



Destroy All Humans!

OPERATIONAL EBIT INCREASED 193% to SEK 204 MILLION

FIRST QUARTER, APRIL–JUNE 2019

(Compared to April–June 2018)

- > Net sales increased 36% to SEK 1,142.0 million [837.4].
- > EBITDA improved 88% to SEK 389.5 million [206.9], corresponding to an EBITDA margin of 34%.
- > Operational EBIT rose 193% to SEK 204.0 million [69.7] corresponding to an Operational EBIT margin of 18%.
- > Cash flow from operating activities amounted to SEK 441.3 million [164.5].
- > Earnings per share was SEK 0.52 [0.42].
- > Adjusted earnings per share was SEK 1.53 [0.58].

KEY PERFORMANCE INDICATORS, GROUP	Apr-Jun 2019	Apr-Jun 2018	Jan 2018-Mar 2019
Net sales, SEK m	1,142.0	837.4	5,754.1
EBITDA, SEK m	389.5	206.9	1,592.6
Operational EBIT, SEK m	204.0	69.7	897.1
EBIT, SEK m	81.2	52.5	574.6
Profit after tax, SEK m	52.8	33.4	396.8
Cash flow from operating activities, SEK m	441.3	164.5	1,356.4
Sales growth, %	36	878	1,034
EBITDA margin, %	34	25	28
Operational EBIT margin, %	18	8	16

In this report, all figures in brackets refer to the corresponding period of the previous year, unless otherwise stated.





CEO COMMENTS

OPERATIONAL EBIT INCREASED 193% TO SEK 204 MILLION

We started our financial year 2019-2020 with another stable growth quarter. Net sales increased 36% to SEK 1,142 million, driven by strong back catalog sales. Operational EBIT grew 193% to SEK 204 million, raising the Operational EBIT margin to 18% from 8%. The improved margin was driven by digital sales – which collectively rose to an average TTM of 58% across our three Games business areas. We generated SEK 441 million in cash flow from operations during the quarter and had close to SEK 3.2 billion in cash and cash equivalents at the end of the quarter.

During the quarter we signed additional deals of significant value relating to our upcoming game titles on digital subscription, streaming and download services on various platforms. Revenue recognition will begin when the games are released.

Collectively our three Games business areas - Deep Silver, THQ Nordic and Coffee Stain – achieved net sales of SEK 641 million in the quarter, representing year-over-year growth of 33% and 56% of our total net sales in the quarter. Back catalog sales, across the three Games business areas, drove the quarter's top line performance. All three operating groups contributed to the Group's Operational EBIT in the quarter.

Deep Silver's net sales grew 10% to SEK 373 million. The quarter's performance was highlighted by the continued strength of *Metro Exodus*.

THQ Nordic's net sales grew 27% to SEK 185 million. During the period Piranha Bytes, one of the leading RPG-developers and the creators of *ELEX* and *Gothic*, joined THQ Nordic GmbH. They are now working on an unannounced title.

Coffee Stain's net sales were SEK 83 million. Their performance in the quarter was notably driven by a successful Epic Games Store promotion of *Satisfactory*.

Partner Publishing grew net sales 42% to SEK 501 million, driven by several notable releases. Looking toward the September quarter, there will be notably fewer releases compared to the same period last year. While the physical market has headwinds – we see an opportunity for us to drive market share growth in this segment as publishers increasingly outsource their physical game distribution. After the quarter ended, Koch Media signed two notable agreements with larger independent developers regarding Partner Publishing in Europe and Australia. I am happy to confirm that one of these agreements is with our friends at Techland regarding their upcoming title, *Dying Light 2*.

The Partner Publishing business area grew with the three acquisitions: Gaya Entertainment GmbH in June and Game Outlet Europe AB and KSM GmbH after the end of the quarter.

After the end of the quarter, we have strengthened the Executive Management Team further by the appointment of Johan Ekström as Group CFO. Erik Stenberg, Co-Founder of THQ Nordic AB and its CFO up until now, was promoted to deputy Group CEO.

LOOKING AHEAD

I am excited about the way that we are positioned in this dynamic industry. In particular we have a strong pipeline of games in development at Deep Silver, THQ Nordic and Coffee Stain.

Our investments into our upcoming pipeline of releases from Deep Silver, THQ Nordic and Coffee Stain grew to a record SEK 356 million in the quarter as compared to SEK 208 million last year. This will drive the organic growth of our Games business areas over the coming years. Looking ahead we expect to have at least two major AAA-releases during the next financial year ending March 31, 2021. In total we have 81 games under development whereof 47 were still unannounced by end of the quarter.

I'm happy to share some new updates from some of our biggest studios at Deep Silver;

- > Volition is deep in development of a brand-new Saints Row game, the first full entry in this much loved series since *Saints Row IV* was released in 2013.
- > We have entrusted Dambuster Studios with the Dead Island franchise, bringing the development of this key franchise to one of our internal studios. They are now leading the development of *Dead Island 2*.



Songs Of Conquest



Iron Harvest

- > Fishlabs is working on a new IP, as well as a number of unannounced projects. We're excited to see Fishlabs grow as a major talent within our internal studio system.
- > Last year Deep Silver acquired the much-loved *TimeSplitters* IP. We're delighted to announce that one of the series' creators, Steve Ellis, has joined us to help plot the future course for this franchise.

THQ Nordic announced three new titles, *SpongeBob – Battle for Bikini Bottom*, *Destroy all Humans!* and *Darksiders Genesis*, at this year's Electronic Entertainment Expo (E3). All three titles were well received. I'm happy that this will bring new content to the gaming community based on some of the most beloved properties from the THQ Inc portfolio.

Coffee Stain had a well-received announcement of the two upcoming PC titles, the turn-based classic adventure *Songs of Conquest* developed by Lavapotion in Gothenburg and the ghostly hide-and-seek multiplayer game *Midnight Ghost Hunt* developed by Vaulted Sky Games.

We continue to execute on our M&A strategy by carrying out extensive scouting, research and pro-active engagement. The pipeline of suitable companies to join our family is growing – both within each operating group – as well as candidates to become a new operating group under the Parent Company.

