

INVESTOR PRESENTATION



FUNCOM

AUGUST 2019



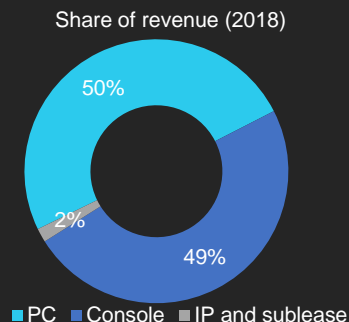
FUNCOM IN BRIEF

THE COMPANY

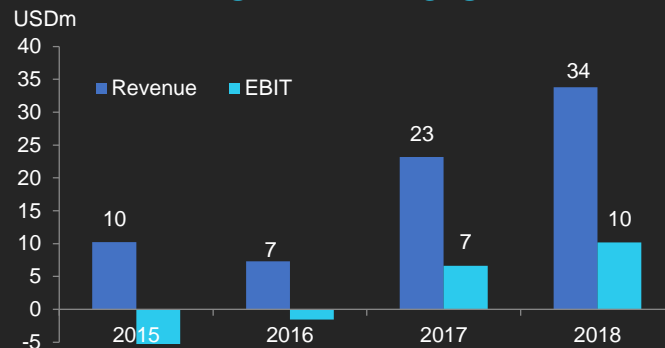
Norway and US based games developer and publisher focusing on online games and massive open world sandboxes for PC and consoles

Founded in 1993, listed on Oslo Stock Exchange since 2005

SEGMENTS



SUCCESSFUL TURNAROUND



LOCATIONS AND STAFF



GAMES PORTFOLIO OVERVIEW



Conan
Unconquered
PC Release: Q2 2019

[Trailer](#)



Mutant Year Zero:
Road To Eden
Release: 2018
PC XBOX PS4

[Trailer](#)



Conan Exiles
Release: 2017
PC XBOX PS4

[Trailer](#)



Secret World
Legends
PC Relaunch: 2017



Age Of Conan
Release: 2008
PC



Anarchy Online
Release: 2001
PC



STRATEGIC SHIFT BEHIND THE SUCCESSFUL TURNAROUND

IP Royalties

Publishing externally
developed games

Console games - internal

Xbox and PS4

PC games – internal

From 3-7 yr development time... → ...to 1-2 yr development time
From 1 game in development at a time... → ...to 2 internal games in development at a time

2005-15

2016-17

2018-19

- More frequent launches
- More revenue streams
- More stable profits



BROADENING PORTFOLIO OF GAMES

CONAN



SECRET WORLD



The Longest Journey



Anarchy Online





CONAN EXILES

- Conan Exiles is a PC/Console Multiplayer Survival game
- Profitable within one week of the 31 January 2017 Early Access PC release
- 0.5 million units sold first month
- Sold 1 million units* before full launch on 8 May 2018 (including Xbox, launched on 16 August)
- Sold 1.4 million units* including retail sell-in by 1Q18 report, two weeks after full launch
- Successful Games as a Service business model with DLCs (downloadable content), Season passes, Steam Free Weekends etc

[Link to reveal trailer](#)

