property, plant and equipment amounted to SEK 115.8 m [1.6].

Amortization of intangible assets in the first half-year 2018 was SEK 266.5 m [18.7]. Depreciation of property, plant and equipment amounted to SEK 6.6 m [0.7].



Darksiders 3

ABOUT THQ NORDIC

THQ Nordic acquires, develops and publishes PC and console games for the global games market. The company has an extensive catalogue of over 100 owned franchises, such as *Saints Row*, *Dead Island*, *Homefront*, *Darksiders*, *Metro* (exclusive license), *Titan Quest*, *MX vs ATV*, *Red Faction*, *Delta Force*, *Destroy All Humans*, *ELEX*, *Biomutant*, *Jagged Alliance*, *SpellForce*, *The Guild* amongst others. THQ Nordic has a global publishing reach within marketing, sales and distribution, both online and offline. The company has a global presence, with its group head office located in Karlstad, Sweden and with operational offices in Vienna, Austria and Munich, Germany. The group has eleven internal game development studios based in Germany, UK, USA and Sweden and engages almost 1,750 people.

OPERATIONS OVERVIEW SECOND QUARTER

Business area Games – THQ Nordic

THQ Nordic released the following new products in the second quarter:

- The publishing title **Pillars of Eternity II – Deadfire** by Obsidian/Versus Evil for PC. Console version of this product will be released later.
- The publishing title **Battle Chasers: Nightwar** by Airship Syndicate for Nintendo Switch.
- The owned title **Legend of Kay** by Kaiko for Nintendo Switch.
- The publishing title **Wreckfest** by Bugbear for PC. PS4 and XB1 versions of this product will be released later.
- The owned title **de Blob** for Nintendo Switch.

In the end of the quarter, after more than 1,600 days in Early Access, **Wreckfest** had its full release which was well received by fans. Metacritics for the game have been pleasing with over 80 in average. The external developer Bugbear in Helsinki are continuing the development of the product, currently working hard to get the console versions out by the end of the year.

The development and live operations of the mobile games **The Muscle Hustle** and **Snipers vs Thieves** continue at the internal studio Foxglove. Both are showing promising performance and further development continues to enable marketing efforts to be scaled. By the end of the quarter, **Snipers vs Thieves** had more than 25 million installs, continuing to receive on average 45,000 organic installs per day. Foxglove announced its first externally developed product, **Pocket Cowboys: Wild West Standoff** (owned title) in the end of the quarter. It's currently in open-beta phase on the Google Play Store.

Business area Games – Deep Silver

In the second quarter, Deep Silver released the following new products:

- The expansion pack **Treasures from the Past** for the publishing title **Kingdom Come Deliverance** by Warhorse for PC, PS4 and XB1.
- The owned title **Manticore - Galaxy-on-Fire** by Fish Labs for Nintendo Switch. This was only published digitally.
- The publishing title **Conan Exiles** by Funcom for PC, PS4 and XB1. This was physical distribution only.
- The publishing title and new IP **Illusion** by Frima Studio for PC, PS4 and XB1. This was only published digitally.

ONGOING DEVELOPMENT AND UPCOMING RELEASES

At the end of the second quarter the Business area Games in total had 51 game projects in development of which 17 had been announced. 4 new projects were started during the period and 10 were released.

In total the group had 1,257 engaged game developers by the end of the quarter (565 internal and 692 external).