We have a solid game release schedule and many marketing activities ahead – most notably Gamescom that will take place next week. Again, I would like to send my thanks to all of our customers, colleagues, and business partners for contributing to the prosperity and success of our family. We are now close to 2,500 people that daily make it all happen.

I'm looking forward to our most exciting years ever ahead of us. I hope to see you soon, all the best regards from all of us at the head office in Värmland.

AUGUST 14, 2019, KARLSTAD, SWEDEN

LARS WINGEFORS
FOUNDER & CEO



FINANCIAL PERFORMANCE, FIRST QUARTER, APRIL – JUNE 2019

CONSOLIDATED NET SALES

Consolidated net sales for the quarter were up 36% to SEK 1,142.0 million [837.4]. The increase can mainly be attributed to the addition of Coffee Stain and a solid contribution from the back catalog.

CONSOLIDATED EXPENSES

Expenses were SEK 1,236.9 million [907.6] in the quarter. Cost of goods sold was SEK 528.0 million [465.9]. Cost of goods sold includes cost of replication, license fees and royalties. Other external expenses were SEK 177.5 million [120.1], which consist mainly of cost of marketing and a lower share of administrative overheads. Personnel expenses were SEK 223.1 million [167.1].

The year-over-year increase in other external expenses and personnel expenses amounts to SEK 113.4 million and is primarily attributed to increased investments in our gaming portfolio (+SEK 37.7 million). The net increase excluding capitalized game development amounts to SEK 75.7 million and is mainly driven by increased overhead to accompany our growing games portfolio as well as increased general & administration expenses to further strengthen our corporate capabilities.

Depreciation and amortization expenses were SEK 308.3 million [154.4] where 301.6 million relates to intangible assets and 6.7 million to tangible fixed assets. SEK 162.4 million of the depreciations related to intangible assets are depreciations on Finished games and SEK 16.5 million concerns mainly film rights. A total of SEK 122.8 million regards acquisition related depreciations where 69.1 million concerns IP-rights, SEK 45.5 million Goodwill and SEK 8.2 million surplus values related to Partner Publishing and Film.

CONSOLIDATED EARNINGS

The Group's EBITDA for the quarter increased 88% to SEK 389.5 million [206.9], which was largely attributed to increased revenue and improved gross margin, where the latter is mainly explained by a favorable shift in sales-mix.

Operational EBIT for the quarter was up 193% to SEK 204.0 million [69.7]. EBIT increased 55% in the quarter to SEK 81.2 million [52.5]. Profit after financial items was SEK 83.3 million [48.6] for the quarter. Profit after tax was SEK 52.8 million [33.4].

CONSOLIDATED CASH FLOW AND FINANCIAL POSITION

Cash flow from operating activities before changes in working capital for the quarter was SEK 306.0 million [136.7]. 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 441.3 million [164.5]. It should be noted that the Group has not utilized any forfeiting as per 30 June 2019. As per 31 March 2019 the corresponding amount was SEK 51.4 million. The decrease of SEK 51.4 million has reduced Cash Flow from operating activities in the period.

Cash flow from investing activities was SEK -394.2 million [-346.6], where the majority relates to game development for our upcoming pipeline.

Cash flow from financing activities amounted to SEK 183.2 million [1,596.5].

Cash and cash equivalents at the end of the period were SEK 3,159.0 million compared to SEK 2,929.1 million as of 31 March 2019. The Group also had unutilized credit facilities of SEK 1,511.9 million [1,592.0]. The Group's total available cash and unutilized credit facilities were SEK 4,670.9 million at the end of the quarter compared to SEK 4,521.1 million as of 31 March 2019. As per 30 June 2019 the Net Cash of the Group amounted to SEK 2,048.9 million compared to SEK 2,011.1 million as per 31 March 2019.



CONSOLIDATED CAPITAL EXPENDITURE, DEPRECIATION AND AMORTIZATION

In the quarter, the Group's investments in intangible assets amounted to SEK 378.0 million [238.5], mainly corresponding to capitalized expenditure for ongoing game development and film rights. Investments in property, plant and equipment amounted to SEK 10.6 million [113.3].

The company had intangible assets of SEK 3,818.6 million [2,028.1] at the end of the period, distributed as follows:

- > Finished completed games of SEK 427.0 million
- > Ongoing game development projects of SEK 1,280.4 million
- > Other intangible assets [film etc.] of SEK 163.1 million
- > IP-rights of SEK 1,000.2 million
- > Surplus value Film & Partner publishing of SEK 161.4 million
- > Goodwill of SEK 786.5 million

Amortization of intangible assets in the first quarter was SEK 301.6 million [149.8]. Depreciation of property, plant and equipment amounted to SEK 6.7 million [4.6].

PARENT COMPANY

The Parent Company's net sales for the quarter were SEK 101.2 million [67.7] and profit before tax was SEK 27.7 million [24.1]. Profit after tax was SEK 21.6 million [18.8].

Cash and cash equivalents as of 30 June 2019 were SEK 2,460.2 million [1,419.3].

Investments in intangible assets in the quarter were SEK 131.2 million [7.0]. The Parent Company's equity at the end of the period was SEK 5,164.5 million [2,556.6].



