

THQ NORDIC



THQ Nordic AB (publ) acquires Bugbear Entertainment

**Investor Presentation
November 14, 2018**

Bugbear Entertainment highlights

World leading racing game developer

The Bugbear Team



Janne Alanenpää

CEO and co-founder
Creative Director

- Legend within racing games
- 20+ years of experience

18 experienced core team members
with two decades of driving game development experience



Programmers

Artists
Vehicle Designers

Level Designers
Game Designers

- A scalable team, also experienced in development outsourcing.

Creators of Flatout series and Wreckfest

FlatOut series

3m+

units sold in total



Wreckfest

400k+

units in total



Quick Facts

- Co-founded by Janne Alanenpää in 2000, in Helsinki.
- Independent studio creating action driving games within PC and console.
- As publisher, Wreckfest has been THQ Nordic's most successful game on Steam since release in June 2018.
- Launch of console version in 2019 is projected to be at least as successful.
- Using proprietary technology creating successful games with high user engagement and "replayability".
- Leading developer team creating unparalleled physics based racing game simulation and content.
- Bugbear's games and genre has loyal fans and is well-suited for sequels and continuously developed new content.



Deal

Purchase price equals approximately three years of estimated royalty savings.

Acquisition of 90% (part of payment in THQ shares) plus option to acquire remaining 10% in the future

All owned IPs, including Wreckfest and Stuntfest.

Becomes THQ's first owned studio in Finland, one of the leading countries in games development.

Wreckfest

A Successful Franchise Built on Owned IP

Developer: Bugbear Entertainment

Publisher: THQ Nordic

Genre: Demolition derby themed racing

Modes: Online Multiplayer

Release date PC: 14 Jun 2018

Release date PS4 & XBOX One: 2019 (date TBC)



Wrecking Reviews!

“It’s rare when a racing game manages to modernize and reinvigorate an old formula with spectacular confidence, but Wreckfest does just that.”

9/10 – GameSpot

“Wreckfest maintains all its promises we expected in all these years of development: destruction, a very accurate physical model and a lot of fun.”

8.6/10 – IGN Italia

“If you liked FlatOut, you’ll love Wreckfest. Drily presented, but wonderfully brutal full-contact racing with impressive physics.”

80 % – GameStar



STEAM®

Positive reviews

74%



metacritic

Metascore

80

Userscore

7.7

Bugbear has over the years created a strong portfolio of IPs

THQN expects sequels to be launched on current IP and new launches during the coming years

