



## OPERATIONAL EBIT INCREASED 217% to SEK 396 MILLION

### JANUARY–MARCH 2019

*(Compared to January–March 2018)*

- > Net sales increased 158% to SEK 1,630.5 m [632.9].
- > EBITDA increased 174% to SEK 618.6 m [225.9], corresponding to an EBITDA margin of 38%.
- > Operational EBIT increased 217% to SEK 395.9 m [124.9] corresponding to an Operational EBIT margin of 24%.
- > Cash flow from operating activities amounted to SEK 777.2 m [699.8].
- > Earnings per share was SEK 1.10 [1.02].

### JANUARY 2018–MARCH 2019, 15 MONTHS

*(Compared to full year 2017)*

- > Net sales increased to SEK 5,754.1 m (507.5).
- > EBITDA increased to SEK 1,592.6 m [272.6], corresponding to an EBITDA margin of 28%.
- > Operational EBIT increased to SEK 897.1 m [202.3] corresponding to an Operational EBIT margin of 16%.
- > Cash flow from operating activities amounted to SEK 1,356.4 m [179.1].
- > Earnings per share was SEK 4.68 [1.88].
- > As of 31 March 2019, cash and cash equivalents were SEK 2,929.1 m. Available cash including credit facilities was SEK 4,521.1 m.



### KEY PERFORMANCE INDICATORS, GROUP

	Jan-Mar 2019	Jan-Mar 2018	Jan 2018-Mar 2019	Jan-Dec 2017
Net sales, SEK m	1,630.5	632.9	5,754.1	507.5
EBITDA, SEK m	618.6	225.9	1,592.6	272.6
Operational EBIT, SEK m	395.9	124.9	897.1	202.3
EBIT, SEK m	172.0	107.3	574.6	188.2
Profit after tax, SEK m	103.0	81.1	396.8	139.2
Cash flow from operating activities, SEK m	777.2	699.8	1,356.4	179.1
Sales growth, %	158	673	1,034	68
EBITDA margin, %	38	36	28	54
Operational EBIT margin, %	24	20	16	40

*Throughout this report, the extended financial year 1 January 2018 – 31 March 2019 is compared with the financial year 1 January – 31 December 2017. The period January – March 2019 is also referred to as the “fifth quarter”, or “Q5 2018 – 2019” and is compared with the period January – March 2018. Financial position data at the end of the period is compared with the corresponding data as of 31 December 2017, unless otherwise stated.*

Satisfactory



Monster Jam Steel Titans

## SIGNIFICANT EVENTS AND CEO COMMENTS

# OPERATIONAL EBIT INCREASED 217% to SEK 396 MILLION

We ended the extended financial year 2018-2019 with another stable growth quarter. Net sales increased 158% to SEK 1,630 million, primarily driven by the February release of *Metro Exodus*. Operational EBIT grew 217% to SEK 396 million, mainly driven by the performance of *Metro Exodus* and *Satisfactory*. We had solid cash flow from operating activities of SEK 777 million in the quarter and close to SEK 3 billion in cash at the end of the quarter. All three operative groups contributed to the Group's Operational EBIT in the quarter.

We are operating in a dynamic market with increasing competition between new and established digital distribution platforms, which will benefit content producers, including THQ Nordic Group. Since the beginning of 2019, the Group has signed multiple deals with notable value, relating to our content on digital subscription, streaming and download services on various platforms. As we look ahead over the coming years, these deals will help us create compelling content for our players while also reducing financial risk to the company. Revenue recognition will not begin until the games are released.

### SOLID PERFORMANCE IN ALL BUSINESS AREAS

Net sales of business area Deep Silver were SEK 794 million, largely driven by the release of *Metro Exodus*, the largest game launch so far in the history of the Group. Overall, the game has performed in line with management's expectations and has recouped all investments in development and marketing. Net sales in the Partner Publishing business were SEK 596 million, driven by several notable releases from our partners. Looking to the current quarter, ending in June, there will be fewer releases than in the past quarter.

Net sales of business area THQ Nordic increased 6% to SEK 143 million, despite no major releases to match last year's notable release of *MX vs ATV All Out!*.

Net sales of business area Coffee Stain were SEK 98 million. In the quarter we had a successful early access launch of *Satisfactory* on the Epic Games store. The game's launch performance exceeded management's expectations at the time of our acquisition of Coffee Stain.

We invested SEK 305.2 million in our growing development pipeline that will be driving the Group's growth and profitability in the coming years. During the period we signed multiple new projects, among them a new development agreement with 4A Games, the developers of the *Metro* franchise, for their upcoming, still undisclosed, AAA-project. By the end of the quarter, THQ Nordic, Deep Silver and Coffee Stain had 80 games in development, of which 48 titles are currently unannounced.

### SHARE ISSUE AND ACQUISITIONS

In the quarter, we strengthened our M&A capacity by a new share issue, raising SEK 2.1 billion. I was pleased to see strong demand from both new and existing long-term shareholders. New investors included First National Pension Fund, Second National Pension Fund and Odin Fonder. Existing shareholders that participated included Swedbank Robur Fonder, Skandia Mutual Life Insurance Company, Skandia Funds, TIN Fonder, Olsson Family and Foundation, Lundström Family, RAM One, SEB Funds amongst many other highly regarded investors. I would like to thank you all, once again, for the trust you have put in us to build further shareholder value.

We continue to execute on our M&A strategy by carrying out extensive scouting, research and proactive engagement to find suitable companies to enhance the Group within all prioritized areas – intellectual properties, publishing, development and partner publishing. Our offering to entrepreneurs and talented developers – to retain a great deal of autonomy within our growing family – appeals to those who want to continue building their business for years to come. We currently have an extensive pipeline of potential partners and a lot of momentum. For us, it is important to find a





Desperados 3



common ground not only in business strategy and reasonable transaction terms for both parties, but also in mutual respect and understanding of each other's cultures and values.

During the period we proudly welcomed one of the leading game developers in Europe to the Group - Warhorse Studios, the creators of *Kingdom Come: Deliverance*. We also welcomed the publishing partner, 18POINT2, based in Australia. They bring us a strong local management and a platform to drive further growth.

During the quarter we finalized the purchase price allocation (PPA) for the Koch Media acquisition. In the final PPA SEK 479 m of the purchase price was allocated to IP-rights, which are amortized over five years from the acquisition date. This resulted in additional amortizations of SEK 108 million in the quarter ending March 2019 where SEK 84 m relates to previous quarters.