Dakar

ANNOUNCED UPCOMING RELEASES AS OF 15 AUGUST 2018

Title	Publishinglabel	IP Owner	Platforms	Channels
Aquanox Deep Descent	THQ Nordic	Own	PC, PS4, Xbox One	On- and Offline
Bards Tale IV	Deep Silver	External	PC, PS4, Xbox One, Switch	Offline
Biomutant	THQ Nordic	Own	PC, PS4, Xbox One	On- and Offline
Broken Sword 5	Deep Silver	External	Switch	Offline
Dakar 2018	Deep Silver	External	PC, PS4, Xbox One	On- and Offline
Darksiders 3	THQ Nordic	Own	PC, PS4, Xbox One	On- and Offline
de Blob 2	THQ Nordic	Own	Switch	On- and Offline
Dead Island 2	Deep Silver	Own	PC, PS4, Xbox One	On- and Offline
Fade to Silence	THQ Nordic	Own	PC, PS4, Xbox One	On- and Offline
Generation Zero	THQ Nordic	External	PC, PS4, Xbox One	Offline
Giana Sisters Owltime	THQ Nordic	Own	Switch	On- and Offline
Jagged Alliance Rage!	THQ Nordic	Own	PC, PS4, Xbox One	On- and Offline
Metro Exodus	Deep Silver	Exclusive licence	PC, PS4, Xbox One	On- and Offline
Outward	Deep Silver	External	PC, PS4, Xbox One	On- and Offline
Pathfinder: Kingmaker	Deep Silver	External	PC, PS4, Xbox One, Switch	On- and Offline
Pillars of Eternity II - Deadfire	THQ Nordic	External	PS4, Xbox One, Switch	Offline
Scarf	THQ Nordic	External	PC	On- and Offline
Shenmue III	Deep Silver	External	PC, PS4	On- and Offline
The Guild 3	THQ Nordic	Own	PC	On- and Offline
This is the Police 2	THQ Nordic	Own	PS4, Xbox One, Switch	On- and Offline
Wasteland 3	Deep Silver	External	PC, PS4, Xbox One	On- and Offline

Latest release dates for the products can be found on www.thqnordic.com or www.deepsilver.com

Business area Partner Publishing/Film

Notable releases in the second quarter were:

- **Onrush** by Codemasters.
- **Vampyr** by Focus Home Interactive
- **Yakuza 6** by Sega of America
- **Moto GP 18** by Milestone
- **Sega Megadrive Classics** by Sega of Europe
- **Harvest Moon Light of Hope** by Rising Star.

The release activity for Partner Publishing in the second half of the year will be stronger than in the first half. Notable upcoming Partner Publishing releases include **F1 2018** by Codemasters, **Yakuza Kiwami 2** by Sega of America, **Dragon Quest IX** by Square Enix, **Shadow of the Tomb Raider** by Square Enix, **Call of Cthulhu** by Focus Home Interactive, **Shenmue I & II** by Sega of Europe, **Sonic Mania Plus** by Sega of Europe, **Total War: Warhammer 2** by Sega of Europe and **Just Cause 4** by Square Enix.

The **C64 Mini** continues to sell well across Europe. It will be released in America during Q4 2018.

The company's film business had a stable second quarter in line with management expectations.



This is the Police 2

OTHER INFORMATION

HUMAN RESOURCES

As of 30 June 2018, the Company had 976 employees (98). The average number of full-time employees for the quarter was 971 (92).

PARENT COMPANY

The Parent Company's net sales for the second quarter were SEK 67.7 m (42.5) and profit before tax was SEK 24.1 m (37.9). Profit after tax was SEK 18.8 m (29.6). The Parent Company's net sales for the interim period 1 January-30 June were SEK 137.1 m (73.5) and profit before tax was SEK 47.1 m (59.5). Profit after tax was SEK 36.8 m (46.4).

Cash and cash equivalents as of 30 June 2018 were SEK 1,419.3 m (115.8).

Investments in intangible assets in the quarter were SEK 7.0 m (2.7). The Parent Company's equity at the end of the period was SEK 2,556.6 m (332.6).

During the quarter, Swedish authorities granted the company's application to change the financial year-end to 31st of March 2019. This means the current financial year will have 5 quarters.

RELATED PARTY TRANSACTIONS

During the second quarter 2018:

- Quantic Labs S.R.L has invoiced THQ Nordic GmbH for QA-services amounting to SEK 2.1 m (1.0).
- THQ Nordic GmbH has invoiced Game Outlet Europe AB for sold games amounting to SEK 6.1 m (4.2).
- THQ Nordic AB also has a rental agreement with Lars Wingefors AB. THQ Nordic AB paid SEK 0.2 m (0.1) in rent and an additional SEK 0.0 m (0.1) for other services by companies in the Lars Wingefors AB-group.

EVENTS AFTER THE END OF THE QUARTER

After the end of the quarter, the previously communicated refinancing of the parent company was finalized with one of the leading Nordic banks, replacing the previous SEK 250 million facility. The new facilities are in total EUR 85 million (EUR 30 million term loan, EUR 30 million RCF and EUR 25 million overdraft).

The parent company made final payment of the previously disclosed consideration to the sellers of Koch Media Holding amounting to EUR 16 m.

