

# EMBRACER+ GROUP

Embracer Group acquires Pow Wow Entertainment

August 13, 2020

# THQ NORDIC ACQUIRES POW WOW

Vienna-based studio founded by two senior game developers with a focus on developing exceptional IP with user-generated content

## Pow Wow in brief

- Founded in 2019 by Milo Gutmann and Jerome Amouyal, based in Vienna, Austria
- Headcount is 20 developers with AAA and GaaS experience
- Focus on developing original IPs for PC and consoles with the goal to create entertainment brands
- Strong culture of community driven development and tools for user generated content

## Future

- Pipeline: Two exciting games under development of which one on an existing THQ Nordic IP
- Remaining independent with full creative freedom
- Self-publishing

## The deal

- THQ Nordic (wholly-owned subsidiary of Embracer Group) acquires 100% of Pow Wow Entertainment
- Deal terms undisclosed

ENTERTAINMENT

# GAMES

Two exciting games under development of which one on an existing THQ Nordic IP

## MisBits on early access on Steam



MisBits is a riotous online multiplayer, action-driven sandbox for warriors, builders, and creators alike.

Head roll, body swap, and wield absurd pickups, through competitive battles modes and mini-games. Or build and edit games your way, with your rules.

Early Access on Steam since March 2020 with 83% positive reviews

## Pipeline – two games under development



Game 1 is based on an existing IP of the portfolio of THQN.



Game 2 will be a roguelike multiplayer platformer set on a constantly changing world.





**DOWN**

**ENTERTAINMENT**

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