On April 5, Koch Media received a statement of objections from the European Commission regarding geo-blocking. The proceedings have previously been publicly announced and we consider this the next step in the process. We continue to monitor the process closely and are fully committed to complying with all rules and regulations.

We are looking forward to an exciting upcoming year. We have a well-positioned pipeline and many marketing activities ahead – including both E3 and Gamescom – that will be important events for the Group as we showcase our games to a global audience.

I would like to end by sending my true thanks to all of our customers, colleagues, and business partners that helped to make this past year our best ever. We are on a great journey to build something substantial and lasting together, and I'm confident the coming years will be even more exciting.

MAY 22, 2019, KARLSTAD, SWEDEN

LARS WINGEFORS  
FOUNDER & CEO





## FINANCIAL PERFORMANCE, JANUARY – MARCH 2019

### CONSOLIDATED NET SALES

Consolidated net sales for the quarter were up 158% to SEK 1,630.5 m [632.9]. The increase can primarily be attributed to the release of *Metro Exodus* and *Satisfactory* in the quarter and the full quarter contribution of Koch Media versus last year.

### CONSOLIDATED EXPENSES

Expenses were SEK 1,690.4 m [617.3] in the quarter. Cost of goods sold was SEK 741.3 m [319.9]. Cost of goods sold includes cost of replication, license fees and royalties. Other external expenses were SEK 291.4 m [74.5], which consist mainly of cost of marketing and a lower share of administrative overheads. Personnel expenses were SEK 211.1 m [104.3]. The year-over-year increase of all cost items can primarily be attributed to the full quarter consolidation of Koch Media. Depreciation and amortization expenses were SEK 446.6 m [118.7].

### CONSOLIDATED EARNINGS

The Group's EBITDA for the quarter increased 174% to SEK 618.6 m [225.9], which was largely attributed to the revenue from *Metro Exodus* and *Satisfactory*, both of which released in the quarter and the full quarter contribution of Koch Media versus last year.

Operational EBIT for the quarter was up 217% to SEK 395.9 m [124.9].

EBIT increased 60% in the quarter to SEK 172.0 m [107.3]. Profit after financial items was SEK 162.7 m [98.0] for the quarter. Profit after tax was SEK 103.0 m [81.1].

### CASH FLOW AND FINANCIAL POSITION

Cash flow from operating activities before changes in working capital for the quarter was SEK 527.1 m [191.9]. The improvement is mainly due to increased earnings from operations. Cash flow from operating activities after change of working capital for the quarter was SEK 777.2 m [699.8].

Cash flow from investing activities was SEK -620.9 m [-549.5], the majority relating to game development and acquisition of subsidiaries.

Cash flow from financing activities amounted to SEK 1,849.2 m [-681.4], of which SEK 2,031.8 m relates to the share issue completed in the period.

Cash and cash equivalents at the end of the period were SEK 2,929.1 m compared to SEK 626.5 m as of 31 December 2017. The Company also had unutilized credit facilities of SEK 1,592.0 m [140.2]. The Group's total available cash and unutilized credit facilities were SEK 4,521.1 m at the end of the quarter compared to SEK 766.8 m as of 31 December 2017.

### CAPITAL EXPENDITURE, DEPRECIATION AND AMORTIZATION

In the quarter, the Group's investments in intangible assets amounted to SEK 325.6 m [184.5], mainly corresponding to capitalized expenditure for ongoing game development and film rights. Investments in property, plant and equipment amounted to SEK 6.7 m [2.5].

The company had intangible assets of SEK 3,707.0 m [571.1] at the end of the period, distributed as follows:

- Finished completed games of SEK 394.3 m
- Ongoing game development projects of SEK 1,114.7 m
- Other intangible assets (film etc.) of SEK 150.1 m
- IP-rights of SEK 1,056.5 m
- Surplus value Film & Partner publishing of SEK 167.9 m
- Goodwill of SEK 830.2 m

Amortization of intangible assets in the fifth quarter was SEK 440.8 m [115.9]. Depreciation of property, plant and equipment amounted to SEK 5.6 m [2.8].



Saints Row: The Third

#### **PPA – PURCHASE PRICE ALLOCATION**

During the quarter the PPA for Koch Media was finalized. In the final PPA SEK 479 m of the purchase price was allocated to IP-rights, which are amortized over five years from acquisition date. This resulted in additional amortizations of SEK 108 million in the quarter ending March 2019 where SEK 84 m relates to previous quarters.

Preliminary PPAs have been made for the acquisitions of Coffee Stain, Bugbear, Warhorse and 18POINT2. Total surplus value for these acquisitions amount to SEK 1,407 m, and has preliminarily been allocated to goodwill and IP-rights.

#### **ALTERNATIVE KPIS – OPERATIONAL EBIT**

The company has chosen to disclose operational EBIT in order to provide a more clear picture of the underlying operational performance. This alternative key performance metric excludes amortization of acquisition-related goodwill, surplus values of specific business areas (currently Partner Publishing and Film) and IP values (trademarks, patents, copyrights etc.).

All of the above- mentioned acquisition-related intangible assets will be amortized equally over five years according to local Swedish GAAP (K3). Any surplus values of specific game development projects coming from acquisitions, will still be amortized in line with finalized development costs.

The disclosure of operational EBIT will also simplify comparison with the performance of industry peers using other accounting standards and amortization principles.

## **FINANCIAL PERFORMANCE, JANUARY 2018-MARCH 2019 COMPARED TO THE FULL YEAR 2017**

#### **CONSOLIDATED NET SALES**

Consolidated net sales increased to SEK 5,754.1 m (507.5) for the period January 2018-March 2019. The increase can primarily be attributed to the acquisition of Koch Media.

#### **CONSOLIDATED EARNINGS**

The Group's EBITDA increased to SEK 1,592.6 m (272.6). EBIT was SEK 574.6 m (188.2).

Operational EBIT was SEK 897.1 m (202.3).

Profit after financial items was SEK 545.4 m (182.0) for the period. Profit after tax was SEK 396.8 m (139.2).

#### **CASH FLOW**

Cash flow from operating activities before changes in working capital was SEK 1,440.0 m (249.5). The improved cash flow can be attributed to the increase in operating profit. Cash flow from operating activities for the period was SEK 1,356.4 m (179.1), mainly driven by the increase in operating profit.

Cash flow from investing activities was SEK -2,546.6 m (-375.4).

Cash flow from financing activities amounted to SEK 3,488.3 m (654.7) of which the share issues contributed SEK 3,449.8 m and SEK 38.5 m constitutes the net of external financing and amortization.