* PC refunds not
excluded





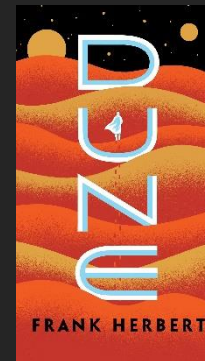
DUNE STRENGTHENING REACH TO A BROAD SET OF IPS

JOINT OPERATION



CONAN and 10+ lesser known IPs

EXCLUSIVE 6YR LICENSE



FULLY OWNED IP

SECRET WORLD



The Longest Journey

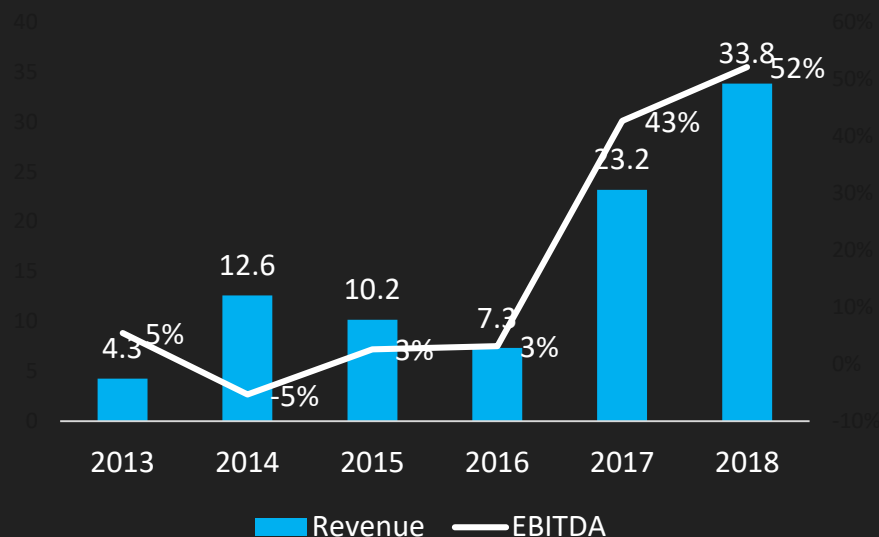


Anarchy Online



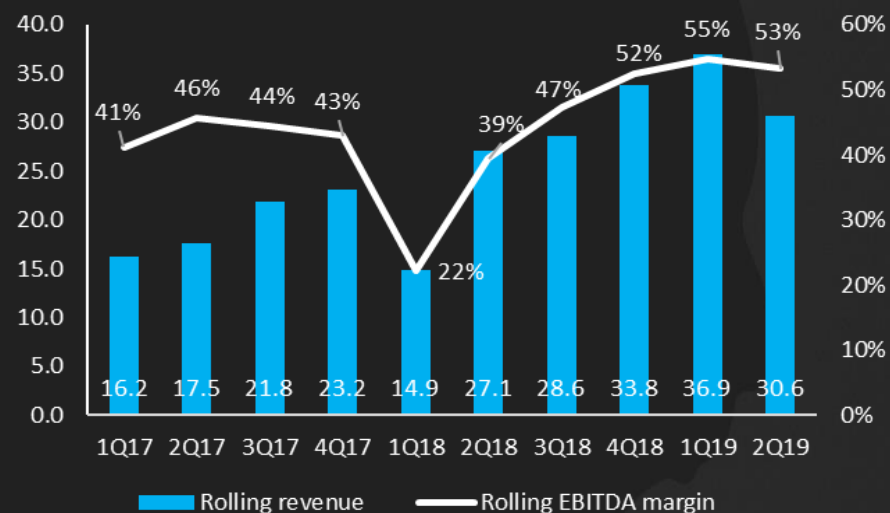
HIGH EBITDA MARGINS OVER TIME

Revenue (MUSD) and EBITDA margin



- 2017, 2018 most profitable years to date, turn around successful

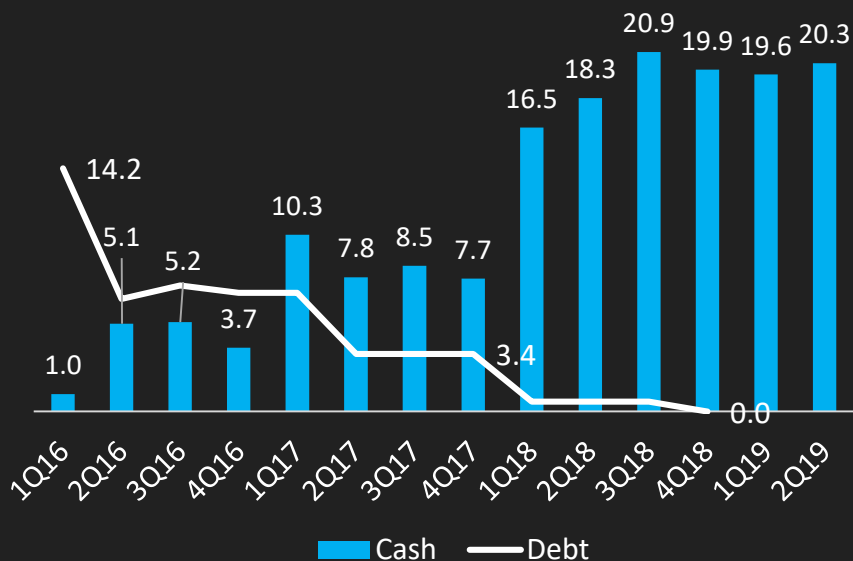
12mth rolling revenue (MUSD) and EBITDA margin