OPERATIONAL OVERVIEW BY BUSINESS AREA

Business area Games – THQ Nordic

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

Title	Publishing Label	IP Owner	Platforms	Channels
<i>Darksiders Warmastered Edition</i>	THQ Nordic	Own	Switch	On- and Offline
<i>Fade to Silence</i>	THQ Nordic	Own	PC, PS4, Xbox One	On- and Offline
<i>Titan Quest – Atlantis [Addon]</i>	THQ Nordic	Own	PC	Online
<i>SpellForce 3 – Soul Harvest [Addon]</i>	THQ Nordic	Own	PC	Online
<i>Battle Worlds: Kronos</i>	THQ Nordic	External	Switch	On- and Offline
<i>Monster Jam – Steel Titans</i>	THQ Nordic	External	PC, PS4, Xbox One	On- and Offline
<i>Chessfinity</i>	Handy Games	External	Android, iOS	Online

Net sales of Business area Games - THQ Nordic increased 27% to SEK 185.1 million, with several titles driving revenue in the quarter. Notable back catalog sales including a license and IP deal for an unutilized midsized game title drove the quarter's performance. Sales of the *Darksiders* franchise remained stable fueled by the release of *Darksiders Warmastered Edition* for Switch. Other revenue drivers in the quarter were *Monsterjam - Steel Titans* that was well received in the US and Australia, and *Fade to Silence*, although the latter did not meet management's expectations. The two add-ons *Titan Quest - Atlantis* and *SpellForce 3 - Soul Harvest* also contributed to the quarter's revenue and in addition, generated back catalog sales of those franchises.

THQ Nordic GmbH made three title announcements during the E3 trade-show, all receiving positive reactions: *SpongeBob - Battle for Bikini Bottom, Destroy all Humans!* and *Darksiders Genesis*.

During the quarter, the development studio Piranha Bytes and all of its IP-rights was acquired. Piranha Bytes is the developer behind the critically acclaimed game series *Gothic*®, *Risen*® and *ELEX*® and has been a long-term developing partner to THQ Nordic. The acquisition adds a strong portfolio of IPs and an exciting new game to the pipeline.

Business area Games – Coffee Stain

Net sales of Business area Games - Coffee Stain were SEK 82.8 million. Revenue was primarily driven by continuing positive sales performance of *Satisfactory* on Epic Games Store. The game has continued to exceed management's expectations at the time of the recent acquisition of Coffee Stain. The rest of the portfolio also continued to perform well, led by *Deep Rock Galactic*.

Coffee Stain will continue development and improvements on *Satisfactory*, and recently released a major content update called *Trains & Nuclear*. The team has great momentum and has proven its ability to develop and publish quality content that appeals to the market. During the quarter, Coffee Stain signed two unannounced investment and publishing agreements with two different Scandinavian developers.



Business area Games – Deep Silver

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

Title	Publishing Label	IP Owner	Platforms	Channels
<i>Saints Row the Third</i>	Deep Silver	Own	Switch	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 (DLC)</i>	Deep Silver	Own	PC, PS4, Xbox One	On- and Offline
<i>Persona Q2</i>				
<i>New Cinema Labyrinth</i>	Deep Silver	External	3DS	On- and Offline
<i>Car Mechanic Simulator</i>	Ravenscourt	External	PS4, Xbox One	Offline
<i>Zanki Zero: Last Beginning</i>	Ravenscourt	External	PS4	On - and Offline

Net sales of Business area Games - Deep Silver increased 10% to SEK 373.4 million, driven by the continuing sales performance of *Metro Exodus*, *Kingdom Come: Deliverance*, *Outward* and several other of Deep Silver's back catalog titles.

The continued success of *Metro Exodus* also generated significant back catalog sales of *Metro Redux*. Upcoming releases are being planned for two major DLC:s for *Metro Exodus* during the financial year; *The Two Colonels*, and *Sam's Story*, followed by a "Game Of The Year" edition in the next financial year.

Koch Media and Deep Silver are planning major consumer and trade presence together with THQ Nordic GmbH at Gamescom 2019, 20th – 24th August.

Business area Partner Publishing/Film

Net sales in the Partner Publishing business increased 42% to SEK 500.7 million in the quarter, mainly driven by the releases of *F1 2019* from Codemasters, *Team Sonic Racing* by Sega and *Total War: Three Kingdoms*, also by Sega. Other notable releases in the quarter were:

- > *World War Z* [Solutions2Go, developed by Saber Interactive]
- > *A Plague Tale: Innocence* [Focus Home Interactive, developed by Asobo].

Releases in the quarter ending September, include:

- > *Dragon Quest Builders 2* [Square Enix]
- > *Final Fantasy XIV Shadowbringers* [Square Enix]
- > *Wolfenstein Cyberpilot* [Bethesda]
- > *Wolfenstein Youngblood Deluxe Edition* [Bethesda]

The film business had a good start of the new financial year, due to stable physical and well performing digital business including new revenues via Amazon Prime. Overall, the business performed in line with management's expectations.

Acquisition of Gaya Entertainment GmbH

Gaya Entertainment GmbH is a leading European manufacturer of gaming-IP merchandise and collectibles across all product categories, partnering with forefront running IPs and trademarks. It was founded in 2006 by Andre and Marko Schmitz who will both remain with the company. In 2018, the company had Net Sales of EUR 6 million. With existing hard synergies by integration with Koch Media, the business is expected to give an overall contribution at least in line with the profitability in the rest of the Partner Publishing business.

Background and rationale: The transaction will strategically fit well with the Partner Publishing business, expanding its offering to both vendors and customers to meet the demand, especially for collection editions and merchandise outlets, as well as maximizing the value of the Group's growing IP portfolio.

Purchase price: 1 EUR for 100% of the shares. The purchase will not result in any acquisition-related goodwill.

The seller is Nordic Games Group AB, a company controlled by the founders of THQ Nordic AB, including 72% by Lars Wingefors. According to regulations for transactions with closely related parties, the decision was made by the three independent members of the Board of Directors of THQ Nordic AB.



Metro Exodus

ONGOING DEVELOPMENT AND UPCOMING RELEASES

The Company invested SEK 355.9 million in its growing development pipeline that will be driving growth and profitability in the coming years. By the end of the quarter, THQ Nordic, Deep Silver and Coffee Stain had 81 games in development, of which 47 titles are currently unannounced.

In total, the Group had 1,828 game developers by the end of the quarter (882 internal and 946 external).

