



**Press Release May 8, 2015**

## **Starbreeze invests 8 MUSD in publishing “RAID: World War II”, partners with Croatian based studio Lion Game Lion**

Starbreeze AB, one of Sweden's leading independent game developers, today announced its agreement with the Croatian studio Lion Game Lion regarding the game development project **RAID: World War II**. Starbreeze will fund the development with 8 MUSD, and will have the opportunity to recoup 120% of its investment with an ensuing 50/50 royalty split. Lion Game Lion and Starbreeze Studios will each own 50% of the intellectual property rights for the game.

**RAID: World War II** is an action-packed, four player co-op shooter game that lets players team up as the Raid crew and venture through the epic events of World War II.

“Lion Game Lion has already shown they know how to make great gameplay with passion. Now it’s time for the lions to take a bigger bite. With **RAID: World War II**, it’s war”, said Bo Andersson Klint, CEO of Starbreeze Studios. “We think the world is ready for a great co-op set during an era of heroes and villains, horror and bravery.”

“It’s great to see Lion Game Lion succeed so well in our PAYDAY 2 collaboration. By delivering great gameplay, they have not only gained our trust, but also the trust of players. Now it’s time for them to bat in the big leagues with **RAID: World War II**,” said Mikael Nermark, COO of Starbreeze Studios.

“The dream for any developer is to make your own game with a partner who cares about your future. With Starbreeze as our wingman, we get the opportunity to show the world what we can create with our own brand. With **RAID: World War II**, we’re taking everything we’ve learned to create an experience to die for in a World War II setting,” said Nikica Petrusic, President of Lion Game Lion.

**RAID: World War II** is in its initial production phase. Platforms and release dates have not yet been decided.

Starbreeze looks for the potential best partners and will give you the same. Any aspiring stars should contact Mikael Nermark, Starbreeze COO at [business@starbreeze.com](mailto:business@starbreeze.com).

Starbreeze aims at becoming a catalyst for the developer's success. Projects will be selected and managed carefully and game developers will be encouraged to retain part of the IP. By leveraging its

know-how in digital publishing, distribution partnerships and game marketing, Starbreeze will drive game sales and revenue over the games life-span. Read more about Starbreeze publishing business here: <http://starbreeze.com/2015/05/starbreeze-launches-publishing-business>

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***Brief information about Starbreeze:***

*Starbreeze is an independent creator, publisher and distributor of high quality entertainment products, headquartered in Stockholm, Sweden. At Starbreeze we create games by our own design and through licensed content, establishing franchises that can live and prosper outside the game itself. We live and die by gameplay.*

*Starbreeze is pioneering digital self-publishing, currently hosting one of the largest community groups on the digital distribution platform Steam. Starbreeze most recent products include PAYDAY 2, our adrenaline fuelled bank robbing co-op game and the critically acclaimed Brothers – A Tale of Two Sons.*

*Starbreeze AB is publicly traded on Nasdaq Stockholm First North Premier under the ticker STAR and the ISIN code: SE0005992831. Remium Nordic is the company Certified Adviser. Starbreeze brands include OVERKILL Software and the PAYDAY series.*

*For more information, please visit <http://www.starbreeze.com>.*

***About Lion Game Lion:***

*Lion Game Lion, founded in 2013, is an independent studio located in Zagreb, Croatia employing industry veterans from OVERKILL and elsewhere.*

*See <http://www.liongame.com> for more information.*