#### **CAPITAL EXPENDITURE, DEPRECIATION AND AMORTIZATION**

The Group's investments in intangible assets amounted to SEK 1,335.7 m (1,010.0). Investments in property, plant and equipment were SEK 140.3 m (133.6). Amortization of intangible assets in the period were SEK 994.7 m (553.6). The increase is mainly due to the depreciation of launched games, depreciation of film and publishing rights, and the amortization of IP-rights and goodwill. Depreciation of equipment was SEK 23.4 m (17.8).



Deep Rock Galactic

## ABOUT THQ NORDIC

THQ Nordic 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*, *Goat Simulator*, *Dead Island*, *Darksiders*, *Metro* (license), *MX vs ATV*, *Kingdoms of Amalur*, *Time Splitters*, *Satisfactory*, *Wreckfest* amongst many others. The Group has a global presence, with its Group head office located in Karlstad, Sweden and with three divisions; Deep Silver/Koch Media, THQ Nordic and Coffee Stain. The Group has sixteen internal game development studios based in Germany, Czech Republic, UK, Finland, USA and Sweden and has more than 2,200 employees and contracted developers.

## OPERATIONS OVERVIEW JANUARY – MARCH 2019

### ACQUISITIONS

#### Warhorse Studios s.r.o.

On February 13 THQ Nordic AB's wholly owned subsidiary Koch Media GmbH acquired 100 percent of the shares in Warhorse Studios s.r.o. Warhorse is a leading game developer of RPG games for PC and Console and is the studio behind the award-winning game *Kingdom Come: Deliverance* which has sold over 2 million copies. The studio is based in Prague, making it THQ Nordic's first owned development studio in the Czech Republic. All IP rights for *Kingdom Come: Deliverance* were included in the acquisition.

#### 18POINT2 Pty Ltd

On February 13 THQ Nordic AB's wholly owned subsidiary Koch Media GmbH acquired 100 percent of the shares in 18POINT2 Pty Ltd. 18POINT2 is one of Australia's leading publishing partners of games, through the acquisition THQ Nordic has established a strong distribution platform on the Australian market.

### Business area Games – THQ Nordic

THQ Nordic released the following new products in the quarter ended March 2019:

Title	Publishing Label	IP Owner	Platforms	Channels
<i>The Raven Remastered</i>	THQ Nordic	Own	Switch	On- and Offline
<i>Sphinx and the Cursed Mummy</i>	THQ Nordic	Own	Switch	On- and Offline
<i>The Book of Unwritten Tales 2</i>	THQ Nordic	External	Switch	On- and Offline
<i>Darksiders 3 – The Crucible DLC</i>	THQ Nordic	Own	PS4, Xbox One, PC	Online
<i>MX vs. ATV – All Out</i> – Anniversary Edition	THQ Nordic	Own	PS4, Xbox One	Offline
<i>Generation Zero</i>	THQ Nordic	External	PS4, Xbox One, PC	Offline
<i>Darksiders – Warmastered Edition</i>	THQ Nordic	Own	Switch	On- and Offline
<i>Stunt Kite Party</i>	Handy Games	Own	Switch	Online
<i>Rad Rodgers</i>	Handy Games	Own	Switch	On- and Offline
<i>Townsmen – A Kingdom Rebuilt</i>	Handy Games	Own	PC	Online
<i>Aces of the Luftwaffe</i> – Squadron Edition	Handy Games	Own	PS4, Xbox One, Switch	Offline

Net sales of business area THQ Nordic increased to SEK 143 million, despite no major releases to match last year's notable launch of *MX vs ATV All Out!*. Sales of the *Darksiders*-franchise remained stable with releases of additional content planned for the current and coming quarters.

HandyGames had a solid performance in the quarter. Their focus on the Japanese market and their continued focus on the premium mobile games segment is contributing to its overall business.



Outward

### Business area Games – Coffee Stain

Coffee Stain released the following new products in the quarter ended March 2019:

Title	Publishing Label	IP Owner	Platforms	Channels
<i>Goat Simulator: The GOATY</i>	Coffee Stain	Own	Switch	Online
<i>Satisfactory</i> (Early access)	Coffee Stain	Own	PC	Online

Net sales of business area Coffee Stain were SEK 98 million. In the quarter we had a successful early access launch of *Satisfactory* on the Epic Games store. The game exceeded management's expectations at the time of our recent acquisition of Coffee Stain.

During the coming year, Coffee Stain Studios in Skövde will focus heavily on continued development and improvements on *Satisfactory*, which has become one of the Group's key IP's. The business has great momentum and has proven their ability to develop and publish quality content in high demand. After the quarter end, Coffee Stain Studios has signed two unannounced Investments and publishing agreements with two different Scandinavian developers.

### Business area Games – Deep Silver

Deep Silver released the following new products in the quarter ended March 2019:

Title	Publishing Label	IP Owner	Platforms	Channels
<i>Metro Exodus</i>	Deep Silver	Exclusive license	PC, PS4, Xbox One	On- and Offline
<i>Steins; Gate Elite</i>	Ravenscourt	External	PS4, Switch	On- and Offline
<i>Youtubers's Life</i>	Ravenscourt	External	PS4, Xbox One	On- and Offline
<i>The Voice 2019</i>	Ravenscourt	License	PS4, Switch	On- and Offline
<i>Zanki Zero: Last Beginning</i>	Ravenscourt	External	PS4	On- and Offline
<i>Outward</i>	Deep Silver	External	PC, PS4, Xbox One	On- and Offline

Net sales of business area Deep Silver were SEK 794 million, largely driven by the release of *Metro Exodus*, the largest game launch so far in the history of the Group. Overall, the game has performed within management's range of expectations and has recouped all investments made in development and marketing.

At the end of the quarter we released *Outward*, which so far has exceeded our expectations. The new IP is a core open-world RPG with survival gameplay.

After the end of the quarter, plans for a *Saints Row* film were announced by established partners in Hollywood. The film will not have any notable financial impact but could add significant brand value for one of the key IPs in the Group, if the project becomes a successful film.

