

EMBRACER⁺ GROUP

Koch Media Group Presentation – Handelsbanken
16/09/2021

EMBRACER+ GROUP

Acquired by Embracer Group (fka THQ Nordic AB)


// WE ARE KOCH MEDIA

KOCH MEDIA

Founded as software distribution company

koch films

Founded **Koch Films** division for video publishing and distribution




Acquired **Volition** and established **Deep Silver Fishlabs**

Established **Deep Silver Dambuster Studios**




Acquired **Warhorse Studios** and **Milestone**



Acquired by Koch Films

voxler

Acquired **Voxler**


Established **Free Radical Design Studio**




Acquired **SpringboardVR** **Forcefield VR**




Established **Deep Silver** as video game publishing division



Published **Dead Island**



Published **Saints Row IV** and **Metro: Last Light**




Published **Kingdom Come: Deliverance**



Released **Metro Exodus**




Acquired **Vertigo Games**



Acquired **Flying Wild Hog**



Founded new premium publishing label **Prime Matter**



Acquired **DigixArt Studio**



KOCH MEDIA

DEVELOPMENT

PUBLISHING

DISTRIBUTION - MERCHANDISE - FILMS

DEEP SILVER VOLITION (USA)
 194
SAINTS ROW

DEEP SILVER DAMBUSTER STUDIOS (UK)
 161
DEAD ISLAND 2

WARHORSE STUDIO (CZE)
 182
Kingdom Come Deliverance

DEEP SILVER FISHLABS (GER)
 87
CHORVS

MILESTONE (ITA)
 244
Motogp **MONSTER ENERGY SUPERCROSS**

VOXLER (FRA)
 21
LET'S SING 2020

VERTIGO STUDIOS (NLD)
 105
ARIZONA SUNSHINE **AFTER THE FALL**

FLYING WILD HOG (POL)
 325
HARD RESET **SHARPER WARRIOR 3**

FREE RADICAL DESIGN STUDIO (UK)
 21
TIME SPLITTERS

DIGIXART STUDIO (FRA)
 13
ROAD 96

KOCH MEDIA

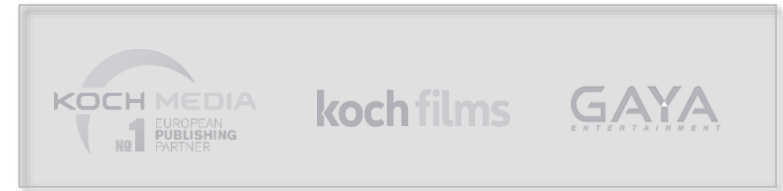
DEVELOPMENT



PUBLISHING



DISTRIBUTION - MERCHANDISE - FILMS



IRON HARVEST
— 1920+ —

WASTELAND 3

CHIVALRY
Medieval Warfare

RUST

PHOENIX POINT

PAYDAY 2

PATHFINDER
KINGMAKER

OUTWARD

P
PERSONAS

SAMURAI
SHODOWN

KING'S
BOUNTY

Mount & Blade II
BANNERLORD

MAN EATER

HUNT
SHOWDOWN

Shenmue III

Yakuza
KIWAMI

The BARD'S TALE IV

.. and many more

KOCH MEDIA

DEVELOPMENT

PUBLISHING

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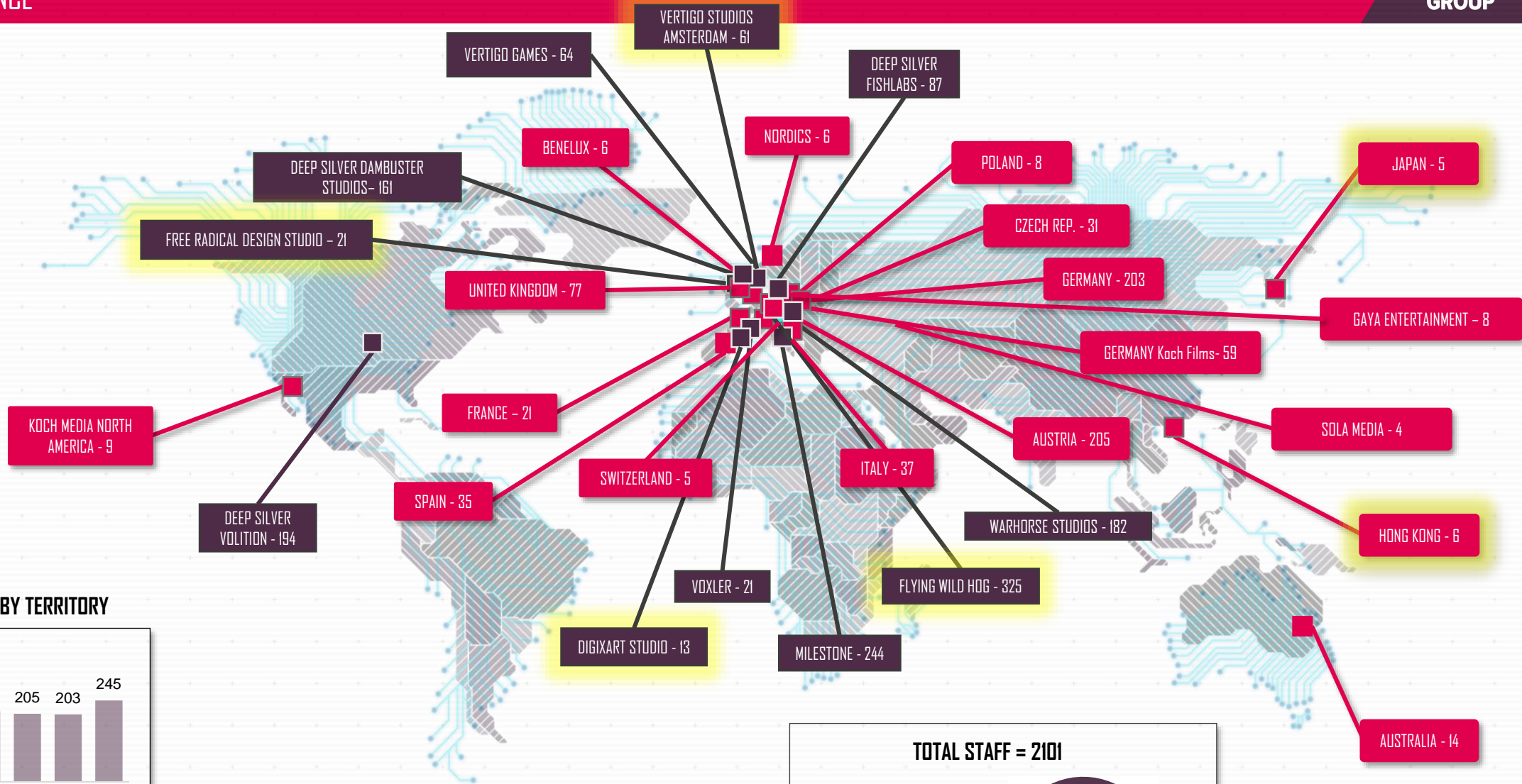


