

# EMBRACER+ GROUP

**Embracer Group acquires 4A Games**

13 August 2020

# MEIRO EXODUS

DEVELOPED BY



## 4A GAMES



# 4A Games: AAA developer behind the Metro franchise



THE  
BUSINESS

## TOP-TIER AAA DEVELOPER

longstanding relationship with  
Deep Silver/Koch Media

initiating development of a  
brand new AAA IP

## LEADING PROPRIETARY TECH

best-in-class FPS engine that has  
powered all of 4A's games

developed in-house over 15+ years  
and constantly evolving



c. **€20m**  
REV. CY20F



c. **€12m**  
EBIT CY20F



THE  
DEAL

## ENTERPRISE VALUE

**\$36m** whereof \$20m in shares<sup>1</sup>

Net cash: c. **\$9m** (at closing)

## LONG TERM COMMITMENT

up to **\$35m** in earnout over five years<sup>2</sup> –  
strong goal alignment and financial  
incentives

4A remains independent under  
Saber Interactive with continued  
focus on AAA projects

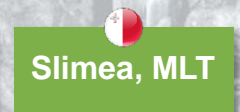


THE  
FUTURE



Kyiv, UA

Studio



Slimea, MLT

Studio & HQ

## SYNERGIES

internalize long-term value creation of  
current and future titles

royalty and development cost savings

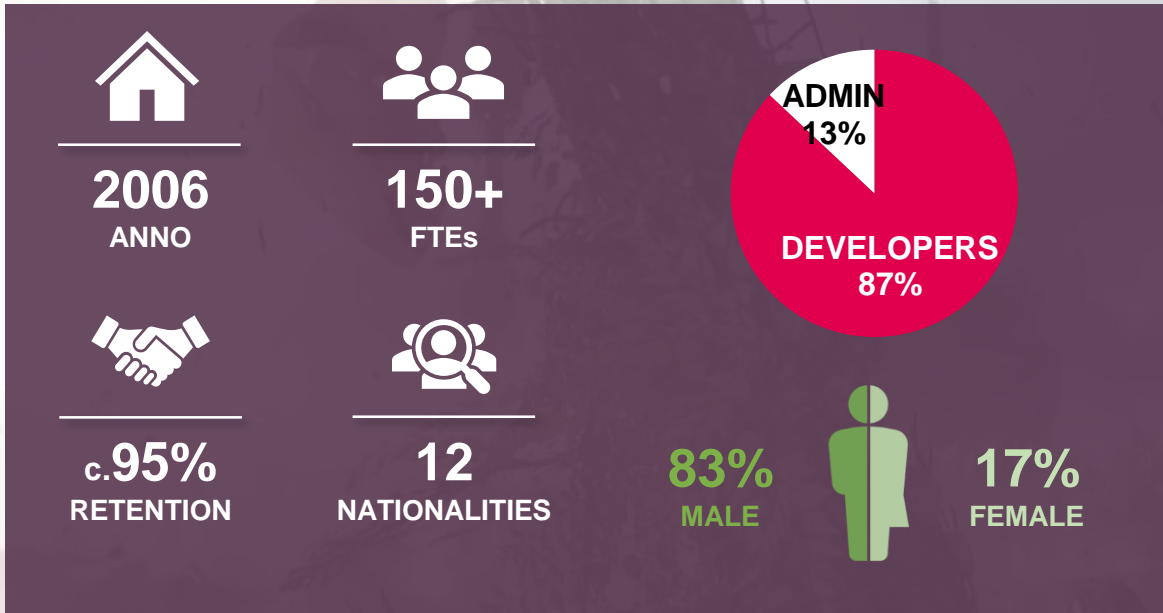
strengthen Saber Interactive's  
Ukraine presence

combine 4A and Saber's tech

IP catalog

**Note:** Financials based on unaudited preliminary management accounts and estimates prepared in local GAAP. Consideration and earnout shares represent newly issued EMBRAC B shares priced at VWAP 20 subject to claw-back rights. 1) Embracer acquires 100% of 4A Games for approximately \$36m paid on a cash and debt free basis whereof c.20m in shares (c.1.2m shares). Net cash position of c.\$9m at closing is assumed by Embracer at closing. 2) Earn-out conditional on operational targets as well as CEO and key management retention, whereof 50% paid in cash and 50% paid with up to c.1.2m shares.

# Veteran team with a diverse and unique set of backgrounds



## STUDIO EXPANSION PLAN



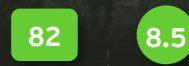
# History of 4A Games



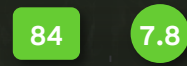
Metascore Userscore



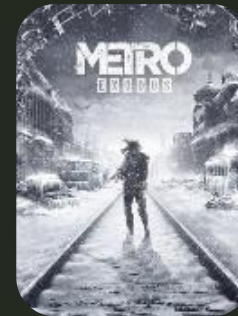
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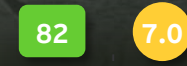
Metascore Userscore



Metascore Userscore



Metascore Userscore



**Inception: Kyiv (2005)**

By game industry veterans

**Teamed up with Deep Silver**

as publisher for Metro 2033

**Moved HQ and 50+ employees**

from Ukraine to Malta

**150+ FTEs**  
with continued focus on AAA experiences

# METRO



2010



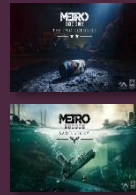
2013



2014



2019



2019  
/20

DEVELOPER  
**4A GAMES**

PUBLISHER  
**DEEP SILVER**

LICENSOR  
**DMITRIJ GLUKHOVSKY**

GENRE  
**STORY-DRIVEN FPS**  
(foundation for co-op expansion)

POWERED BY  
4A GAMES'  
PROPRIETARY ENGINE



*“ It’s a new age for the Metro series, and Exodus is everything you’ve hoped for*

 TrueAchievements  
Just how good are you?

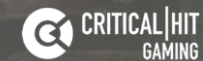
*“ it’s one of the best shooters in years”*




*“ an exquisite post-apocalyptic triumph*



*“ 4A games has nothing left to prove*



*“ this game is damn good*



# Leading technology developed in-house since 2005

## NATIVELY MULTI-PLATFORM AND SCALABLE



## INTEGRATIONS INCLUDE



## BEST-IN-CLASS FPS TECHNOLOGY



## ROBUST FUNCTIONALITY: LIMITED 3<sup>RD</sup> PARTY DEPENDENCY

## POWERED ALL OF 4A's GAMES

Note: 1) Integration with Saber's LiveOps soon to come

# Joining Embracer and slotting within Saber Interactive gives 4A ample opportunity for growth and expansion



4A GAMES



Continue to explore the Metro series with Glukhovsky and Deep Silver



Ongoing collaboration on new project

- + 4A's AAA acumen
- + Combined tech
- + Saber Interactive's multiplayer and LiveOps expertise



Initiating development of brand new AAA IP

Leverage decades of experience side by side



# EMBRACER+ GROUP

Embracer Group is the parent company of businesses developing and publishing PC and console games for the global games market. The group has an extensive catalog of over 170 owned franchises, such as Saints Row, Goat Simulator, Dead Island, Darksiders, Metro, MX vs ATV, Kingdom Come: Deliverance, TimeSplitters, Satisfactory, Wreckfest, Destroy All Humans!, World War Z and SnowRunner, amongst many others.

With its head office in Karlstad, Sweden, Embracer Group has a global presence through its five operative groups: THQ Nordic, Koch Media/Deep Silver, Coffee Stain, Amplifier Game Invest and Saber Interactive. The group has 33 internal game development studios engaging more than 4,000 employees and contracted employers in more than 40 countries.