- Stable high margins encouraging sign of multi-launch strategy and Games as a service business model

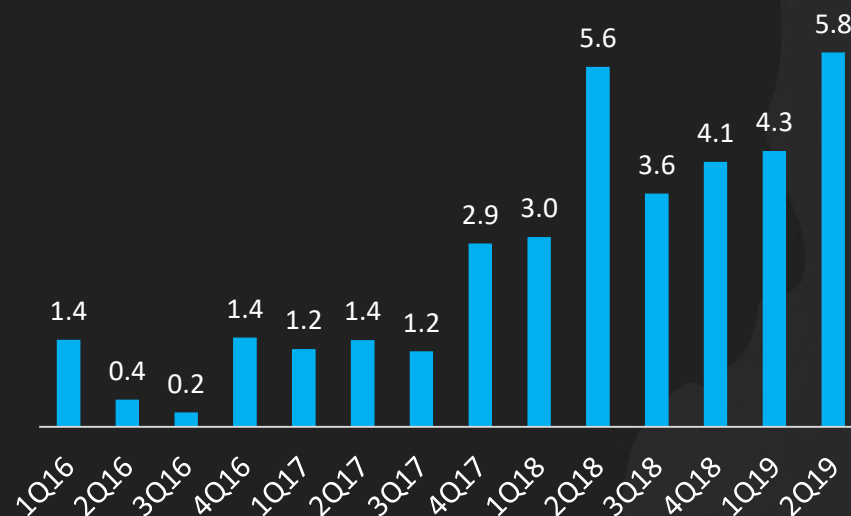
STABLE CASH POSITION WITH GROWING INVESTMENTS

Cash and debt (MUSD)



- Stable cash position

Investments (MUSD)



- Growing investments

NEW GAME – DUNE OPEN-WORLD

GENRE:

**OPEN-WORLD
MULTIPLAYER**

IP:

Frank Herbert's
DUNE

**DEVELOPMENT
STAGE:**

PRE-PRODUCTION

TIMELINE:

TBA

DEVELOPER:

FUNCOM OSLO

BUSINESS MODEL:

**PREMIUM
Game as a Service**

NEW GAME - CO-OP SHOOTER

CUSTOMIZATION

MATCHMAKING

PROGRESSION

GENRE:

MULTIPLAYER
CO-OP SHOOTER

IP:

MUTANT
CHRONICLES

DEVELOPMENT
STAGE:

PRODUCTION

TIMELINE:

2020

DEVELOPER:

FUNCOM INC

BUSINESS MODEL:

PREMIUM
Game as a Service

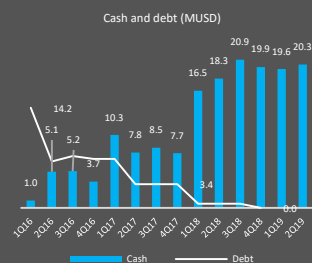
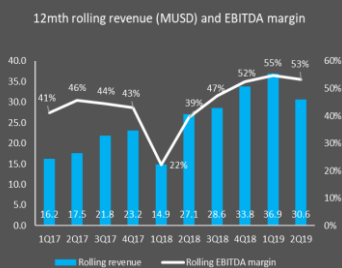


+2 Unannounced
publishing projects

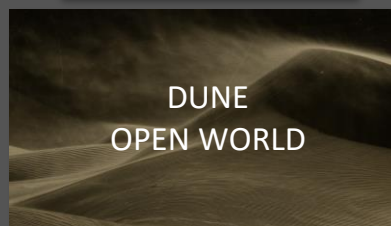
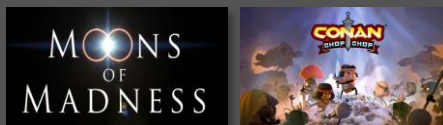
12 active projects in total: 6 new + 6 existing game projects

SUMMARY AND OUTLOOK

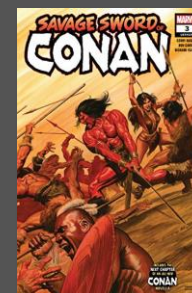
SOLID FINANCIALS



BROADENING PORTFOLIO



STRONG IPs FOR GAMES



JOIN US ON OUR JOURNEY!

CONTACT DETAILS



FUNCOM

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