### Business area Partner Publishing/Film

Net sales in the Partner Publishing business were SEK 596 million, driven by several notable releases from our partners. Notable releases in the quarter were:

- *Kingdom Hearts III* by Square Enix
- *Dirt Rally 2.0* by Codemasters
- *Monster Energy Supercross 2* by Milestone
- *Resident Evil 2* by Capcom
- *Devil May Cry 5* by Capcom
- *Dead or Alive 6* by Koei

Looking forward, there will be fewer notable releases in the quarter ending June as compared to the quarter ending March. Upcoming releases include:

- *Team Sonic Racing* (Sega)
- *FI 2019* (Codemasters), to be released by the end of June
- *Wolfenstein Youngblood* (Bethesda)
- *Moto GP 19* (Milestone)



Wreckfest

### ONGOING DEVELOPMENT AND UPCOMING RELEASES

The Company invested SEK 305,2 million in its growing development pipeline that will be driving growth and profitability in the coming years. During the period multiple new projects were signed, among them a new development agreement with 4A Games, the developers of *Metro* franchise, for their upcoming, still undisclosed AAA-project. By the end of the quarter, THQ Nordic, Deep Silver and Coffee Stain had 80 games in development, of which 48 titles are currently unannounced.

In total the Group had 1,667 game developers by the end of the quarter (860 internal and 807 external).

### ANNOUNCED RELEASES BUSINESS AREA GAMES AS OF MAY 22, 2019

Title	Publishing Label	IP Owner	Platforms	Channels
<i>Aquanox Deep Descent</i>	THQ Nordic	Own	PC, PS4, Xbox One	On- and Offline
<i>Biomutant</i>	THQ Nordic	Own	PC, PS4, Xbox One	On- and Offline
<i>Darksiders 3</i>				
- <i>Keepers of the Void</i> (DLC)	THQ Nordic	Own	PC, PS4, Xbox One	Online
<i>Desperados 3</i>	THQ Nordic	Own	PC, PS4, Xbox One	On- and Offline
<i>Fade to Silence</i>	THQ Nordic	Own	PC, PS4, Xbox One	On- and Offline
<i>Monster Jam - Steel Titan</i>	THQ Nordic	External	PC, PS4, Xbox One	On- and Offline
<i>Pillars of Eternity II - Deadfire</i>	THQ Nordic	External	PS4, Xbox One, Switch	Offline
<i>Red Faction Guerrilla Re-mars-tered</i>	THQ Nordic	Own	Switch	On- and Offline
<i>SpellForce 3: Soul Harvest Addon</i>	THQ Nordic	Own	PC	Online
<i>The Guild 3</i>	THQ Nordic	Own	PC	On- and Offline
<i>Wreckfest</i>	THQ Nordic	Own	PS4, Xbox One	On- and Offline
<i>Battle Worlds: Kronos</i>	HandyGames	External	Switch	On- and Offline
<i>Battlechasers: Nightwar</i>	HandyGames	External	Mobile	Online
<i>El Hijo</i>	HandyGames	External	PC, PS4, Xbox One, Switch	Online
<i>SpellForce - Heroes &amp; Magic</i>	HandyGames	Own	Mobile	Online
<i>Spitlings</i>	HandyGames	External	PC, PS4, Xbox One, Switch	Online
<i>Through the Darkest of Times</i>	HandyGames	Own	PC	On- and Offline
<i>Townsmen VR</i>	HandyGames	Own	PC, PS4	Online
<i>Deep Rock Galactic</i>	Coffee Stain	External	PC, Xbox One, PS4, PS4, Xbox One, Switch, Mobile	Online
<i>HuntDown</i>	Coffee Stain	External	Switch, Mobile	Online
<i>Satisfactory</i>	Coffee Stain	Owned	PC	Online
<i>The Bards Tale IV</i>	Deep Silver	External	PS4, Xbox One, Switch	Offline
<i>Dead Island 2</i>	Deep Silver	Own	PC, PS4, Xbox One	On- and Offline
<i>Iron Harvest</i>	Deep Silver	External	PC, PS4, Xbox One	On- and Offline
<i>Killing Floor Double Feature</i>	Deep Silver	External	PS4, Xbox One	Offline
<i>Kingdom Come Deliverance: Royal Ed</i>	Deep Silver	Own	PC, PS4, Xbox One	On- and Offline
<i>Kingdom Come Deliverance: A Womens Lot</i> (DLC)	Deep Silver	Own	PC, PS4, Xbox One	On- and Offline
<i>Metro Exodus - The Two Colonels</i> (DLC)	Deep Silver	Exclusive license	PC, PS4, Xbox One	On- and Offline
<i>Metro Exodus - Sam's Story</i> (DLC)	Deep Silver	Exclusive license	PC, PS4, Xbox One	On- and Offline
<i>Pathfinder: Kingmaker</i>	Deep Silver	External	PS4, Xbox One, Switch	On- and Offline
<i>Shenmue III</i>	Deep Silver	External	PC, PS4	On- and Offline
<i>Wasteland 3</i>	Deep Silver	External	PC, PS4, Xbox One	On- and Offline
<i>9 Monkeys of Shaolin</i>	Ravenscourt	External	PC, PS4, Xbox One, Switch	On- and Offline
<i>Ash of Gods: Redemption</i>	Ravenscourt	External	PC, PS4, Xbox One, Switch	On- and Offline
<i>Car Mechanic Simulator</i>	Ravenscourt	External	PC, PS4, Xbox One	Offline
<i>Redeemer: Enhanced Edition</i>	Ravenscourt	External	PC, PS4, Xbox One, Switch	On- and Offline

For latest release dates please refer to above mentioned publishers.





Metro Exodus

## OTHER INFORMATION

### EXTENDED FINANCIAL YEAR

To align the financial year with material subsidiaries in the Group, it was resolved at the Annual General Meeting on 16th May 2018 to change financial year from calendar year to 1 April - 31 March. The financial year just reported comprises the calendar year 2018 and was extended to comprise the period 1 January 2018 to 31 March 2019.

### HUMAN RESOURCES

As of 31 March 2019, the Company had 1,353 employees [233]. The increase is mainly attributed to the acquisitions of Coffee Stain and Warhorse. The average number of full-time employees for the quarter was 1,218 [577]. The increased average number of employees is mainly due to the full quarter contribution of Koch Media and the acquisitions of Coffee Stain and Warhorse.

### PARENT COMPANY

The Parent Company's net sales for the quarter were SEK 62.1 m [69.4] and profit before tax was SEK -130.3 m [23.1]. Profit after tax was SEK -117.6 m [18.0].

The Parent Company's net sales for the period January 2018 - March 2019 was SEK 416.4 m [244.9] and profit before tax was SEK 29.2 m [129.8]. Profit after tax was SEK 6.8 m [100.8].

Cash and cash equivalents as of 31 March 2019 were SEK 2,666.2 m [571.9].

Investments in intangible assets in the quarter were SEK 6.9 m [88.7]. The Parent Company's equity at the end of the period was SEK 5,143.3 m [971.3].