200+ DEDICATED PUBLISHING AND MARKETING EMPLOYEES

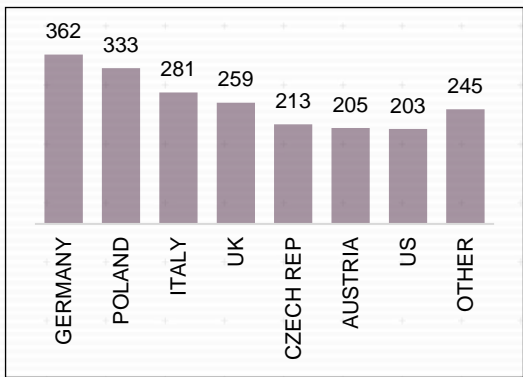
14 OFFICES MANAGING OUR GLOBAL DISTRIBUTION

20+ MILLION PRODUCTS SHIPPED EVERY YEAR

30+ PUBLISHERS AND DEVELOPERS TRUST OUR EXPERTISE

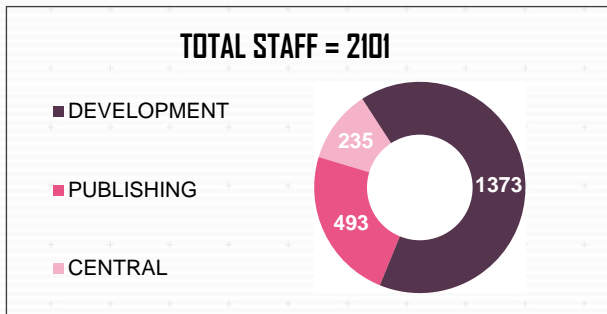


INTERNAL HEADCOUNT BY TERRITORY

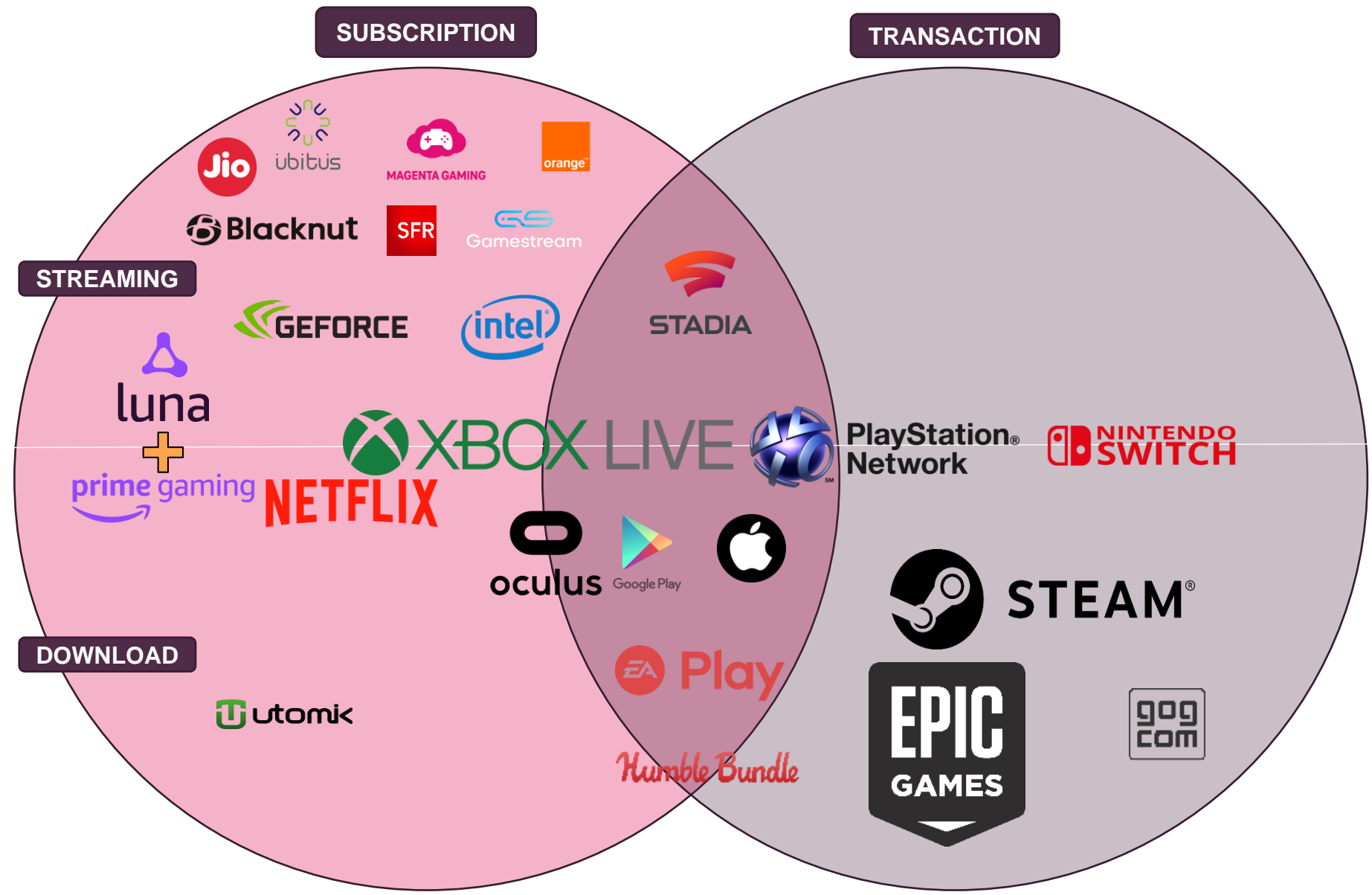


- Publishing Offices
- Internal Studios

TOTAL STAFF = 2101



28 OFFICES



VR – STATE OF THE NATION



- VR Install Base growth estimated at ~ 50% in 2021*