In July, THQ Nordic GmbH announced the acquisition of the game developer and publisher HandyGames, headquartered in Giebelstadt, Germany. Total cash consideration was EUR 1 million. In addition, the parties agreed a potential performance based earnout of up to EUR 1.5 million. The company currently has about 50 employees and will continue operating as a developer and publisher for value-priced projects under the management of THQ Nordic GmbH in Vienna.

During the period 1st of July until 15th of August the following titles were released:

Title	Publishinglabel	IP Owner	Platforms	Channels
Red Faction Re-MARS-tered	THQ Nordic	Own	PC, PS4, Xbox One	On- and Offline
Aces of Luftwaffe	Handy Games	Own	PC, PS4, Xbox One	Online
From the Ashes DLC [KCD]	Deep Silver	External	PC, PS4, Xbox One	Online
This is the Police 2	THQ Nordic	Own	PC	Online
Titan Quest	THQ Nordic	Own	Switch	On- and Offline



THE SHARE

Following resolutions at the AGM, 135,135 B shares were issued by set-off against existing loan, based on an agreement in connection with the acquisition of Experiment 101 AB in November 2017. In addition, 1,082,601 B shares were issued to be paid by set-off, based on an agreement in connection with the acquisition of Koch Media GmbH in February 2018. The total dilution following the two share issues corresponded to approximately 1.51 percent of the number of shares and approximately 0.75 percent of the number of votes (before the June rights issue).

In June, the company carried out a directed new share issue of 7,700,000 Class B shares at a subscription price of SEK 188 per share. Through the directed new share issue, THQ Nordic received proceeds amounting to approximately SEK 1,448 million before transaction costs. The subscription price was determined through a so-called "accelerated book-building" procedure. Subscribers in the directed new share issue were a wide range of Swedish and international institutional investors. The directed new share issue increased the number of shares in the company by 7,700,000 Class B shares, each carrying one vote. As a result, the dilution was approximately 8.7 per cent of the number of shares and approximately 4.6 per cent of the number of votes in the company. After the issue, there are no outstanding dilution effects in the company. After the transaction, the number of shares and votes are shown in the table of owners below.

OWNERS AS OF 30 JUNE 2018

Name	Class A shares	Class B shares	Share of capital, %	Share of votes, %
Lars Wingefors through company ¹⁾	6,501,467	29,523,732	40.9	55.9
Swedbank Robur Funds ²⁾		8,416,979	9.5	5.0
Erik Stenberg through company ³⁾	1,407,724	6,392,600	8.8	12.1
Handelsbanken Funds ⁴⁾		5,391,200	6.1	3.2
Mikael Brodén through company ⁵⁾	483,378	2,195,063	3.0	4.2
Didner & Gerge Funds		2,260,000	2.6	1.3
Family Dan Sten Olsson, with trust		2,044,871	2.3	1.2
Life Insurance Skandia		1,466,168	1.7	0.9
Avanza Pension		1,260,771	1.4	0.7
Klemens Kreuzer through company ⁶⁾	201,784	916,321	1.3	1.7
Chalex/Martin Larsson		1,068,920	1.2	0.6
Koch Media Holding GmbH		987,965	1.1	0.6
Skandia Funds		807,948	0.9	0.5
Pelle Lundborg with family through company ⁷⁾	289,966	516,760	0.9	2.0
Reinhard Pollice through company ⁸⁾	115,681	655,524	0.9	1.1
Lundström Family		690,000	0.8	0.4
Michael Knutsson		600,000	0.7	0.4
Metzler		503,078	0.6	0.3
Oddo BHF Asset Management		503,078	0.6	0.3
Consensus Asset Management AB		419,525	0.5	0.2
TOTAL TOP 20	9,000,000	66,620,503	85.8	92.6
OTHER	0	12,532,983	14.2	7.4
TOTAL	9,000,000	79,153,486	100.0	100.0

1) Lars Wingefors AB, controlled to 100% by CEO Lars Wingefors

2) Swedbank Robur consists of three funds; Småbolagsfond Sverige, Småbolagsfond Norden and Ny Teknik

3) Xagonus AB, controlled to 100% by CFO Erik Stenberg

4) Handelsbanken Funds consists of five funds; Sverige, Svenska Småbolag, Bosparfond Bostadsrätterna, Nordiska Småbolag and MicroCap

5) CMB Holding AB, controlled to 100% by Mikael Brodén, co-founder of THQ Nordic

6) Gerado AB, controlled to 100% by Klemens Kreuzer, MD THQ Nordic GmbH

7) Lumarisimo AB, controlled by Pelle Lundborg with family, co-founder of THQ Nordic

8) Gigalomaniac Holding AB, controlled to 100% by Reinhard Pollice, Director of Business Development and Production, THQ Nordic GmbH.