The name change of the Group and parent company is planned for announcement later in the year and will be submitted as a proposed to the AGM or an EGM at a later date.

### DIVIDEND

The Board of Directors propose that no dividend is paid to the shareholders for the financial year January 2018 - March 2019.

### RELATED PARTY TRANSACTIONS

During the quarter:

- Quantic Labs S.R.L.<sup>1)</sup> has invoiced THQ Nordic GmbH for QA-services amounting to SEK 3.5 m [1.0].
- THQ Nordic GmbH has invoiced Game Outlet Europe AB<sup>1)</sup> for sold games amounting to SEK 0.7 m [3.3].
- Gaya Entertainment GmbH<sup>1)</sup> has invoiced Koch Media GmbH for merchandise sold amounting to SEK 0.7 m [-].
- Gaya Entertainment GmbH<sup>1)</sup> has invoiced THQ Nordic GmbH for merchandise sold amounting to SEK 0.7 m [-].
- THQ Nordic GmbH has invoiced Gaya Entertainment GmbH<sup>1)</sup> for goods and services amounting to SEK 0.2 m [-].
- Quantic Labs S.R.L.<sup>1)</sup> has invoiced Koch Media GmbH for services amounting to SEK 0.1 m [-].

THQ Nordic AB also has a rental agreement with Lars Wingefors AB. THQ Nordic AB paid SEK 0.0 m [0.1] in rent and an additional SEK 0.0 m [0.0] for other services by companies in the Lars Wingefors AB-group. All transactions with closely related parties have been conducted at market prices.

<sup>1)</sup> Companies owned by Nordic Games Group AB, a Group that is wholly owned by Lars Wingefors, Erik Stenberg, Mikael Broden, Pelle Lundborg, Klemens Kreuzer and Reinhard Pollice.

### EVENTS AFTER THE END OF THE QUARTER

During the period 1st of April 2019 until 22nd of May 2019 the following titles were released:

Title	Publishing Label	IP Owner	Platforms	Channels
<i>Saints Row the Third</i>	Deep Silver	Own	Switch	On- and Offline
<i>Fade to Silence</i>	THQ Nordic	Own	PC, PS4, Xbox One	On- and Offline
<i>Titan Quest Atlantis</i> [Expansion]	THQ Nordic	Own	PC	Online



## THE SHARE

### OWNERS AS OF 31 MARCH 2019

Name	Class A shares	Class B shares	Share of capital, %	Share of votes, %	Change from Jan. 1
					Class B shares
Lars Wingefors through companies <sup>1)</sup>	6,501,467	29,523,732	35.12	51.50	
Swedbank Robur Funds		9,244,279	9.01	5.04	993,300
Erik Stenberg through company <sup>2)</sup>	1,407,724	6,392,600	7.61	11.15	
Handelsbanken Funds		7,366,930	7.18	4.01	-242,756
Mikael Brodén through company <sup>3)</sup>	483,378	2,195,063	2.61	3.83	
Didner & Gerge Funds		2,314,876	2.26	1.26	-12,840
Olsson Family and Foundation		2,200,000	2.15	1.20	155,129
API Första AP-fonden		2,105,263	2.05	1.15	2,105,263
Life Insurance Skandia		1,870,855	1.82	1.02	757,972
SEB Funds		1,491,934	1.45	0.81	862,576
Avanza Pension		1,418,468	1.38	0.77	199,877
Klemens Kreuzer through company <sup>4)</sup>	201,784	916,321	1.09	1.60	
ODIN Funds		1,000,000	0.97	0.54	1,000,000
Koch Media Holding GmbH <sup>5)</sup>		987,965	0.96	0.54	
Martin Larsson		913,585	0.89	0.50	-16,909
Pelle Lundborg with family through company <sup>6)</sup>	289,966	516,760	0.79	1.86	
AP2 Andra AP-fonden		789,000	0.77	0.43	789,000
Reinhard Pollice through company <sup>7)</sup>	115,681	655,524	0.75	0.99	
Skandia Funds		752,998	0.73	0.41	99,834
Rolf Lundström		650,000	0.63	0.35	35,000
RAM Rational Asset Management		536,241	0.52	0.29	36,231
Inwestbergh AB		533,437	0.52	0.29	
Nordea Funds		443,735	0.43	0.24	28,800
Nordnet Pensionsförsäkring		402,332	0.39	0.22	46,201
Sensor Fonder		360,451	0.35	0.20	23,623
Oddo BHF Asset Management		325,246	0.32	0.18	-24,530
Knutsson Holdings AB		300,000	0.29	0.16	
Michael Knutsson		300,000	0.29	0.16	
Metzler		294,000	0.29	0.16	-16,000
Svenska Handelsbanken AB for PB		293,276	0.29	0.16	105,200
Meme Addict AB		293,185	0.29	0.16	
Spelfisken AB		293,185	0.29	0.16	
Amyril AB		293,185	0.29	0.16	
Grillus Janus Invest AB		293,185	0.29	0.16	
Vedtraven Finans AB		293,185	0.29	0.16	
Hippies With Attitude AB		293,185	0.29	0.16	
Long Name Holding AB		293,185	0.29	0.16	
Stefan Spel & Bry AB		293,185	0.29	0.16	
Fondita Fonder		290,000	0.28	0.16	-40,000
Consensus Asset Management AB		287,995	0.28	0.16	-394
<b>TOTAL TOP 40</b>	<b>9,000,000</b>	<b>80,018,346</b>	<b>86.8</b>	<b>92.6</b>	
<b>OTHER</b>	<b>0</b>	<b>13,549,628</b>	<b>13.2</b>	<b>7.4</b>	
<b>TOTAL</b>	<b>9,000,000</b>	<b>93,567,974</b>	<b>100.0</b>	<b>100.0</b>	

1) Lars Wingefors AB and Lars Wingefors 2 AB, controlled to 100% by CEO Lars Wingefors.

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

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

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

5) Koch Media Holding GmbH (previously the parent company of the Koch Media Group), owned partly by Klemens Kundratitz, CEO and Co-Founder of the Koch Media Group.

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

7) 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.



### 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 who may be contacted at: [info@fnca.se](mailto:info@fnca.se) or +46-8-528 00 399

### 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 most recent 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 Extended Financial Year 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, April-June 2019	14 August 2019
Interim Report, April-September 2019	14 November 2019
Interim Report, April-December 2019	19 February 2020
Full Year Report 2019/2020	20 May 2020

The Annual General Meeting 2019 will be held on 17 September 2019. The Annual Report will be published on 27 August 2019 on the company's webpage and at the same time made available in the Company's headquarter in Karlstad.