- Next-generation PSVR headset announced for PlayStation 5 (*Sony*)
- TikTok owner ByteDance acquires VR headset maker Pico (*ByteDance*)
- Launch of multiple major consumer VR headsets in China such as Pico and iQiyi

VR - VERTIGO



VERTIGO**GAMES**

2008
Founded traditional & applied game studio

2017
Founded **Vertigo Arcades**
Started **free-roam** VR development

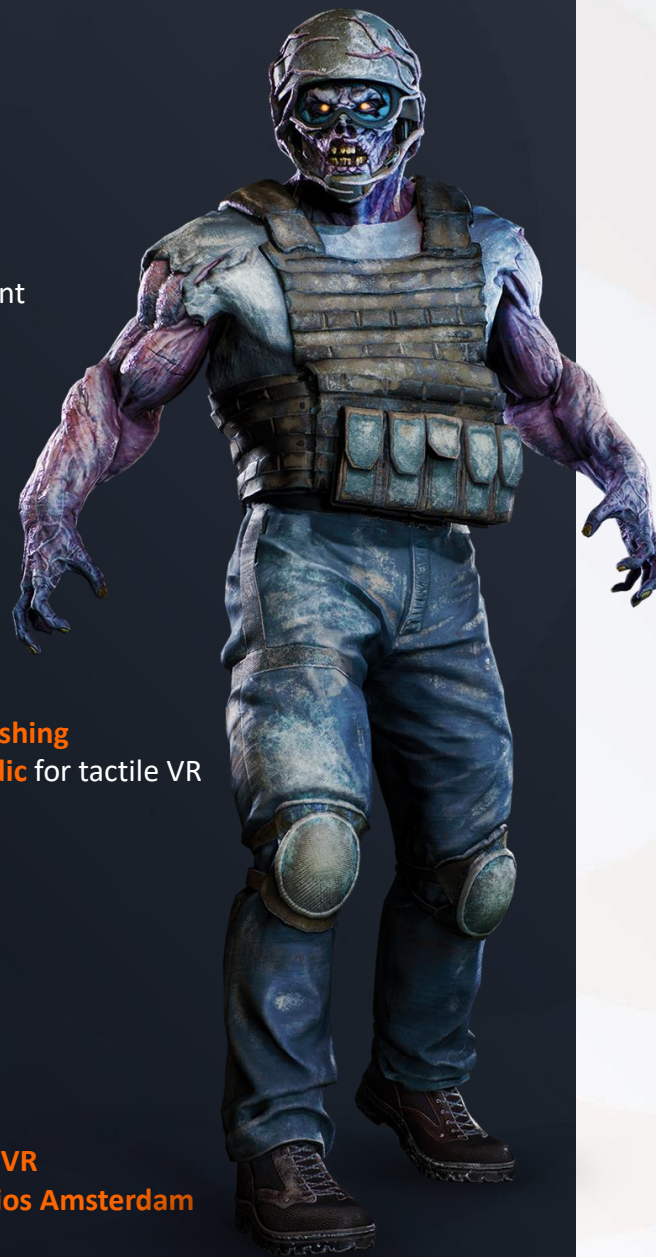
2020
Joined **Koch Media**, adding VR to the
Embracer Group's global network