Source: Monitor by Modular Finance. Compiled and processed data from various sources, including Euroclear, Morningstar and the Swedish FSA.



Conan Exiles

INFORMATION ABOUT NASDAQ 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

THQ Nordic is exposed to risks, particularly the dependence on key persons, dependence of the success of game development, the sales performance of launched games, dependence on a few distributors and the success and performance of acquisitions. The complete risk analysis is found in the company's Annual Report.

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 2012:1.

The Company's accounting policies are stated in its most recent Annual Accounts 2017.

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

FORTHCOMING REPORTS

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

Interim Report, January-September 2018 and the Third Quarter	14 November 2018
Interim Report, January-December 2018 and the Fourth Quarter	13 February 2019
Full Extended Year Report 2018/2019 and the Fifth Quarter	May 2019

FOR MORE INFORMATION

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

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

SIGNATURES AND ASSURANCE

The Board of Directors and the Chief Executive Officer offer their assurance that this Interim Report gives a true and fair view of the Group's and Parent Company's operations, financial position and results of operations and describes the significant risks and uncertainties facing the Group and Parent Company.

Karlstad, Sweden, 15 August 2018

Kicki Wallje-Lund
Chairman of the board

Ulf Hjalmarsson

Jacob Jonmyren

Erik Stenberg

Lars Wingefors
Chief Executive Officer

This Interim Report is information that is mandatory for THQ Nordic 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 06:30 CET on 15 August 2018.

CONSOLIDATED INCOME STATEMENT

SEK 000's	Apr-Jun 2018	Apr-Jun 2017	Jan-Jun 2018	Jan-Jun 2017	Full year 2017
Net sales	837,429	85,555	1,470,371	167,460	507,525
Work performed by the Company for its own use and capitalized	93,482	14,339	151,116	27,353	79,556
Other operating income	29,196	2,073	63,187	2,848	2,700
Total operating income	960,107	101,967	1,684,674	197,661	589,781
Operating expenses					
Goods for resale	-465,945	-24,263	-785,833	-48,776	-147,678
Other external expenses	-120,103	-15,499	-194,600	-26,186	-75,159
Personnel expenses	-167,139	-20,759	-271,392	-38,797	-94,101
Depreciation, amortization and impairment of property, plant and equipment and intangible assets	-154,410	-9,361	-273,088	-19,415	-84,416
Other operating expenses	-	-1,737	-	-2,280	-225
Total operating expenses	-907,597	-71,619	-1,524,913	-135,454	-401,579
Operating profit	52,510	30,348	159,761	62,207	188,202
<i>Profit from financial items</i>					
Other interest income, etc	10	-	18	2	11
Other interest expenses, etc	-3,886	-354	-13,127	-727	-6,200
Total financial items	-3,876	-354	-13,109	-725	-6,189
Profit after financial items	48,634	29,994	146,652	61,482	182,013
Appropriations	-	-	-	-	-
Profit before tax	48,634	29,994	146,652	61,482	182,013
Tax	-15,186	-6,779	-32,134	-14,731	-42,844
Net profit for the period	33,448	23,215	114,518	46,751	139,169
<i>Attributable to:</i>					
Equity holders of the parent	33,448	23,215	114,518	46,751	139,169
Non-controlling interests	-	-	-	-	-
Earnings per share, SEK	0.42	0.32	1.44	0.65	1.88
Average number of outstanding shares, thousands	80,331	72,032	79,801	72,032	73,927

CONDENSED CONSOLIDATED BALANCE SHEET

SEK 000's	30 Jun 2018	30 Jun 2017	31 Dec 2017
Intangible assets	2,028,112	338,612	571,064
Property, plant equipment	145,390	4,435	8,102
Financial assets	206,159	726	2,781
Inventories	179,340	20,304	30,103
Current receivables	610,268	36,140	90,206
Cash and bank balance	1,513,682	124,628	626,523
Total assets	4,682,951	524,845	1,328,779
Share capital	735	600	660
Other capital reserves	2,357,264	226,945	811,120
Recognized profit including profit for the period	421,568	165,911	261,452
Provisions	319,347	11,460	40,737
Current liabilities	1,584,037	119,929	214,810
Total liabilities and equity	4,682,951	524,845	1,328,779
Interest-bearing receivables amount to	1,513,682	124,628	626,523
Interest-bearing liabilities amount to	450,351	62,068	109,762