### FOR MORE INFORMATION

There is more information about the Company at its website: [www.thqnordic-investors.com](http://www.thqnordic-investors.com)

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

### SIGNATURES AND ASSURANCE

The Board of Directors and the Chief Executive Officer offer their assurance that this Extended Financial Year 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, 22 May 2019

Kicki Wallje-Lund  
*Chairman of the board*

Ulf Hjalmarsson

Jacob Jonmyren

Erik Stenberg

Lars Wingefors  
*Chief Executive Officer*

*This Extended Financial Year 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 06:00 CET on 22 May.*

## CONSOLIDATED INCOME STATEMENT

SEK m	Jan-Mar 2019	Jan-Mar 2018	Jan 2018- Mar 2019	Jan-Dec 2017
Net sales	1,630.5	632.9	5,754.1	507.5
Work performed by the Company for its own use and capitalized	116.1	57.6	475.2	79.6
Other operating income	115.8	34.0	333.3	2.7
<b>Total operating income</b>	<b>1,862.4</b>	<b>724.6</b>	<b>6,562.6</b>	<b>589.8</b>
<b>Operating expenses</b>				
Goods for resale	-741.3	-319.9	-3,260.7	-147.7
Other external expenses	-291.4	-74.5	-868.0	-75.2
Personnel expenses	-211.1	-104.3	-841.2	-94.1
Depreciation, amortization and impairment of property, plant and equipment and intangible assets	-446.6	-118.7	-1,018.0	-84.4
Other operating expenses	-	-	-	-0.2
<b>Total operating expenses</b>	<b>-1,690.4</b>	<b>-617.3</b>	<b>-5,987.9</b>	<b>-401.6</b>
<b>Operating profit</b>	<b>172.0</b>	<b>107.3</b>	<b>574.6</b>	<b>188.2</b>
<i>Profit from financial items</i>				
Other interest income, etc.	0.4	-	3.4	-
Other interest expenses, etc.	-9.7	-9.2	-32.6	-6.2
<b>Total financial items</b>	<b>-9.2</b>	<b>-9.2</b>	<b>-29.2</b>	<b>-6.2</b>
<b>Profit after financial items</b>	<b>162.7</b>	<b>98.0</b>	<b>545.4</b>	<b>182.0</b>
<b>Profit before tax</b>	<b>162.7</b>	<b>98.0</b>	<b>545.4</b>	<b>182.0</b>
Tax	-59.7	-16.9	-148.6	-42.8
<b>Net profit for the period</b>	<b>103.0</b>	<b>81.1</b>	<b>396.8</b>	<b>139.2</b>
<i>Attributable to:</i>				
Equity holders of the parent	103.5	81.1	397.4	139.2
Non-controlling interests	-0.5	-	-0.6	-
Earnings per share, SEK	1.10	1.02	4.68	1.88
Average number of outstanding shares, million	94	79	85	74

## CONDENSED CONSOLIDATED BALANCE SHEET

SEK m	31 Mar 2019	31 Mar 2018	31 Dec 2017
Intangible assets	3,707.0	1,899.2	571.1
Property, plant equipment	155.6	33.3	8.1
Financial assets	196.2	195.2	2.8
Inventories	322.9	146.2	30.1
Current receivables	1,297.3	590.5	90.2
Cash and bank balance	2,929.1	98.7	626.5
<b>Total assets</b>	<b>8,608.2</b>	<b>2,963.1</b>	<b>1,328.8</b>
Share capital	0.9	0.7	0.7
Other capital reserves	5,053.6	811.1	811.1
Recognized profit including profit for the period	658.3	374.8	261.5
Provisions	666.5	338.7	40.7
Non-current liabilities	211.3	-	-
Current liabilities	2,017.7	1,437.8	214.8
<b>Total liabilities and equity</b>	<b>8,608.2</b>	<b>2,963.1</b>	<b>1,328.8</b>
Interest-bearing receivables amount to	2,929.1	98.7	626.5
Interest-bearing liabilities amount to	918.1	252.6	109.8

## CONSOLIDATED STATEMENT OF CHANGES IN EQUITY

SEK m	Share capital	Other paid-up capital	Other equity including net profit	Minority interest	Consolidated equity
<b>Amount as of 1 January 2018</b>	<b>0.7</b>	<b>811.1</b>	<b>261.5</b>	<b>0</b>	<b>1,073.2</b>
Translation difference	-	-	58.1	-	58.1
Share issue <sup>1)</sup>	0.2	4,165.1	-	-	4,165.5
Other	-	-	0.2	17.0	17.2
Actuarial reserve	-	-	2.1	-	2.1
Net profit	-	-	397.4	-0.6	396.8
<b>Amount as of 31 March 2019</b>	<b>0.9</b>	<b>4,976.2</b>	<b>719.3</b>	<b>16.4</b>	<b>5,712.9</b>

<sup>1)</sup> Share issue constitutes of rights issue of new shares SEK 4,233.9 m, cost of rights issue SEK -88.0 m and tax effects of the cost SEK 19.4 m.

## CONDENSED CONSOLIDATED CASH FLOW STATEMENT

SEK m	Jan-Mar 2019	Jan-Mar 2018	Jan 2018-Mar 2019	Jan-Dec 2017
<b>Cash flow from operating activities before changes in working capital</b>	<b>527.1</b>	<b>191.9</b>	<b>1,440.0</b>	<b>249.5</b>
Change in working capital	250.1	507.9	-83.6	-70.4
<b>Cash flow from operating activities</b>	<b>777.2</b>	<b>699.8</b>	<b>1,356.4</b>	<b>179.1</b>
<b>Cash flow from investing activities</b>	<b>-620.9</b>	<b>-549.5</b>	<b>-2,546.6</b>	<b>-375.4</b>
<b>Cash flow from financing activities</b>	<b>1,849.2</b>	<b>-681.4</b>	<b>3,488.3</b>	<b>654.7</b>
<b>Cash flow for the period</b>	<b>2,005.5</b>	<b>-531.2</b>	<b>2,298.1</b>	<b>458.4</b>
Cash and cash equivalents at beginning of period	921.7	626.5	626.5	167.4
Translation difference in cash and cash equivalents	1.9	3.4	4.5	0.6
<b>Cash and cash equivalents at end of period</b>	<b>2,929.1</b>	<b>98.7</b>	<b>2,929.1</b>	<b>626.5</b>