2013
Started **VR** development

2018
Founded **Vertigo Publishing**
Partnered with **Nomadic** for tactile VR development

2021
Acquired **Springboard VR**
Acquired **Vertigo Studios Amsterdam**



VR POWERHOUSE

Vertigo Games is a technologically advanced, multi-platform VR entertainment company with offices in Rotterdam & Amsterdam (NL) and Los Angeles, California (USA).

The company is leading in VR development, publishing and distribution, with a portfolio of top-quality, award winning VR games that make Vertigo Games a pioneer in the VR space.

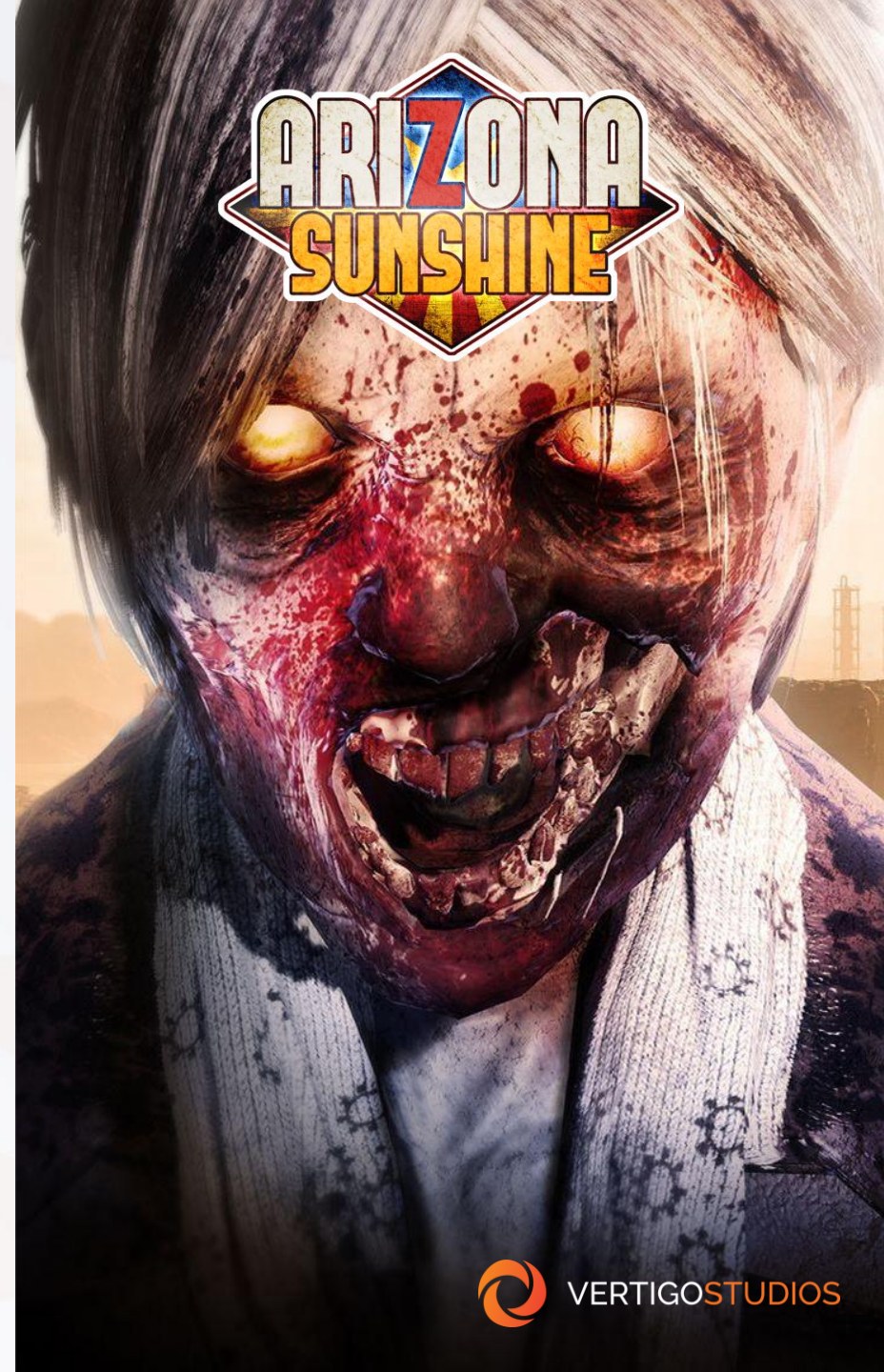
VERTIGO STUDIOS ROTTERDAM

Best known for developing the award-winning global hit Arizona Sunshine, Vertigo Studios Rotterdam has managed to build an impressive name for the whole Vertigo Games brand.

Arizona Sunshine Facts

- **Evergreen VR franchise** now in its 5th year
- Original release was **81% Metacritic-rated** and 83% user-rated
- Released as the **#1 most downloaded title** on all platforms (PC, PS VR, Quest)
- Approximately **1 in 10 VR players** own a copy of Arizona Sunshine

Arizona Sunshine has laid the foundations for the development and upcoming launch of **After the Fall**.





INDEPENDENT STUDIOS

Vertigo Studios has two independently operating teams in Amsterdam and Rotterdam. Our teams create cutting-edge, high-quality VR games that offer unrivaled immersion to gamers worldwide.

With portfolios that consists of a wide range of top-quality projects, including award winning VR games and experiences, our studios are pioneers in the VR space.

We work closely together with leading hard -and software companies worldwide to ensure that we stay at the forefront of the latest innovations in VR.

PUBLISHING PORTFOLIO

Global VR Publishing

Vertigo Publishing offers **funding, publishing, marketing, production services and IP deals** to developers of VR games that offer powerful, high-quality VR experiences to fans of the medium.

With over **2.5 million VR units sold** to date, published titles include the mind-bending VR adventure **A Fisherman's Tale**, the tongue-in-cheek, asymmetrical multiplayer VR game **Traffic Jams**, and the upcoming air guitar-inspired hand-tracking music game **Unplugged**.