CONSOLIDATED STATEMENT OF EQUITY

SEK 000's	Share capital	Other paid-up capital	Other equity including net profit	Consolidated equity
Amount as of 1 January 2018	660	811,120	261,452	1,073,232
Translation difference			45,074	45,074
Rights issue ¹⁾	75	1,538,066		1,538,141
Other		8,078		8,078
Actuarial reserve			524	524
Net profit			114,518	114,518
Amount as of 30 June 2018	735	2,357,264	421,568	2,779,567

¹⁾ Rights issue constitutes of rights issue of new shares SEK 1,560,923 thousand, cost of rights issue SEK -29,208 thousand and tax effects of the cost SEK 6,426 thousand.

CONDENSED CONSOLIDATED CASH FLOW STATEMENT

SEK 000's	Apr-Jun 2018	Apr-Jun 2017	Jan-Jun 2018	Jan-Jun 2017	Full year 2017
Cash flow from operating activities before changes in working capital	136,689	36,018	328,550	70,680	249,494
Change in working capital	27,819	-14,393	535,734	-19,405	-70,395
Cash flow from operating activities	164,508	21,625	864,284	51,275	179,099
Cash flow from investing activities	-346,554	-59,301	-896,101	-127,369	-375,401
Cash flow from financing activities	1,596,542	31,409	915,110	33,316	654,743
Cash flow for the period	1,414,496	-6,267	883,293	-42,778	458,441
Cash and cash equivalents at beginning of period	98,709	130,842	626,523	167,446	167,446
Translation difference in cash and cash equivalents	477	53	3,866	-40	636
Cash and cash equivalents at end of period	1,513,682	124,628	1,513,682	124,628	626,523

PARENT COMPANY INCOME STATEMENT

SEK 000's	Apr-Jun 2018	Apr-Jun 2017	Jan-Jun 2018	Jan-Jun 2017	Full year 2017
Net sales	67,668	42,454	137,111	73,477	244,915
Other operating income	1,075	339	6,457	618	3,332
Total operating income	68,743	42,793	143,568	74,095	248,247
Operating expenses					
Other external expenses	-4,090	-2,200	-6,587	-3,410	-8,280
Personnel expenses	-1,227	-1,081	-2,448	-1,982	-4,165
Depreciation, amortization and impairment of property, plant and equipment and intangible assets	-43,355	-7,378	-85,703	-14,775	-69,074
Other operating expenses	-	2	-	-	-
Total operating expenses	-48,672	-10,657	-94,738	-20,167	-81,519
Operating profit	20,071	32,136	48,830	53,928	166,728
Result from participations in Group companies	-	-	-	-	-1,400
Result from financial assets	2,721	-	9,305	-	4,199
Interest income, etc.	3,752	6,141	7,440	6,308	11,444
Interest expenses, etc.	-2,490	-360	-18,456	-720	-6,073
Total financial income/expenses	3,983	5,781	-1,711	5,588	8,170
Profit after financial items	24,054	37,917	47,119	59,516	174,898
Appropriations	-	-	-	-	-45,127
Profit before tax	24,054	37,917	47,119	59,516	129,771
Tax	-5,292	-8,353	-10,366	-13,106	-28,930
Net profit for the period	18,762	29,564	36,753	46,410	100,841

CONDENSED PARENT COMPANY BALANCE SHEET

SEK 000's	30 Jun 2018	30 Jun 2017	31 Dec 2017
Intangible assets	198,923	39,379	171,336
Property, plant and equipment	-	44	18
Financial assets	1,181,407	145,527	240,104
Current receivables	392,606	159,846	225,898
Cash and bank balance	1,419,276	115,799	571,850
Total assets	3,192,212	460,595	1,209,206
Equity	2,556,575	332,648	971,314
Untaxed reserves	91,749	51,960	91,748
Provisions	3,600	-	3,600
Current liabilities	540,288	75,987	142,544
Total liabilities and equity	3,192,212	460,595	1,209,206