ANNOUNCED RELEASES BUSINESS AREA GAMES AS OF AUGUST 14, 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 – Genesis</i>	THQ Nordic	Own	PS4, Xbox One, PC, Switch, Stadia	On- and Offline
<i>Darksiders 2 – Deathinitive Edition</i>	THQ Nordic	Own	Switch	On- and Offline
<i>Desperados 3</i>	THQ Nordic	Own	PC, PS4, Xbox One	On- and Offline
<i>Destroy all Humans! – Remake</i>	THQ Nordic	Own	PC, PS4, Xbox One	On- and Offline
<i>Pillars of Eternity II – Deadfire</i>	THQ Nordic	External	PS4, Xbox One, Switch	Offline
<i>Scarf</i>	THQ Nordic	Own	PC	Online
<i>SpongeBob – Battle for Bikini Bottom Rehydrated</i>	THQ Nordic	External	PS4, Xbox One, PC, Switch	On- and Offline
<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>A Rat’s Quest</i>	HandyGames	External	PS4, Xbox One, PC, Switch	Online
<i>El Hijo</i>	HandyGames	External	PC, PS4, Xbox One, Switch	Online
<i>One Hand Clapping</i>	Handy Games	External	PS4, Xbox One, PC, Switch	Online
<i>Spitlings</i>	HandyGames	External	PC, PS4, Xbox One, Switch	Online
<i>Through the Darkest of Times</i>	HandyGames	Own	PC, MAC	On- and Offline
<i>Townsmen VR</i>	HandyGames	Own	PC, PS4	Online
<i>Deep Rock Galactic</i>	Coffee Stain	External	PC, Xbox One	Online
<i>HuntDown</i>	Coffee Stain	External	PC, PS4, Xbox One, Switch, Mobile	Online
<i>Satisfactory</i>	Coffee Stain	Own	PC	Online
<i>Songs of Conquest</i>	Coffee Stain	Own	PC	Online
<i>Midnight Ghost Hunt</i>	Coffee Stain	External	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>Hunt: Showdown</i>	Deep Silver	External	PC, PS4, Xbox One	Offline
<i>Iron Harvest</i>	Deep Silver	External	PC, PS4, Xbox One	On- and Offline
<i>Metro Exodus – The Two Colonels (DLC)</i>	Deep Silver	Exclusive license	PC, PS4, Xbox One	On- and Offline
<i>Metro Exodus – Sam’s Story (DLC)</i>	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

For latest release dates please refer to above mentioned publishers.



Spellforce III

PARENT COMPANY

- > KPMG has been assigned as internal audit-partners.
- > The name-change of the Group and Parent Company is planned for announcement after the publication of this report and will be submitted as a proposal to the AGM.
- > The ESG/sustainability-work at Group level continued. The upcoming annual report to be published on August 27 will contain more information.
- > The Parent Company was further strengthened by additional recruitments in order to strengthen compliance, control and best practice processes.

OTHER INFORMATION

The proceedings by the European Commission regarding historic events of geo-blocking continues. The reservations made by the end of the quarter are assessed by management to cover all costs and fees that may arise. The company is fully committed to comply with all rules and regulations.

RELATED PARTY TRANSACTIONS

During the quarter:

- > Quantic Labs S.R.L.¹⁾ has invoiced THQ Nordic GmbH for QA-services amounting to SEK 4.4 million [2.1].
- > THQ Nordic GmbH has invoiced Game Outlet Europe AB¹⁾ for sold games amounting to SEK 0.5 million [6.1].
- > Gaya Entertainment GmbH²⁾ has invoiced Koch Media GmbH for merchandise sold amounting to SEK 0.5 million [-].
- > Gaya Entertainment GmbH²⁾ has invoiced THQ Nordic GmbH for merchandise sold amounting to SEK 3.0 million [-].
- > Quantic Labs S.R.L.¹⁾ has invoiced Koch Media GmbH for services amounting to SEK 0.1 million [-].
- > Game Outlet Europe AB¹⁾ has invoiced Koch Media GmbH for sold games amounting to SEK 0.1 million [-].

THQ Nordic AB also has a rental agreement with Lars Wingefors AB. THQ Nordic AB paid SE 0.0 million [0.2] in rent and an additional SEK 0.0 million [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.

¹⁾ 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.

²⁾ The Company was owned, until 5 June 2019, 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. From 5 June the Company is a part of THQ Nordic Group.

EVENTS AFTER THE END OF THE QUARTER

- > Johan Ekström was appointed Group CFO. He has an extensive background in accounting, reporting and financial control from previous positions at Crem International, Permobil and PwC. Erik Stenberg, Co-Founder of THQ Nordic AB and previously CFO, was promoted and appointed to a strategic role as deputy Group CEO.
- > Koch Media announced further expansion within the European Market with the opening of their Polish office in Warsaw. Industry veteran Maciek Turski will be heading up the Polish office. He will be supported directly from the Koch Media HQ in Munich, Germany, as well as the central finance and logistics centre in Höfen, Austria.
- > Michael Moll was hired as CFO at THQ Nordic GmbH in Vienna.
- > The operations and assets of Foxglove Studios AB have been sold to a company owned by the previous employees for a nominal amount. The reason for the sale is that the business has not been able to achieve sustained profitability.

During the period 1 July 2019 until 14 August 2019, the following titles were released:

Title	Publishing Label	IP Owner	Platforms	Channels
<i>Darksiders 3 – Keepers of the Void</i>	THQ Nordic	Own	PC, PS4, Xbox One	Online
<i>MX vs ATV All out! DLC</i>	THQ Nordic	Own	PC, PS4, Xbox One	Online
<i>Red Faction Guerrilla Re-mars-tered</i>	THQ Nordic	Own	Switch	On- and Offline
<i>Redeemer: Enhanced Edition</i>	Ravenscourt	External	PC, PS4, Xbox One, Switch	On- and Offline
<i>Battlechasers: Nightwar</i>	HandyGames	External	Mobile	Online



Desperados III

ACQUISITIONS AFTER THE END OF THE QUARTER

The Partner Publishing business area grew with the following acquisitions after the quarter-end:



Game Outlet Europe AB

Game Outlet Europe AB is an independent niche distributor of reprinted physical videogames, gaming hardware and retro-gaming hardware. It was founded in 1994 as the mail-order company Nordic Games by Lars Wingefors (and others). It is headquartered in Karlstad, Sweden and employs 13 FTEs with a passion for gaming related products, of which many have been onboard since the inception. In 2018, the company had Net Sales of SEK 90 million and EBIT of SEK 9.5 million.