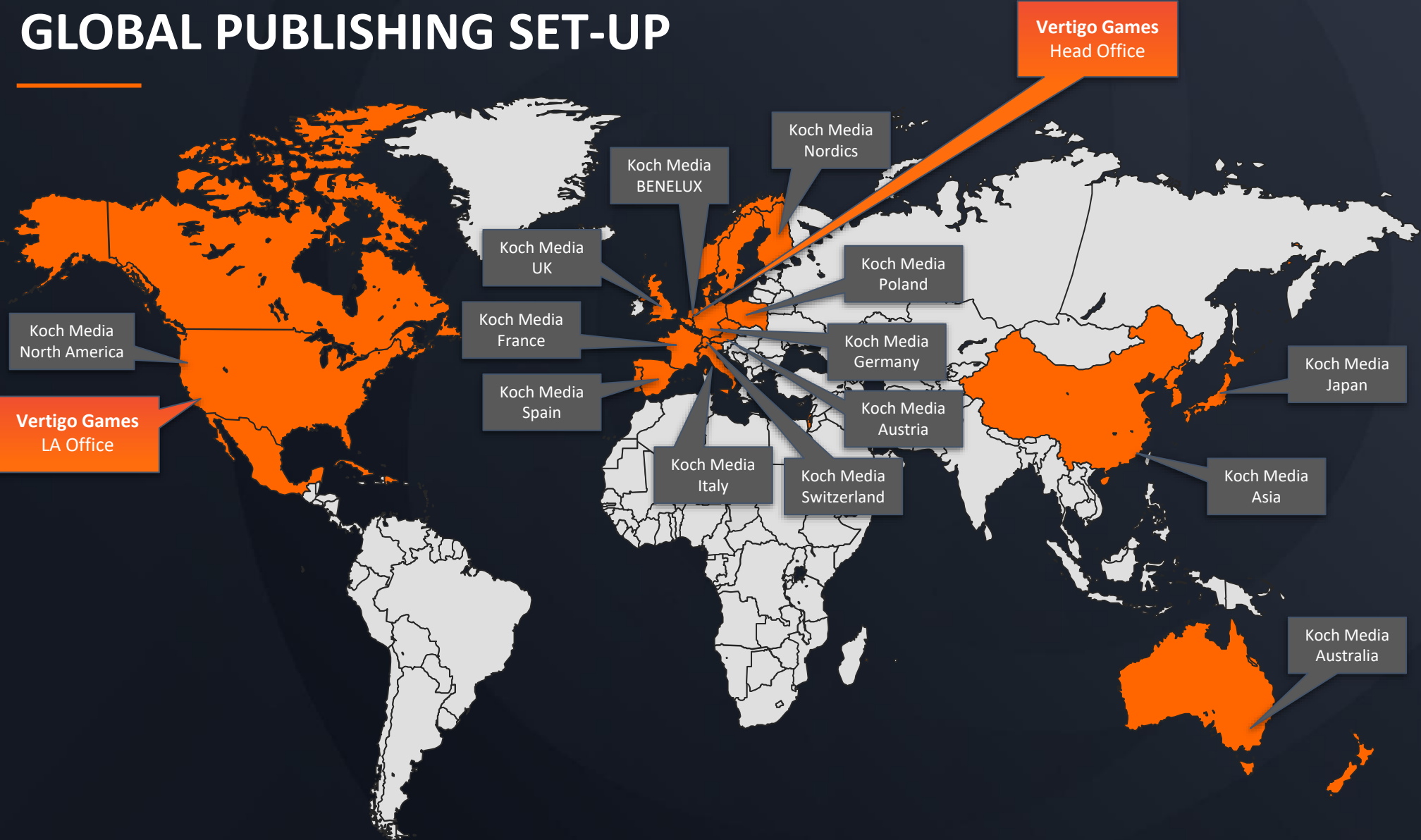
AFTER
THE FALL



Unplugged



GLOBAL PUBLISHING SET-UP



Publishing Offices

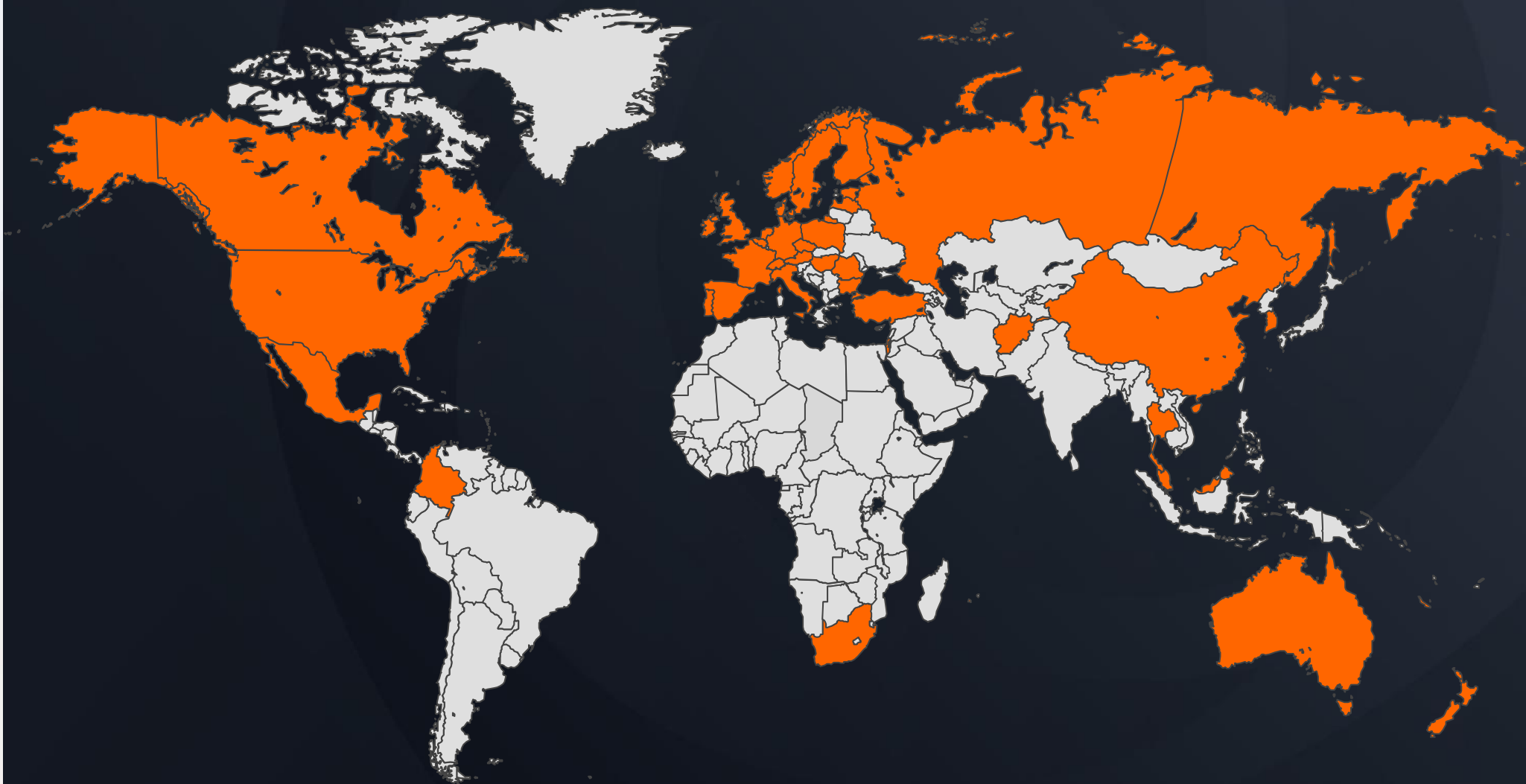
As part of Koch Media, Vertigo Games utilizes local publishing offices all around the world.

We deploy 300+ dedicated publishing and marketing employees across the globe to support our games.

Location Based VR Entertainment

Built on Arizona Sunshine's success, Vertigo Games has a **best-in-industry out-of-home VR network**, covering 700+ locations across 40+ countries

Springboard VR is an owned B2B storefront and distribution platform



2021 GAME RELEASES



Traffic Jams

Platforms: Quest, PC VR, PS VR

Genre: Tongue-in-cheek sim

Players: 1 - 5



Unplugged

Platforms: Quest, PC VR

Genre: Rhythm Game

Players: 1 - 2



After the Fall

Platforms: Quest, PC VR, PS VR

Genre: 4 Co-Op Action FPS

Players: 1 - 4

AFTER THE FALL





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