SELECTED KEY PERFORMANCE INDICATORS, GROUP

Financial metrics defined or specified pursuant to Swedish Accounting Standards Board standards (BFNAR)	Apr-Jun 2018	Apr-Jun 2017	Jan-Jun 2018	Jan-Jun 2017	Full year 2017
Net sales, SEK 000's	837,429	85,555	1,470,371	167,460	507,526
Operating profit, SEK 000's	52,510	30,348	159,761	62,207	188,201
Profit before tax, SEK 000's	48,634	29,994	146,652	61,482	182,012
Profit after tax, SEK 000's	33,448	23,215	114,518	46,751	139,169
Number of shares at end of period, thousands	88,153	72,032	88,153	72,032	79,236
Average number of outstanding shares, thousands	80,331	72,032	79,801	72,032	73,927
Average number of full-time employees in the period	971	92	774	91	143
Number of employees at the end of the period	976	98	976	98	193

Alternative key performance indicators not defined or specified pursuant to BFNAR	Apr-Jun 2018	Apr-Jun 2017	Jan-Jun 2018	Jan-Jun 2017	Full year 2017
Net sales growth, %	879	62	778	75	68
EBITDA, SEK 000's	206,920	39,709	432,849	81,622	272,617
EBITDA margin, %	25	46	29	49	54
EBIT, SEK 000's	52,510	30,348	159,761	62,207	188,201
EBIT margin, %	6	35	11	37	37
Amortization of IP rights, SEK 000's	-2,988	-3,405	-7,115	-6,810	-14,114
Equity/assets ratio, %	59	75	59	75	81
Earnings per share, SEK	0.42	0.32	1.44	0.65	1.88
Dividend per share, SEK	-	-	-	-	-
<i>Derivation of the alternative KPIs and EBITDA</i>					
EBIT, SEK 000's	52,510	30,348	159,761	62,207	188,202
Depreciation and amortization, SEK 000's	154,410	9,361	273,088	19,415	84,416
EBITDA, SEK 000's	206,920	39,709	432,849	81,622	272,618

