



Funcom

Update on the games

Disclaimer – forward looking statements

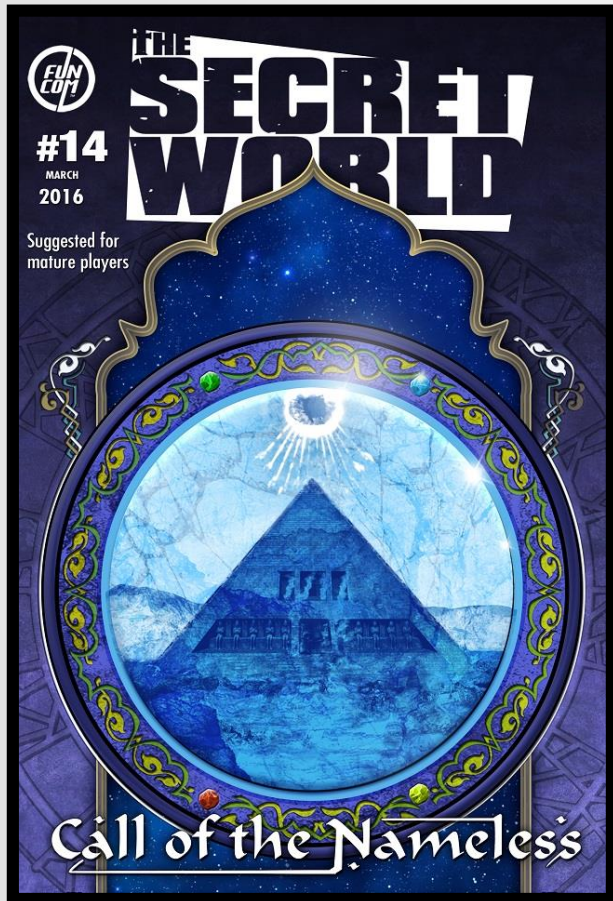


This presentation contains forward-looking statements that involve risks and uncertainties. All statements other than statements of historical facts are forward-looking. You should not place undue reliance on these forward-looking statements for many reasons.

These forward-looking statements reflect current views with respect to future events and are by their nature subject to significant risk and uncertainties because they relate to events and depend on circumstances that will occur in future. There are a number of factors that could cause actual results and developments to differ materially from those expressed or implied by these forward-looking statements.

Although we believe that the expectations reflected in the forward-looking statements are reasonable, we cannot assure you that our future results, level of activity or performance will meet these expectations. Moreover, neither we nor any other person assumes responsibility for the accuracy and completeness of the forward-looking statements. Unless we are required by law to update these statements, we will not necessarily update any of these statements after the date of this presentation, either to conform them to actual results or to changes in our expectations.

THE SECRET WORLD

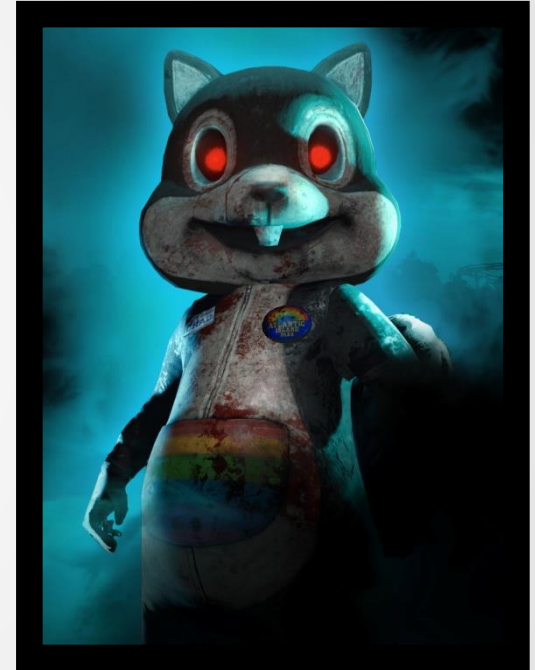


- Released Issue 14 “Call of the Nameless” that sent players on a brand new epic adventure with six new missions in Egypt.
- Launched the new Membership Program that greatly increased the rewards for being a subscriber, including the new Loyalty Rewards program.
- Introduced the Group Finder social feature, which allows players to be automatically paired with other adventurers as they face the most difficulty challenges in The Secret World.
- Released a new PvP map “Shambala”. For the first time players can battle against their own faction in this brand new 10 versus 10 PvP scenario.

THE PARK



- Released for the Xbox One and PlayStation 4 platforms on May 3rd .
- Initial sales figures indicate higher sales on the console platforms than on PC.
- The project's non-revenue related goals were met successfully:
 - Adapting to short development cycles and small budgets to allow for quick experimentation;
 - Generating high amounts of press and community attention without a marketing budget;
 - Learning a new technology (Unreal Engine 4) and starting to integrate it to the *Dreamworld Technology* engine;
 - Leverage the assets and content from *The Secret World* to speed up development of other products;
 - Grow the value of *The Secret World* IP by creating more products connected to it.
 - Release a game on the current generation of Console platforms to learn about their development, marketing and publishing processes





- First Person Open World Survival game set in the world of Conan the Barbarian
- Online Multiplayer game played on dedicated servers that can be hosted by us or individual users with optional Single Player mode
- Premium/“Buy to play” business model
- Started full production in January 2016
- Currently targeting a late summer 2016 “Early Access” release on PC/Steam, with console version to launch at a later stage
- Marketing and PR initiatives to roll out progressively, with most focus on generating attention close to the “Early Access” release.
 - Due to the nature of “Early Access” releases, attention will be generated mostly through community engagement and press activities. Paid marketing campaigns will not be undertaken for this initial release phase of the game

Other games



- For Age of Conan a new game director was announced. In addition we announced The Pitmaster's Arena, a new playfield where players can compete against each other and their pets to claim brand new rewards.
- For Anarchy Online we released a brand new adventure playfield "The Reck". The new area offers new daily missions aimed at adventurers between level 90 and 170.
- One game of the "smaller" type has passed internal prototyping and approval, and has moved into alpha production phase:
 - Based on "The Secret World" IP
 - Small multiplayer game built with Unreal Engine 4
 - Designed to experiment and innovate in a small niche market and build the internal competency of the North Carolina team in similar way to what The Park did for the Oslo team
 - Preliminarily scheduled for release on PC in Q4 2016
 - Due to the budget limitation and experimental focus, it is expected to have limited revenue impact.
- Another game of the "smaller" type is planned to start development later in 2016, based on the "Conan the Barbarian" IP





LAST SLIDE