STARBREEZE Q3 2018 HIGHLIGHTS

6 November 2018

Q3 KEY DELIVERIES



BETA RELEASE OF OVERKILL'S THE WALKING DEAD

BETA RELEASE OF PAYDAY CRIME WAR



LAUNCH OF PLUGIN FOR PRESENZ



STARVR ONE REVEALED AT SIGGRAPH



MOVE OF VR TECH DEVELOPMENT TEAM TO STARVR

THE START FOR RELEASES OF OUR NEW GAME PORTFOLIO

RESULTS/KEY FIGURES		
	2018	2017
SEKk	Q3	Q3
Net sales	33,882	77,726
Direct costs	-78,939	-79,287
Gross profit	-45,057	-1,561
Operating costs	-42,339	-37,454
EBIT	-87,396	-39,015
EBITDA	-37,868	-21,868
EBITDA %	-112	-28

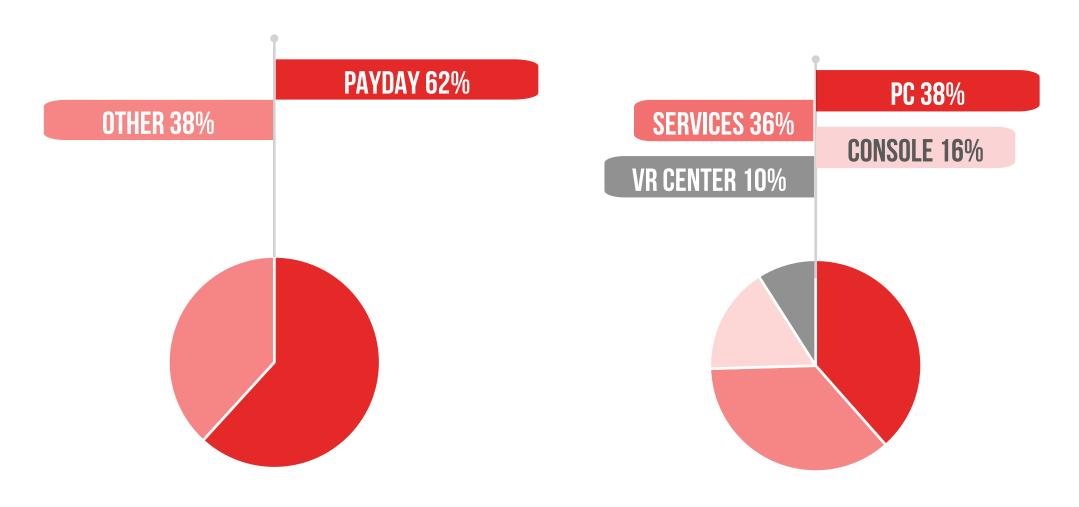
HIGH LIGHTS DURING Q3

- Sale of the publishing rights to Dead by Daylight closed.
- Revenues derived exclusively from PAYDAY SEK 20.9 million (24.4).
- Resulting in negative results for Q3.
- PAYDAY revenues from Steam grew with 19%.
- Target remains to deliver positive EBITDA starting next quarter and thereafter on an annual basis.

The nine-month period (January-September 2018):

- Positive EBITDA of SEK 63 million, an improvement by SEK 123 million compared to 2017.
- Improvement mainly due to the sale of publishing rights for Dead by Daylight.

REVENUE BREAKDOWN Q3 2018



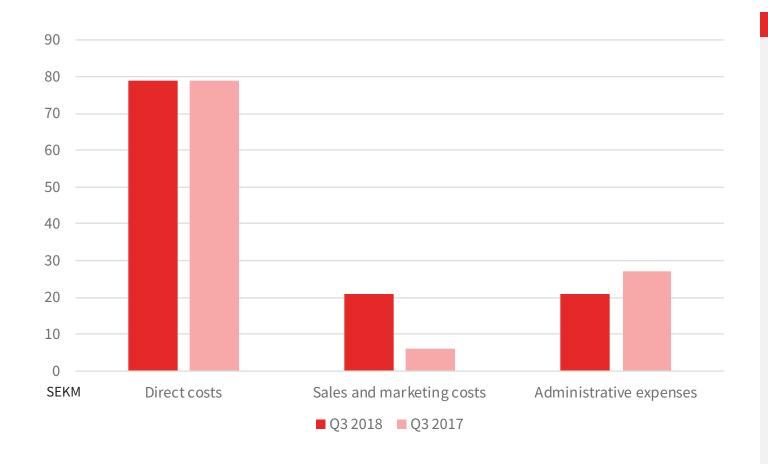


Key Terms

- 1 Publisher PC: Starbreeze
- (2) Publisher console: 505 Games
- 3 Recoup rights 505 Games (10 MUSD)
- 4 Revenue share to IP owner (Skybound) and publisher 505 Games (console only)