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

	2016					2017					2018	
	Q1	Q2	Q3	Q4	Full year	Q1	Q2	Q3	Q4	Full year	Q1	Q2
Consolidated Group												
Net sales, SEK m	43.1	52.7	77.9	128.2	301.9	81.9	85.6	84.7	255.4	507.5	632.9	837.5
EBITDA, SEK m	23.1	23.2	25.4	60.8	132.5	41.9	39.7	34.6	156.4	272.6	225.9	206.9
EBIT, SEK m	14.2	14.2	16.0	50.6	95.0	31.9	30.3	24.0	102.0	188.2	107.3	52.5
Profit after tax, SEK m	10.7	10.6	12.7	38.0	72.0	23.5	23.2	19.0	73.4	139.2	81.1	33.4
Earnings per share, SEK	0.18	0.18	0.21	0.59	1.16	0.33	0.32	0.26	0.93	1.88	1.02	0.42
Cash flow from operating activities, SEK m	25.3	2.1	20.5	51.3	99.2	29.7	21.6	29.2	98.6	179.1	699.8	164.5
Number of shares (A&B), adjusted	60.0	60.0	60.0	64.4	61.1	72.0	72.0	72.3	79.2	73.9	79.2	80.3
Sales growth, %	15%	42%	95%	30%	42%	90%	62%	9%	99%	68%	673%	878%
EBITDA, margin, %	54%	44%	33%	47%	44%	51%	46%	41%	61%	54%	36%	25%
EBIT, margin, %	33%	27%	21%	39%	31%	39%	35%	28%	40%	37%	17%	6%
Gross Margin (Net sales-COGS), SEK m	29.8	34.6	41.2	77.5	183.1	57.4	61.3	54.9	186.2	359.8	313.0	371.6
Gross Margin, %	69%	66%	53%	60%	61%	70%	72%	65%	73%	71%	50%	44%
Net sales per business area												
Games - THQ Nordic, SEK m	-	-	-	-	-	-	-	-	-	-	134.5	145.5
Games - Deep Silver, SEK m	-	-	-	-	-	-	-	-	-	-	256.5	338.2
Partner Publishing/Film, SEK m	-	-	-	-	-	-	-	-	-	-	241.9	353.8
Net sales split – business area Games												
Owned titles, %	86%	73%	56%	73%	71%	67%	76%	74%	82%	77%	34%	39%
Publishing titles, %	14%	27%	44%	27%	29%	33%	24%	26%	18%	23%	66%	61%
Owned titles, SEK m	37.1	38.5	43.6	94.0	213.1	54.9	65.5	62.6	208.2	391.2	133.8	188.8
Publishing titles, SEK m	6.0	14.2	34.3	34.2	88.8	27.0	20.1	22.1	47.2	116.3	257.2	294.9
New releases current FY, %	0%	24%	51%	56%	41%	36%	20%	48%	86%	61%	63%	53%
Backcatalogue, %	100%	76%	49%	44%	59%	64%	80%	52%	14%	39%	37%	47%
New releases current FY, SEK m	0.0	12.6	39.7	71.8	124.2	29.5	17.1	41.5	218.8	306.9	246.1	258.4
Backcatalogue, SEK m	43.1	40.1	38.2	56.4	177.7	52.4	68.4	43.2	36.6	200.6	144.9	225.3
New releases sales by each quarter, %	0%	24%	37%	36%	-	36%	16%	39%	74%	-	63%	20%
Backcatalogue, %	100%	76%	63%	64%	-	64%	84%	61%	26%	-	37%	80%
New releases sales by each quarter, SEK m	0.0	12.6	28.8	46.2	-	29.5	13.7	33.7	190.2	-	246.1	97.8
Backcatalogue, SEK m	43.1	40.1	49.1	82.0	-	52.4	71.9	51.0	65.1	-	144.9	385.6
Physical sales, %	48%	39%	49%	58%	51%	49%	31%	44%	60%	50%	62%	50%
Digital sales, %	52%	61%	51%	42%	49%	51%	69%	56%	40%	50%	38%	50%
Physical sales, SEK m	20.7	20.6	38.2	74.4	153.8	40.1	26.6	36.1	149.9	253.2	243.0	241.9
Digital sales, SEK m	22.4	32.1	39.7	53.8	148.1	41.8	59.0	48.6	101.6	249.4	147.6	241.8
Depreciation												
IP Acquisitions, SEK m	-3.3	-3.3	-3.3	-3.0	-13.0	-3.4	-3.4	-3.5	-3.8	-14.1	-4.1	-3.0
Game development, SEK m	-5.5	-5.6	-6.0	-7.1	-24.3	-6.3	-5.6	-6.5	-43.4	-61.8	-65.5	-112.8
Partner publishing and Film, SEK m	-	-	-	-	-	-	-	-	-	-	-44.4	-30.9
Goodwill, SEK m	-	-	-	-	-	-	-	-	-	-	-1.2	-1.2
Other intangible assets, SEK m	-	-	-	-	-	-	-	-	-	-	-0.4	-2.7
Investments												
External game development & advances, SEK m	16.3	22.3	24.9	34.9	98.4	54.2	44.2	58.9	54.2	211.5	115.3	114.0
Internal capitalized development, SEK m	5.7	7.9	10.2	12.4	36.2	13.0	14.4	19.2	33.0	79.6	57.6	93.5
IP Acquisitions, SEK m	2.8	-	-	19.8	22.6	-	-	3.8	-	3.8	-	0.2
Investments in films, SEK m	-	-	-	-	-	-	-	-	-	-	6.4	32.4
Other investments in intangible assets, SEK m	-	-	-	-	-	-	-	-	10.6	10.6	5.2	-1.6
Finalized and completed development, SEK m	-	1.4	-	12.6	14.0	0.8	1.9	39.8	133.9	176.4	122.9	47.4
Other KPIs												
Total Game Dev projects	N/A	N/A	29	27	-	32	30	29	36	-	54	51
Announced Game Dev projects	N/A	N/A	8	7	-	14	13	13	12	-	19	17
Unannounced Game Dev projects	N/A	N/A	21	20	-	18	17	16	24	-	35	34
Total internal game developers	N/A	N/A	69	68	-	78	82	163	178	-	536	565
Total external game developers	N/A	N/A	270	264	-	282	306	261	229	-	714	692
Total internal employees, non-development	N/A	N/A	38	40	-	44	44	45	55	-	470	486
Total number headcounts	N/A	N/A	377	372	-	404	432	469	462	-	1,720	1,743



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