Background and rationale: Creating shareholder value by acquisition of a stable, profitable company for a low multiple. The transaction will strategically complement and expand the Partner Publishing offering to vendors and customers.

Purchase price: SEK 10 million for 100% of the shares, corresponding to the proforma unrestricted equity in the company per 30 June 2019 and an implied EV/EBIT FY18 of 2.3 (including net debt).

The seller is Nordic Games Group AB, a company controlled by the founders of THQ Nordic AB, including 72% by Lars Wingefors. According to regulations for transactions with closely related parties, the decision was made by the three independent members of the Board of Directors of THQ Nordic AB.



KSM GmbH

KSM GmbH is one of the leading anime film providers in Germany. The seller is Benjamin Krause, who founded the company in 2002. It will be merged with Koch Films GmbH and thereby integrated into the current Koch Media business. In 2018, KSM GmbH had Net Sales of EUR 17.5 million and EBIT of EUR 1.9 million.

Background and rationale: Anime products are linked to gaming and therefore fit well into the Partner Publishing offering. Before the transaction, management made a strategic review of the Group's film business and concluded that a critical mass was needed in the film business to stay relevant and improve return on capital employed.

Purchase price: Specific transaction terms have not been disclosed but are similar to the proforma unrestricted equity. On net cash-flow basis, the purchase price is expected to be recouped within 3-4 years. Acquired assets mainly consists of a large film-rights catalog of more than 1,000 movies for both digital and physical distribution.



Iron Harvest

THE SHARE

OWNERS AS OF 30 JUNE 2019

Name	Class A shares	Class B shares	Share of capital, %	Share of votes, %	Change from 31 March 2019
					Class B shares
Lars Wingefors through companies ¹⁾	6,501,467	29,523,732	35.12	51.50	
Swedbank Robur Funds		9,316,268	9.08	5.08	71,989
Erik Stenberg through company ²⁾	1,407,724	6,392,600	7.61	11.15	
Handelsbanken Funds		6,124,283	5.97	3.34	-1,242,647
Mikael Brodén through company ³⁾	483,378	2,195,063	2.61	3.83	
AP1 Första AP-fonden		2,385,263	2.33	1.30	280,000
Didner & Gerge Funds		2,284,876	2.23	1.24	-30,000
Olsson Family and Foundation		2,200,000	2.15	1.20	
SEB Funds		2,082,019	2.03	1.13	590,085
Life Insurance Skandia		1,912,184	1.86	1.04	41,329
Avanza Pension		1,212,849	1.18	0.66	-205,619
Klemens Kreuzer through company ⁴⁾	201,784	916,321	1.09	1.60	
ODIN Fonder		1,000,000	0.97	0.54	
AP2 Andra AP-fonden		919,000	0.90	0.50	130,000
Martin Larsson		899,699	0.88	0.49	-13,886
Capital Group		875,000	0.85	0.48	212,427
Pelle Lundborg with family through company ⁵⁾	289,966	516,760	0.79	1.86	
Reinhard Pollice through company ⁶⁾	115,681	655,524	0.75	0.99	
Skandia Funds		733,581	0.72	0.40	-19,417
Rolf Lundström		650,000	0.63	0.35	
BlackRock		606,125	0.59	0.33	606,125
RAM Rational Asset Management		536,241	0.52	0.29	
Inwestbergh AB		533,437	0.52	0.29	
Chahine Capital		412,096	0.40	0.22	69,643
Koch Media Holding GmbH ⁷⁾		375,976	0.37	0.20	-611,989
Sensor Funds		360,451	0.35	0.20	
TIN Funds		360,000	0.35	0.20	138,000
Länsförsäkringar Funds		301,912	0.29	0.16	70,386
Knutsson Holdings AB		300,000	0.29	0.16	
Michael Knutsson		300,000	0.29	0.16	
Aktia Asset Management		299,530	0.29	0.16	15,000
Svenska Handelsbanken AB for PB		293,526	0.29	0.16	250
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	
TOTAL TOP 40	9,000,000	79,332,426	86.1	92.2	
OTHER	0	14,235,548	13.9	7.8	
TOTAL	9,000,000	93,567,974	100.0	100.0	

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

2) Xagonus AB, controlled to 100% by deputy Group CEO 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) Lumarisimo AB, controlled by Pelle Lundborg with family, co-founder of THQ Nordic.

6) Gigalomaniac Holding AB, controlled to 100% by Reinhard Pollice, Director of Business Development and Production, THQ Nordic GmbH.

7) 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.

Source: Monitor by Modular Finance. Compiled and processed data from various sources, including Euroclear, Morningstar and the Swedish FSA.



Wreckfest

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 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 BFAR 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 million unless otherwise stated. Rounding to the nearest million 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 Interim 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-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

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

SIGNATURES AND ASSURANCE

The Board of Directors and the Chief Executive Officer offer their assurance that this Interim 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, 14 August 2019

Kicki Wallje-Lund
Chairman of the board

Ulf Hjalmarsson

Jacob Jonmyren

Erik Stenberg

Lars Wingefors
Chief Executive Officer

This Interim 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 14 August 2019

CONSOLIDATED INCOME STATEMENT

SEK m	Apr-Jun 2019	Apr-Jun 2018	Jan 2018- Mar 2019
Net sales	1,142.0	837.4	5,754.1
Work performed by the Company for its own use and capitalized	131.1	93.5	475.2
Other operating income	44.9	29.2	333.3
Total operating income	1,318.1	960.1	6,562.6
Operating expenses			
Goods for resale	-528.0	-465.9	-3,260.7
Other external expenses	-177.5	-120.1	-868.0
Personnel expenses	-223.1	-167.1	-841.2
Depreciation, amortization and impairment of property, plant and equipment and intangible assets	-308.3	-154.4	-1,018.0
Other operating expenses	-	-	-
Total operating expenses	-1,236.9	-907.6	-5,987.9
Operating profit	81.2	52.5	574.6
<i>Profit from financial items</i>			
Other interest income, etc.	8.6	0	3.4
Other interest expenses, etc.	-6.6	-3.9	-32.6
Total financial items	2.1	-3.9	-29.2
Profit after financial items	83.3	48.6	545.4
Profit before tax	83.3	48.6	545.4
Tax	-30.5	-15.2	-148.6
Net profit for the period	52.8	33.4	396.8
<i>Attributable to:</i>			
Equity holders of the parent	53.2	33.4	397.4
Non-controlling interests	-0.4	-	-0.6
Earnings per share, SEK	0.52	0.42	4.68
Average number of outstanding shares, million	103	80	85