Examples in USD	PC digital sales	Console digital sales	Console physical sales
Selling price per unit	59.99	59.99	59.99
VAT, %	10	10	12
Cost per unit sold, %	-	-	10
Distribution fees, %	30	30	60
Starbreeze net sales	37.79	37.79	19.00
Revenue share to IP holder (Skybound)			
Revenue share to 505			

COST Q3 2018 VS Q3 2017



03 2018 COMPARED TO 03 2017

- No costs for servicing Dead by Daylight.
- Increase in depreciation within Direct Cost mainly due to more game releases in 2018 and depreciation on VR parks.
- Direct cost has also increased due to the acquisition of Dhruva.
- Increase in marketing costs related to the release of OVERKILL's The Walking Dead.
- Decrease in overhead costs due to allocation of global production resources to game production, lower variable pay/bonuses and the no costs related to the IPO in 2018.

CASH FLOW

CASH FLOW		
	2018	2017
SEKk	Q3	Q3
Cash flow from operating activities	-57,219	59,575
Investments in own games and technology	-97,661	-59,272
Investments in publishing projects	-29,277	-53,068
Other investments	3,655	-5,970
Cash flow from investing activities	-124,519	-133,512
Cash flow from financing activities	61,603	121,150
Cash flow from the period	-120,084	47,213

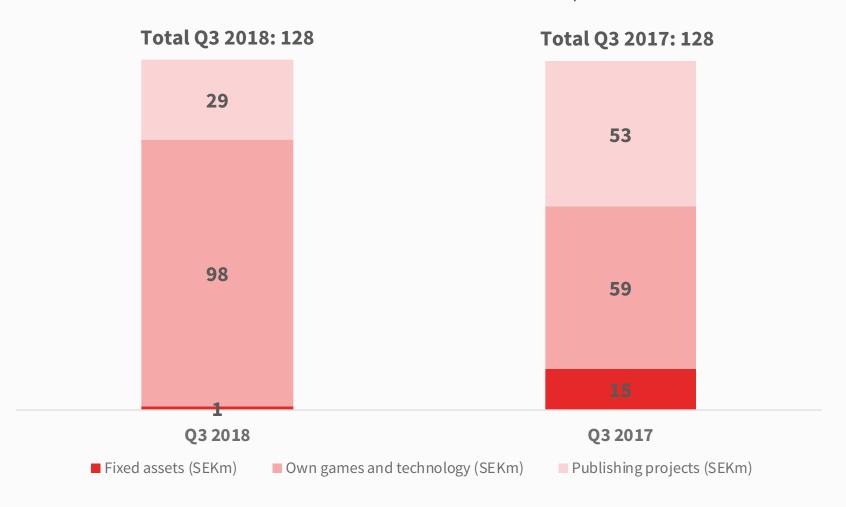
HIGHLIGHTS DURING Q3

- Cash flow from operating activities declined primarily due to change in working capital.
- Cash flow from investing activities more investments in own games and less investments in VR Parks and Publishing.
- Cash flow from financing activities refers primarily to changes in the bank over-draft facility.
- Total cash flow for the quarter decline is related mainly to reduced borrowing of both long-term loans and current liabilities.
- Cash and cash equivalents at the end of the period amounted to SEK 147.5 million (431.5).



INVESTMENTS SECURING FUTURE GROWTH

INVESTMENTS DURING Q3 2018 VS Q3 2017, SEKM





PAYDAY CRIMEFEST

Read more on our website: http://www.overkillsoftware.com/t he-greatest-heist-of-all/



