Q5 FY18/19 Report

22 May 2019

THENORDIC



Today's presenter:

- Lars Wingefors
- Co-Founder & Group CEO



Operational and financial highlights

Performance in the quarter largely driven by releases of Metro Exodus and Satisfactory

Q5 FY18/19

Net sales

YoY growth

SEK 1,631m

158%

Operational EBIT

YoY growth

SEK 396m

217%

Cash flow from operating activities

(after change in working capital)

SEK 777m

Key releases



SATISFACTURY

Positioning for continued growth through M&A and organically

Directed share issue raised gross

SEK 2.1bn

World-class studio and IP acquired:





Notable agreements signed in 2019 i.e.:



Digital subscription, streaming and download services on various platforms

Key PnL metrics

SEK million	Quarter			Trailing twelve months			
	Q5 FY18/19	Q1 2018	YoY Change	Q5 FY18/19	Q1 2018	YoY Change	
	Jan–Mar 2019	Jan–Mar 2018		Apr 2018 -Mar 2019	Apr 2017– Mar 2018		
Net sales	1,631	633	158%	5,121	1,059	384%	
EBITDA	619	226	174%	1,367	457	199%	
Operational EBIT	396	125	217%	755	292	159%	
Operational EBIT margin	24%	20%		15%	28%		

Games business area







SEK million	FY18/19					
	Q1	Q2	Q3	Q4	Q5	
Net sales						
Games total	391	484	376	553	1035	100%
of which THQ Nordic	135	146	124	352	143	14%
of which Deep Silver	257	338	252	187	794	77%
of which Coffee Stain				14	98	9%
Net sales breakdowns						
Digital (rest is physical)	38%	50%	52%	41%	61%	
New releases in quarter (rest is back catalogue)	63%	20%	31%	58%	75%	
Owned titles (rest is publishing titles)	34%	39%	50%	72%	84%	

19 releases in the quarter – selection below



PC

IP: Own

Switch

IP: Own



IP: Own

Switch

Switch

IP: 3rd party







EXODUS

82

88%

PC

PC PS4 XB1 IP: Exclusive license

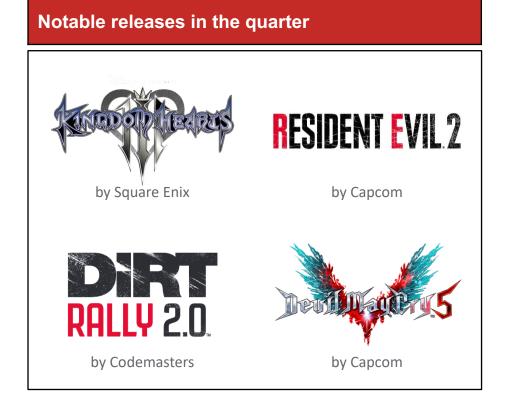


"Metro Exodus is a masterpiece" Gameblog.fr

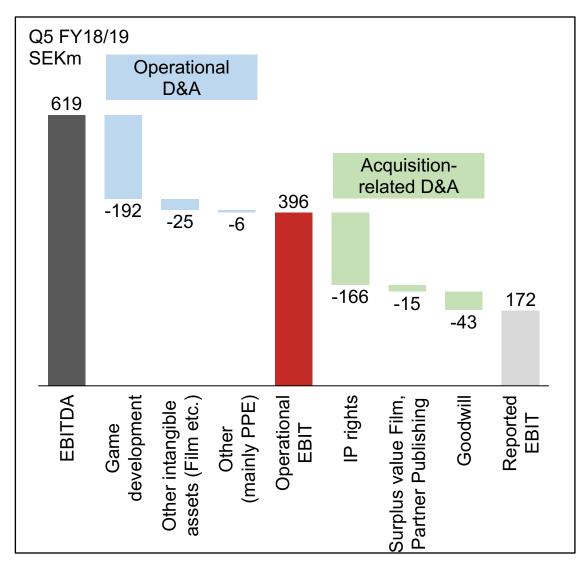
Partner Publishing business area



SEK million		FY18/19				
	Q1	Q2	Q3	Q4	Q5	
Net sales						
Partner Publishing	242	354	897	828	596	