## PARENT COMPANY INCOME STATEMENT

SEK m	Jan-Mar 2019	Jan-Mar 2018	Jan 2018- Mar 2019	Jan-Dec 2017
Net sales	62.1	69.4	416.4	244.9
Other operating income	8.7	5.4	13.2	3.3
<b>Total operating income</b>	<b>70.8</b>	<b>74.8</b>	<b>429.6</b>	<b>248.2</b>
<b>Operating expenses</b>				
Other external expenses	-5.9	-2.5	-19.9	-8.3
Personnel expenses	-1.2	-1.2	-6.3	-4.2
Depreciation, amortization and impairment of property, plant and equipment and intangible assets	-57.9	-42.3	-240.3	-69.1
<b>Total operating expenses</b>	<b>-65.1</b>	<b>-46.1</b>	<b>-266.6</b>	<b>-81.5</b>
<b>Operating profit</b>	<b>5.7</b>	<b>28.8</b>	<b>162.9</b>	<b>166.7</b>
Result from participations in Group companies	-71.0	-	-71.0	-1.4
Result from financial assets	2.2	6.6	8.5	-
Interest income, etc.	5.4	3.7	23.7	15.6
Interest expenses, etc.	-6.2	-16.0	-28.5	-6.1
<b>Total financial income/expenses</b>	<b>-69.5</b>	<b>-5.7</b>	<b>-67.3</b>	<b>8.2</b>
<b>Profit after financial items</b>	<b>-63.8</b>	<b>23.1</b>	<b>95.7</b>	<b>174.9</b>
<b>Appropriations</b>	<b>-66.5</b>	<b>-</b>	<b>-66.5</b>	<b>-45.1</b>
<b>Profit before tax</b>	<b>-130.3</b>	<b>23.1</b>	<b>29.2</b>	<b>129.8</b>
Tax	12.7	-5.1	-22.4	-28.9
<b>Net profit for the period</b>	<b>-117.6</b>	<b>18.0</b>	<b>6.8</b>	<b>100.8</b>

## CONDENSED PARENT COMPANY BALANCE SHEET

SEK m	31 Mar 2019	31 Mar 2018	31 Dec 2017
Intangible assets	234.6	217.3	171.3
Financial assets	2,171.0	1,173.1	240.1
Current receivables	406.3	312.5	225.9
Cash and bank balance	2,666.2	0.6	571.9
<b>Total assets</b>	<b>5,478.1</b>	<b>1,703.5</b>	<b>1,209.2</b>
Equity	5,143.3	994.4	971.3
Untaxed reserves	95.6	91.7	91.7
Provisions	3.6	3.6	3.6
Long-term liabilities	208.4	-	-
Current liabilities	27.1	613.8	142.5
<b>Total liabilities and equity</b>	<b>5,478.1</b>	<b>1,703.5</b>	<b>1,209.2</b>

## SELECTED KEY PERFORMANCE INDICATORS – GROUP

<b>Financial metrics defined or specified pursuant to Swedish Accounting Standards Board standards (BFNAR)</b>	<b>Jan-Mar 2019</b>	<b>Jan-Mar 2018</b>	<b>Jan 2018-Mar 2019</b>	<b>Jan-Dec 2017</b>
Net sales, SEK m	1,630.5	632.9	5,754.1	507.5
Operating profit, SEK m	172.0	107.3	574.6	188.2
Profit before tax, SEK m	162.7	98.0	545.4	182.0
Profit after tax, SEK m	103.0	81.1	396.8	139.2
Number of shares at end of period, thousands	102,568	79,236	102,568	79,236
Average number of outstanding shares, thousands	94,346	79,236	84,831	73,927
Average number of full-time employees in the period	1,218	577	1,042	143
Number of employees at the end of the period	1,353	1,006	1,353	233
<b>Alternative key performance indicators not defined or specified pursuant to BFNAR</b>	<b>Jan-Mar 2019</b>	<b>Jan-Mar 2018</b>	<b>Jan 2018-Mar 2019</b>	<b>Jan-Dec 2017</b>
Net sales growth, %	158	673	1,034	68
EBITDA, SEK m	618.6	225.9	1,592.6	272.6
EBITDA margin, %	38	36	28	54
Operational EBIT, SEK m	395.9	124.9	897.1	202.3
EBIT, SEK m	172.0	107.3	574.6	188.2
EBIT margin, %	11	17	10	37
Amortization of IP rights, SEK m	-165.6	-4.1	-198.9	-14.1
Equity/assets ratio, %	66	40	66	81
Earnings per share, SEK	1.10	1.02	4.68	1.88
Dividend per share, SEK	-	-	-	-
<i>Derivation of the alternative KPIs, operational EBIT and EBITDA</i>				
<b>EBIT, SEK m</b>	<b>172.0</b>	<b>107.3</b>	<b>574.6</b>	<b>188.2</b>
Amortization expenses added back to Operational EBIT				
- Goodwill, SEK m	42.9	1.2	75.1	-
- Intellectual property (IP) rights, SEK m	165.6	4.1	198.9	14.1
- Surplus value of Partner Publishing and Film, SEK m	15.4	12.2	48.5	-
<b>Operational EBIT, SEK m</b>	<b>395.9</b>	<b>124.9</b>	<b>897.1</b>	<b>202.3</b>
- Other depreciation and amortization expenses, SEK m	222.7	101.0	695.5	70.3
<b>EBITDA, SEK m</b>	<b>618.6</b>	<b>225.9</b>	<b>1,592.6</b>	<b>272.6</b>



## DEFINITIONS OF ALTERNATIVE KPIS

THQ Nordic's definitions of a number of alternative KPIS used in this Extended Financial Year 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 company has chosen to disclose operational EBIT in order to provide a fair picture of the underlying operational performance. This alternative key performance metric excludes amortization of acquisition-related goodwill, surplus values of specific business areas (currently Partner Publishing and Film) and IP values (trademarks, patents, copyrights etc.). 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.

### DEFINITIONS OF KPIS, GROUP

<b>Earnings per share</b>	Profit after tax divided by the average number of shares in the period
<b>EBIT margin</b>	EBIT as a percentage of net sales
<b>EBITDA</b>	Earnings before interest taxes, depreciation and amortization
<b>EBITDA margin</b>	EBITDA as a percentage of net sales
<b>Equity/assets ratio</b>	Equity as a percentage of total assets
<b>Net sales growth</b>	Net sales for the current period divided by net sales for the corresponding period of the previous year
<b>Operational EBIT</b>	EBIT excluding amortization of acquisition-related goodwill, surplus values of specific business areas and IP Values (trademarks, patents, copyrights etc).
<b>Operational EBIT margin</b>	Operational EBIT as a percentage of net sales.