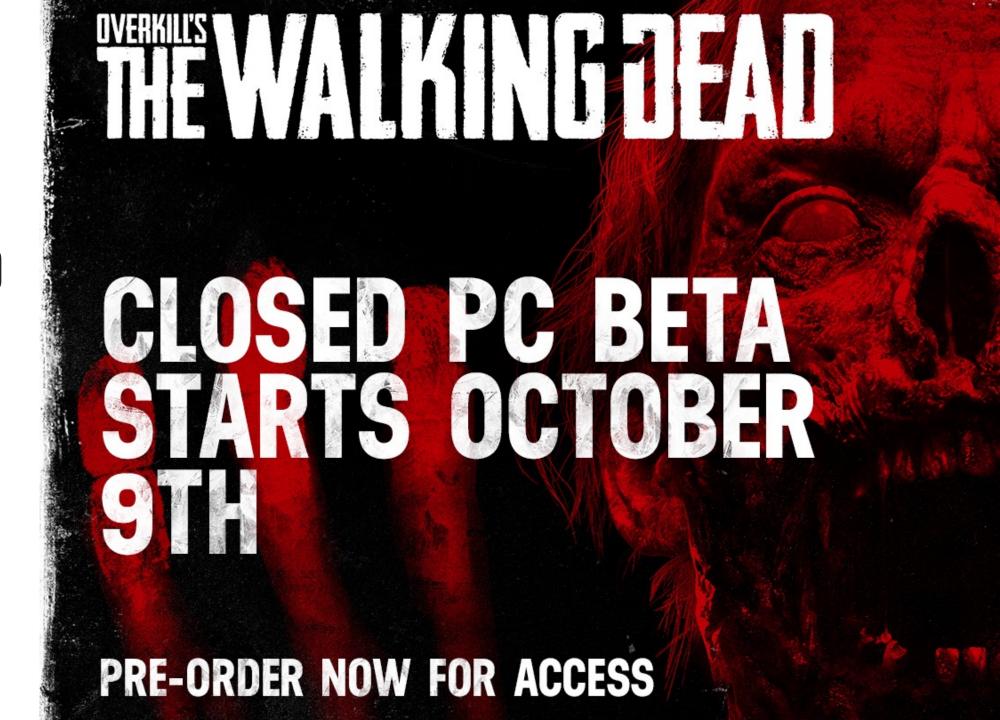


SOFT LAUNCH PAYDAY CRIME WAR



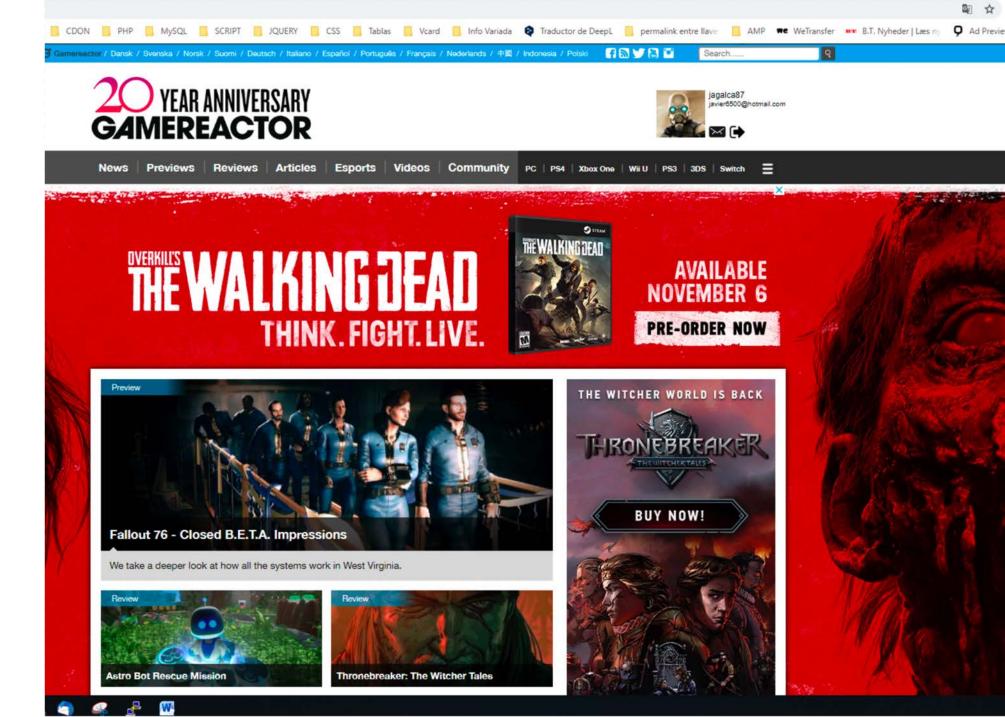


BETA PERIOD FOR OTWD STARTED IN OCTOBER





OTWD MARKETING