CONDENSED CONSOLIDATED BALANCE SHEET

SEK m	30 Jun 2019	30 Jun 2018	31 Mar 2019
Intangible assets	3,818.6	2,028.1	3,707.0
Property, plant equipment	160.4	145.4	155.6
Financial assets	177.9	206.2	196.2
Inventories	385.1	179.3	322.9
Current receivables	1,373.3	610.3	1,297.3
Cash and bank balance	3,159.0	1,513.7	2,929.1
Total assets	9,074.3	4,683.0	8,608.2
Share capital	0.9	0.7	0.9
Other capital reserves	4,975.7	2,357.3	4,976.2
Recognized profit including profit for the period	800.5	421.6	735.7
Provisions	589.4	319.3	666.5
Non-current liabilities	211.2	-	211.3
Current liabilities	2,496.6	1,584.0	2,017.7
Total liabilities and equity	9,074.3	4,683.0	8,608.2
Interest-bearing receivables amount to	3,159.0	1,513.7	2,929.1
Interest-bearing liabilities amount to	1,110.1	450.3	918.1

CONSOLIDATED STATEMENT OF CHANGES IN EQUITY

SEK m	Share capital	Other paid-up capital	Other equity including net profit	Minority interest	Consolidated equity
Amount as of 1 April 2019	0.9	4,976.2	719.3	16.4	5,712.9
Translation difference			12.2		12.2
Issue costs ¹⁾		-0.5			-0.5
Other			-0.2		-0.2
Net profit			53.2	-0.4	52.8
Amount as of 30 June 2019	0.9	4,975.7	784.5	16.0	5,777.1

¹⁾ Issue costs constitutes of cost of rights issue SEK -0.6 million and tax effects of the cost SEK 0.1 million.

CONDENSED CONSOLIDATED CASH FLOW STATEMENT

SEK m	Apr-Jun 2019	Apr-Jun 2018	Jan 2018-Mar 2019
Cash flow from operating activities before changes in working capital	306.0	136.7	1,440.0
Change in working capital	135.3	27.8	-83.6
Cash flow from operating activities	441.3	164.5	1,356.4
Cash flow from investing activities	-394.2	-346.6	-2,546.6
Cash flow from financing activities	183.2	1,596.5	3,488.3
Cash flow for the period	230.3	1,414.5	2,298.1
Cash and cash equivalents at beginning of period	2,929.1	98.7	626.5
Translation difference in cash and cash equivalents	-0.4	0.5	4.5
Cash and cash equivalents at end of period	3,159.0	1,513.7	2,929.1

PARENT COMPANY INCOME STATEMENT

SEK m	Apr-Jun 2019	Apr-Jun 2018	Jan 2018- Mar 2019
Net sales	101.2	67.7	416.4
Other operating income	-	1.1	13.2
Total operating income	101.2	68.7	429.6
Operating expenses			
Other external expenses	-4.5	-4.1	-19.9
Personnel expenses	-1.8	-1.2	-6.3
Depreciation, amortization and impairment of property, plant and equipment and intangible assets	-75.7	-43.4	-240.3
Total operating expenses	-82.0	-48.7	-266.6
Operating profit	19.3	20.1	162.9
Result from participations in Group companies	-	-	-71.0
Result from financial assets	2.0	2.7	8.5
Interest income, etc.	11.4	3.8	23.7
Interest expenses, etc.	-5.0	-2.5	-28.5
Total financial income/expenses	8.4	4.0	-67.3
Profit after financial items	27.7	24.1	95.7
Appropriations		-	-66.5
Profit before tax	27.7	24.1	29.2
Tax	-6.1	-5.3	-22.4
Net profit for the period	21.6	18.8	6.8

CONDENSED PARENT COMPANY BALANCE SHEET

SEK m	30 Jun 2019	30 Jun 2018	31 Mar 2019
Intangible assets	288.4	198.9	234.6
Financial assets	2,173.6	1,181.4	2,171.0
Current receivables	723.7	392.6	406.3
Cash and bank balance	2,460.2	1,419.3	2,666.2
Total assets	5,645.8	3,192.2	5,478.1
Equity	5,164.5	2,556.6	5,143.3
Untaxed reserves	95.6	91.7	95.6
Provisions	3.6	3.6	3.6
Long-term liabilities	211.2	-	208.4
Current liabilities	171.0	540.3	271.0
Total liabilities and equity	5,645.8	3,192.2	5,478.1