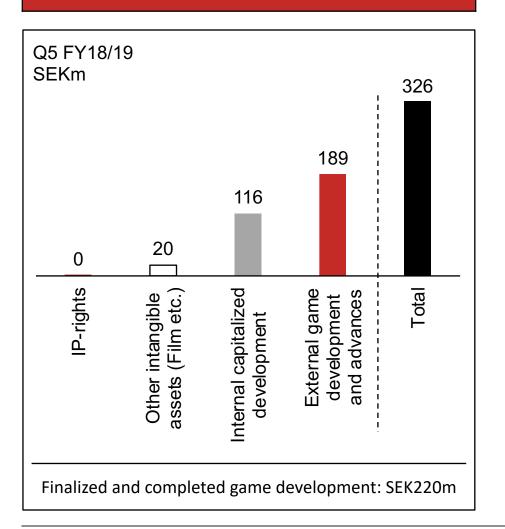
Depreciation and amortization



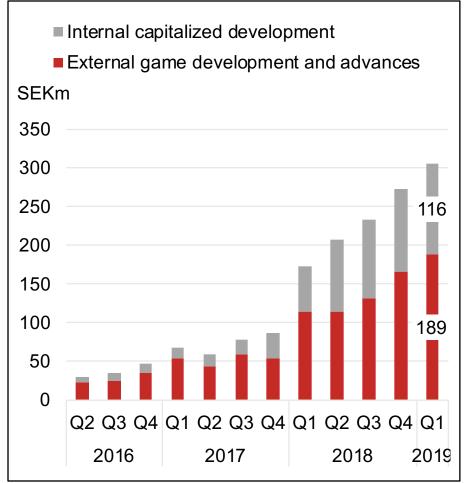
- "Operational EBIT": Providing a more clear picture of underlying operational performance and simplify comparisons with industry peers
- Final PPA for the Koch Media acquisition was established in the quarter,
- in which SEK 479m was allocated to IPs (amortized straight-line over five years)
- The final PPA results in an additional amortization of SEK 108 million in the quarter, of which SEK 84 m relates to previous quarters.
- Preliminary PPAs have been made in the quarter for the acquisitions of Coffee Stain, Bugbear, Warhorse and 18POINT2,
- and total surplus value for these acquisitions amount to SEK 1,407m, and has preliminarily been allocated to goodwill and IP-rights.

Investments

Investments in the quarter



Investments in game development by quarter



Key cash flow metrics

SEK million	Quarterly		
	Q5 FY18/19	Q1 2018	
	Jan-Mar 2019	Jan–Mar 2018	
Cash flow from operating activities before changes in working capital	527	192	
Change in working capital	250	508	
Cash flow from operating activities after changes in working capital	777	700	
Cash flow from investing activities	-621	-550	
Cash flow from financing activities	1,849	-681	
Cash flow for the period	2,006	-531	

Balance sheet

SEK million	31 Mar 2019	31 Dec 2018	31 Dec 2017
Intangible assets	3,707	1,899	571
Property, plant and equipment	156	33	8
Financial assets	196	195	3
Inventories	323	146	30
Current receivables	1,297	591	90
Cash and bank balance	2,929	99	627
Total assets	8,608	2,963	1,329
Share capital	1	1	1
Other capital reserves	5,054	811	811
Recognized profit incl. profit for the period	658	375	262
Provisions	667	339	41
Non-current liabilities	211	-	-
Current liabilities	2,018	1,438	215
Total equity and liabilities	8,608	2,963	1,329
Interest-bearing receivables	2,929	99	627
Interest-bearing liabilities	918	253	110

- Intangible assets of SEK 3,707m at 31 Mar 2019 comprising:
- Finished, completed games of SEK 394m
- Ongoing game development projects of SEK 1,115m
- Other intangible assets (film etc.) of SEK 150m
- IP-rights of SEK 1,057m
- Surplus value Film and Partner publishing of SEK 168m
- Goodwill of SEK 830m
- As of 31 Mar 2019, cash and cash equivalents were SEK 2,929m. Available liquidity including credit facilities was SEK 4,521m



Acquisitions in the quarter

Warhorse Studios



dios 18Point2



Link to presentation

Licensed sub-publisher with market leading content providers



- Link to presentation
- M&A prospects continue to look favorable
- Ongoing, patient activity at HQ in Sweden, THQ Nordic Vienna and Koch Media
- Substantial shortlist of IPs, development studios and publishers
- Strategy of giving autonomy to our local management teams is empowering them to continue succeeding, and attracting more companies to join our family

Directed new share issue

Comments

- Directed new share issue completed 21 Feb 2019
- SEK 2,090m raised before transaction costs
- Use of proceeds: M&A and organic growth
- Substantially over-subscribed
- Subscribers wide range of reputable Swedish and international institutional investors – both existing and new
- Subscription price: SEK 190 per share
- Dilution: 10.7% of capital and 6.0% of votes

Selected new and existing investors











R A M RATIONAL ASSET MANAGEMENT

Nordea

Lundström Family



Handelsbanken

Olsson Family and Foundation





SELECTED UPCOMING RELEASES

Games business area



PC IP: Own



PC PS4 XB1 IP: Own



PC PS4 XB1 IP: License



PS4 XB1 IP: Own



PC PS4
IP: 3rd party

JINATUMOIE

PC PS4 XB1 IP: Own



PC PS4 XB1 IP: Own

WASTELAND 3

PC PS4 XB1 IP: 3rd party



PC, PS4, XB1 IP: Own



PC PS4 XB1 IP: 3rd party









In total
80 projects
(32
announced
and 48
unannounced)

Partner publishing

Q1 FY19/20:

Team Sonic Racing
by Sega

F1 2019

by Codemasters

Wolfenstein Youngblood by Bethesda

Moto GP 19 by Milestone