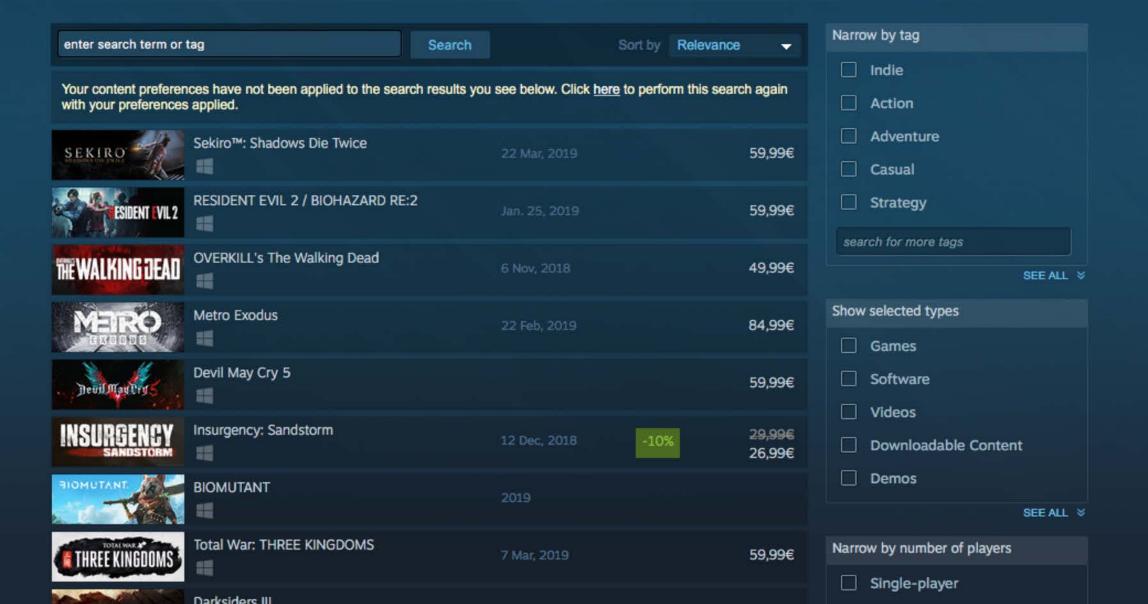


OTWD LAUNCH!



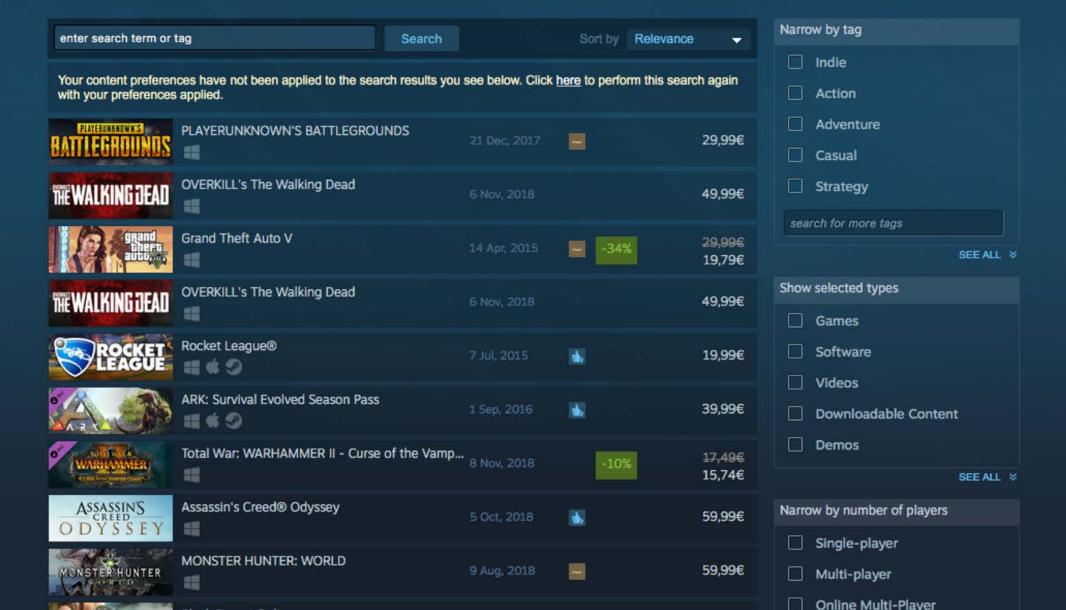
Top Wishlists





Global Top Sellers





QUESTIONS? The Starbreeze team PAYDAY