SELECTED KEY PERFORMANCE INDICATORS – GROUP

Financial metrics defined or specified pursuant to Swedish Accounting Standards Board standards (BFNAR)	Apr-Jun 2019	Apr-Jun 2018	Jan 2018-Mar 2019
Net sales, SEK m	1,142.0	837.4	5,754.1
Operating profit, SEK m	81.2	52.5	574.6
Profit before tax, SEK m	83.3	48.6	545.4
Profit after tax, SEK m	52.8	33.4	396.8
Number of shares at end of period, thousands	102,568	88,153	102,568
Average number of outstanding shares, thousands	102,568	80,331	84,831
Average number of full-time employees in the period	1,388	971	1,042
Number of employees at the end of the period	1,422	976	1,353
Alternative key performance indicators not defined or specified pursuant to BFNAR	Apr-Jun 2019	Apr-Jun 2018	Jan 2018-Mar 2019
Net sales growth, %	36	878	1,034
EBITDA, SEK m	389.5	206.9	1,592.6
EBITDA margin, %	34	25	28
Operational EBIT, SEK m	204.0	69.7	897.1
EBIT, SEK m	81.2	52.5	574.6
EBIT margin, %	7	6	10
Equity/assets ratio, %	64	59	66
Earnings per share, SEK	0.52	0.42	4.68
Adjusted earnings per share, SEK	1.53	0.58	7.78
Dividend per share, SEK	-	-	-
<i>Derivation of the alternative KPIs, operational EBIT and EBITDA</i>			
EBIT, SEK m	81.2	52.5	574.6
Amortization expenses added back to Operational EBIT			
- Goodwill, SEK m	45.5	1.2	75.1
- Intellectual property (IP) rights, SEK m	69.1	6.5	198.9
- Surplus value of Partner Publishing and Film, SEK m	8.2	9.5	48.5
Operational EBIT, SEK m	204.0	69.7	897.1
- Other depreciation and amortization expenses, SEK m	185.5	137.2	695.5
EBITDA, SEK m	389.5	206.9	1,592.6

DEFINITIONS OF ALTERNATIVE KPIS

THQ Nordic's definitions of a number of alternative KPIs used in this Interim 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 KPI's, GROUP

Adjusted Earnings per share	Profit after tax excluding non-operational depreciations and amortizations net of tax divided by the average number of shares in the period. Tax related to non-operational depreciations and amortizations calculated using the effective tax rate (no tax effect on goodwill amortizations).
Earnings per share	Profit after tax less non-controlling interest divided by the average number of shares in the period.
EBIT margin	EBIT as a percentage of net sales.
EBITDA	Earnings before interest taxes, depreciation and amortization.
EBITDA margin	EBITDA as a percentage of net sales.
Equity/assets ratio	Equity as a percentage of total assets.
Net sales growth	Net sales for the current period divided by net sales for the corresponding period of the previous year.
Non-operational Depreciation and Amortizations	Amortization of acquisition-related goodwill, surplus values of specific business areas and IP Values (trademarks, patents, copyrights etc).
Operational EBIT	EBIT excluding non-operational depreciations and amortizations.
Operational EBIT margin	Operational EBIT as a percentage of net sales.

DEFINITIONS, QUARTERLY INFORMATION

Depreciation	
Game development	Depreciation of finished game development projects - degressive depreciation over two years. 1/3 depreciation during month 1 to 3 following release, 1/3 depreciation in month 4 to 12 following release and the remaining 1/3 in month 13 to 24 following release.
Other intangible assets (Film etc)	The majority of other intangible assets (Film etc) relates to our film business and is depreciated based on actual sales in relation to expected sales of the relevant title.
IP-rights	Depreciation of IP rights related to Games - straight-line depreciation over five years.
Surplus value Film & Partner publishing	Depreciation of IP rights related to Partner Publishing/Film - straight-line depreciation over five years.
Goodwill	Depreciation of Goodwill - straight-line depreciation over five years.
Finalized and completed development	Total book value of finished game development projects (released games) during the quarter. Upon completion the released games are reclassified from On-going Game Development Projects to Finished Games and depreciation starts.
Internal game developers	Number of game developers (both employees and contractors) engaged in game development projects by studios that are owned by the group (internal studios).
External game developers	Number of game developers engaged in game development projects by studios that are not owned by the group (external studios).
Internal employees, non-development	Number of employees not directly engaged in game development (both employees and contractors).
External Studios	Number of external development studios engaged in game development projects.
Internal Studios	Number of internal development studios.
Number of IP:s	Number of IP:s owned by the group.
Net sales split – business area Games	
Owned titles	Net sales of game titles that are owned IP:s or titles that are controlled by the group.
Publishing titles	Net sales of game titles of IP:s the group does not own or control.
New releases sales by each quarter	Net sales of game titles that are released in the current quarter.
Back catalog	Net sales of game titles that are not released in the current quarter.
Physical sales	All net sales shipped physically.
Digital sales	All net sales not shipped physically.
Game development projects	Number of on-going game development projects financed by the group.