# QUARTERLY INFORMATION BY CALENDAR YEAR

	2016					2017					2018					2019
	Q1	Q2	Q3	Q4	Full year	Q1	Q2	Q3	Q4	Full year	Q1	Q2	Q3	Q4	Full year	Q1
<b>Consolidated Group</b>																
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	1,272.7	1,380.6	4,123.6	1,630.5
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	214.8	326.4	974.0	618.6
Operational EBIT, SEK m	17.5	17.5	19.3	53.6	107.9	35.3	33.7	27.5	105.8	202.3	124.9	66.2	98.6	194.4	484.0	395.9
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	90.8	152.1	402.6	172.0
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	65.0	114.3	293.8	103.0
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	0.74	1.33	3.50	1.10
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	-740.1	455.0	579.2	777.2
Number of shares (A&B), adjusted, million	60.0	60.0	60.0	64.4	61.1	72.0	72.0	72.3	79.2	73.9	79.2	80.3	88.2	86.2	84.0	94.3
Sales growth, %	15%	42%	95%	30%	42%	90%	62%	9%	99%	68%	673%	878%	1,403%	441%	713%	158%
EBITDA, margin, %	54%	44%	33%	47%	44%	51%	46%	41%	61%	54%	36%	25%	17%	24%	24%	38%
Operational EBIT, margin, %	41%	33%	25%	42%	36%	43%	39%	32%	41%	40%	20%	8%	8%	14%	12%	25%
EBIT, margin, %	33%	27%	21%	39%	31%	39%	35%	28%	40%	37%	17%	6%	7%	11%	10%	11%
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	377.5	542.3	1,604.4	889.0
Gross Margin, %	69%	66%	53%	60%	61%	70%	72%	65%	73%	71%	50%	44%	30%	39%	39%	55%
<b>Net sales per business area</b>																
Games - THQ Nordic, SEK m	43.1	52.7	77.9	128.2	301.9	81.9	85.6	84.7	255.4	507.5	134.5	145.5	124.2	351.9	756.1	142.8
Games - Deep Silver, SEK m	-	-	-	-	-	-	-	-	-	-	256.5	338.2	251.8	186.7	1,033.2	794.4
Games - Coffee Stain, SEK m	-	-	-	-	-	-	-	-	-	-	-	-	-	13.9	13.9	97.7
Partner Publishing/Film, SEK m	-	-	-	-	-	-	-	-	-	-	241.9	353.8	896.6	828.1	2,320.4	595.6
<b>Net sales split – business area Games</b>																
Owned titles, %	86%	73%	56%	73%	71%	67%	76%	74%	82%	77%	34%	39%	50%	72%	50%	84%
Publishing titles, %	14%	27%	44%	27%	29%	33%	24%	26%	18%	23%	66%	61%	50%	28%	50%	16%
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	187.9	396.0	906.5	870.5
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	188.1	156.5	896.7	164.4
New releases current FY, %	0%	24%	51%	56%	41%	36%	20%	48%	86%	61%	63%	53%	47%	49%	53%	75%
Backcatalogue, %	100%	76%	49%	44%	59%	64%	80%	52%	14%	39%	37%	47%	53%	51%	47%	25%
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	175.2	268.4	948.1	781.0
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	200.8	284.1	855.1	253.9
New releases sales by each quarter, %	0%	24%	37%	36%	-	36%	16%	39%	74%	-	63%	20%	31%	58%	-	75%
Backcatalogue, %	100%	76%	63%	64%	-	64%	84%	61%	26%	-	37%	80%	69%	42%	-	25%
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	117.3	320.7	-	781.0
Backcatalogue, SEK m	43.1	40.1	49.1	82.0	-	52.4	71.9	51.0	65.1	-	144.9	385.6	258.6	231.8	-	253.9
Physical sales, %	48%	39%	49%	58%	51%	49%	31%	44%	60%	50%	62%	50%	48%	59%	55%	39%
Digital sales, %	52%	61%	51%	42%	49%	51%	69%	56%	40%	50%	38%	50%	52%	41%	45%	61%
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	178.9	324.0	987.8	406.8
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	197.0	228.5	814.9	628.1
<b>Depreciation</b>																
Game development	-5.5	-5.6	-6.0	-7.1	24.3	-6.3	-5.6	-6.5	-43.4	-61.8	-65.5	-112.1	-85.8	-96.3	-359.7	-192.2
Other intangible assets (Film etc.)	-	-	-	-	-	-	-	-	-	-	-32.5	-24.1	-25.8	-30.4	-112.8	-24.7
<i>Acquisition-related depreciation</i>																
IP-rights	-3.3	-3.3	-3.3	-3.0	-13.0	-3.4	-3.4	-3.5	-3.8	-14.1	-4.1	-3.0	-2.8	-4.3	-14.2	-165.6
Surplus value Film & Partner Publishing	-	-	-	-	-	-	-	-	-	-	-12.3	-9.5	-2.8	-10.3	-34.9	-15.4
Goodwill	-	-	-	-	-	-	-	-	-	-	-1.2	-1.2	-2.2	-27.6	-32.2	-42.9
<b>Investments</b>																
External game development and 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	131.8	166.7	527.8	189.1
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	102.0	105.9	359.0	116.1
Other intangible assets	-	-	-	-	-	-	-	-	10.6	10.6	11.6	30.8	17.9	30.5	90.8	20.0
IP-rights	2.8	-	-	19.8	22.6	-	-	3.8	-	3.8	-	0.2	21.6	10.6	32.4	0.4
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	50.1	162.2	382.6	220.4
<b>Other KPIs</b>																
Total Game Dev projects	N/A	N/A	29	27	-	32	30	29	36	-	54	51	55	77	-	80
Announced Game Dev projects	N/A	N/A	8	7	-	14	13	13	12	-	19	17	20	29	-	32
Unannounced Game Dev projects	N/A	N/A	21	20	-	18	17	16	24	-	35	34	35	48	-	48
Total internal game developers	N/A	N/A	69	68	-	78	82	163	178	-	536	565	608	613	-	860
Total external game developers	N/A	N/A	270	264	-	282	306	261	229	-	714	692	740	871	-	807
Total internal employees, non-development	N/A	N/A	38	40	-	44	44	45	55	-	470	486	554	529	-	541
Total number headcounts	N/A	N/A	377	372	-	404	432	469	462	-	1,720	1,743	1,902	2,013	-	2,208



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