QUARTERLY INFORMATION BY CALENDAR YEAR

	2017					2018					2019	
	Jan-Mar	Apr-Jun	Jul-Sep	Oct-Dec	Full year	Jan-Mar	Apr-Jun	Jul-Sep	Oct-Dec	Full year	Jan-Mar	Apr-Jun
Consolidated Group												
Net sales, SEK m	81.9	85.6	84.7	255.4	507.5	632.9	837.4	1,272.7	1,380.6	4,123.6	1,630.5	1,142.0
EBITDA, SEK m	41.9	39.7	34.6	156.4	272.6	225.9	206.9	214.8	326.4	974.0	618.6	389.5
Operational EBIT, SEK m	35.3	33.7	27.5	105.8	202.3	131.4	69.7	103.4	196.8	501.3	395.9	204.0
EBIT, SEK m	31.9	30.3	24.0	102.0	188.2	107.3	52.5	90.8	152.1	402.6	172.0	81.2
Profit after tax, SEK m	23.5	23.2	19.0	73.4	139.2	81.1	33.4	65.0	114.3	293.8	103.0	52.8
Earnings per share, SEK	0.33	0.32	0.26	0.93	1.88	1.02	0.42	0.74	1.33	3.50	1.10	0.52
Adjusted Earnings per share, SEK	-	-	-	-	-	1.26	0.58	0.85	1.80	4.49	3.01	1.53
Cash flow from operating activities, SEK m	29.7	21.6	29.2	98.6	179.1	699.8	164.5	-740.1	455.0	579.2	777.2	441.3
Number of shares [A&B], adjusted, million	72.0	72.0	72.3	79.2	73.9	79.2	80.3	88.2	86.2	84.0	94.3	102.6
Sales growth, %	90%	62%	9%	99%	68%	673%	878%	1,403%	441%	713%	158%	36%
EBITDA, margin, %	51%	46%	41%	61%	54%	36%	25%	17%	24%	24%	38%	34%
Operational EBIT, margin, %	43%	39%	32%	41%	40%	20%	8%	8%	14%	12%	25%	18%
EBIT, margin, %	39%	35%	28%	40%	37%	17%	6%	7%	11%	10%	11%	7%
Gross Margin [Net sales-COGS], SEK m	57.4	61.3	54.9	186.2	359.8	313.0	371.6	377.5	542.3	1,604.4	889.0	614.1
Gross Margin, %	70%	72%	65%	73%	71%	50%	44%	30%	39%	39%	55%	54%
Net sales per business area												
Games - THQ Nordic, SEK m	81.9	85.6	84.7	255.4	507.5	134.5	145.5	124.2	351.9	756.1	142.8	185.1
Games - Deep Silver, SEK m	-	-	-	-	-	256.5	338.2	251.8	186.7	1,033.2	794.4	373.4
Games - Coffee Stain, SEK m	-	-	-	-	-	-	-	-	13.9	13.9	97.7	82.8
Partner Publishing/Film, SEK m	-	-	-	-	-	241.9	353.8	896.6	828.1	2,320.4	595.6	500.7
Net sales split – business area Games												
Owned titles, %	67%	76%	74%	82%	77%	34%	39%	50%	72%	50%	84%	80%
Publishing titles, %	33%	24%	26%	18%	23%	66%	61%	50%	28%	50%	16%	20%
Owned titles, SEK m	54.9	65.5	62.6	208.2	391.2	133.8	188.8	187.9	396.0	906.5	870.5	510.0
Publishing titles, SEK m	27.0	20.1	22.1	47.2	116.3	257.2	294.9	188.1	156.5	896.7	164.4	131.3
New releases sales by each quarter, %	36%	16%	39%	74%	-	63%	20%	31%	58%	-	75%	18%
Back catalog, %	64%	84%	61%	26%	-	37%	80%	69%	42%	-	25%	82%
New releases sales by each quarter, SEK m	29.5	13.7	33.7	190.2	-	246.1	97.8	117.3	320.7	-	781.0	117.6
Back catalog, SEK m	52.4	71.9	51.0	65.1	-	144.9	385.6	258.6	231.8	-	253.9	523.8
Physical sales, %	49%	31%	44%	60%	50%	62%	50%	48%	59%	55%	39%	29%
Digital sales, %	51%	69%	56%	40%	50%	38%	50%	52%	41%	45%	61%	71%
Physical sales, SEK m	40.1	26.6	36.1	149.9	253.2	243.0	241.9	178.9	324.0	987.8	406.8	189.2
Digital sales, SEK m	41.8	59.0	48.6	101.6	249.4	147.6	241.8	197.0	228.5	814.9	628.1	452.2
Depreciation												
Game development	-6.3	-5.6	-6.5	-43.4	-61.8	-59.0	-108.5	-80.2	-92.9	-340.6	-192.2	-162.4
Other intangible assets (Film etc.)	-	-	-	-	-	-32.5	-24.1	-26.7	-31.2	-114.5	-24.7	-16.5
<i>Acquisition-related depreciation</i>												
IP-rights	-3.4	-3.4	-3.5	-3.8	-14.1	-10.6	-6.5	-8.5	-7.7	-33.3	-165.6	-69.1
Surplus value Film & Partner Publishing	-	-	-	-	-	-12.3	-9.5	-1.9	-9.4	-33.1	-15.4	-8.2
Goodwill	-	-	-	-	-	-1.2	-1.2	-2.2	-27.6	-32.2	-42.9	-45.5
Investments in intangible assets												
External game development and advances, SEK m	54.2	44.2	58.9	54.2	211.5	115.3	114.0	131.8	166.7	527.8	189.1	224.8
Internal capitalized development, SEK m	13.0	14.4	19.2	33.0	79.6	57.6	93.5	102.0	105.9	359.0	116.1	131.1
Other intangible assets	-	-	-	10.6	10.6	11.6	30.8	17.9	30.5	90.8	20.0	22.1
IP-rights	-	-	3.8	-	3.8	-	0.2	21.6	10.6	32.4	0.4	0.0
Finalized and completed development												
Finalized and completed development, SEK m	0.8	1.9	39.8	133.9	176.4	122.9	47.4	50.1	162.2	382.6	220.4	154.1
Other KPIs												
Total Game Dev projects	32	30	29	36	-	54	51	55	77	-	80	81
Announced Game Dev projects	14	13	13	12	-	19	17	20	29	-	32	34
Unannounced Game Dev projects	18	17	16	24	-	35	34	35	48	-	48	47
Total internal game developers	78	82	163	178	-	536	565	608	613	-	860	882
Total external game developers	282	306	261	229	-	714	692	740	871	-	807	946
Total internal employees, non-development	44	44	45	55	-	470	486	554	529	-	541	590
Total number headcounts	404	432	469	462	-	1,720	1,743	1,902	2,013	-	2,208	2,418
Number of studios												
Total number External Studios	-	-	-	-	-	18	29	26	26	-	42	48
Total number Internal Studios	-	-	-	-	-	7	10	10	10	-	17	18
Total number Studios	-	-	-	-	-	25	39	36	36	-	59	66
Total number of IP	-	-	-	-	-	91	106	107	119	-	136	138



THQ NORDIC AB (PUBL)

ÄLVGATAN 1
652 25 KARLSTAD
SWEDEN

WWW.THQNORDIC.COM
WWW.THQNORDIC-INVESTORS.COM

ABOUT THQ NORDIC

*THQ Nordic develops and publishes PC and console games for the global games market. The company has an extensive catalog of over 100 owned franchises, such as **Saints Row, Goat Simulator, Dead Island, Darksiders, Metro (license), MX vs ATV, Kingdom Come: Deliverance, Time Splitters, Satisfactory, Wreckfest** amongst many others. The Group has its head office in Karlstad, Sweden and a global presence through its three operative groups, Deep Silver/Koch Media, THQ Nordic GmbH and Coffee Stain. The Group has 18 internal game development studios and close to 2,500 employees and contracted developers in more than 40 countries.*