



Paradox Interactive

OUR GROWTH JOURNEY



ABOUT US
OUR STRATEGY
FINANCIALS
FUTURE





ABOUT US

Publisher and developer of digital games - primarily premium PC and console

657

employees globally

9/6

locations/countries

+5m

active players
monthly

35%

CAGR
2014-2021

35%

average EBT margin
2014-2021



ABOUT US

Focus on two genres

(GRAND) STRATEGY



MANAGEMENT / SIMULATION





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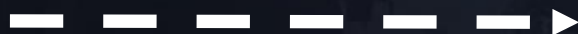


STRATEGY

2021 paved the road ahead

Reiterated focus on core

- Focus time and resources on core segments



14 projects in core pipeline

Risk management

- Sharpened pipeline
- New Games Team



Undisclosed no of projects in experimental pipeline

Operation improvements

- Game quality
- Content velocity
- Cost control
- Price adjustments



Effects are starting to show



STRATEGY

**FOUR CENTRAL
PARTS OF OUR
STRATEGY**





STRATEGY

FOUR CENTRAL PARTS OF OUR STRATEGY





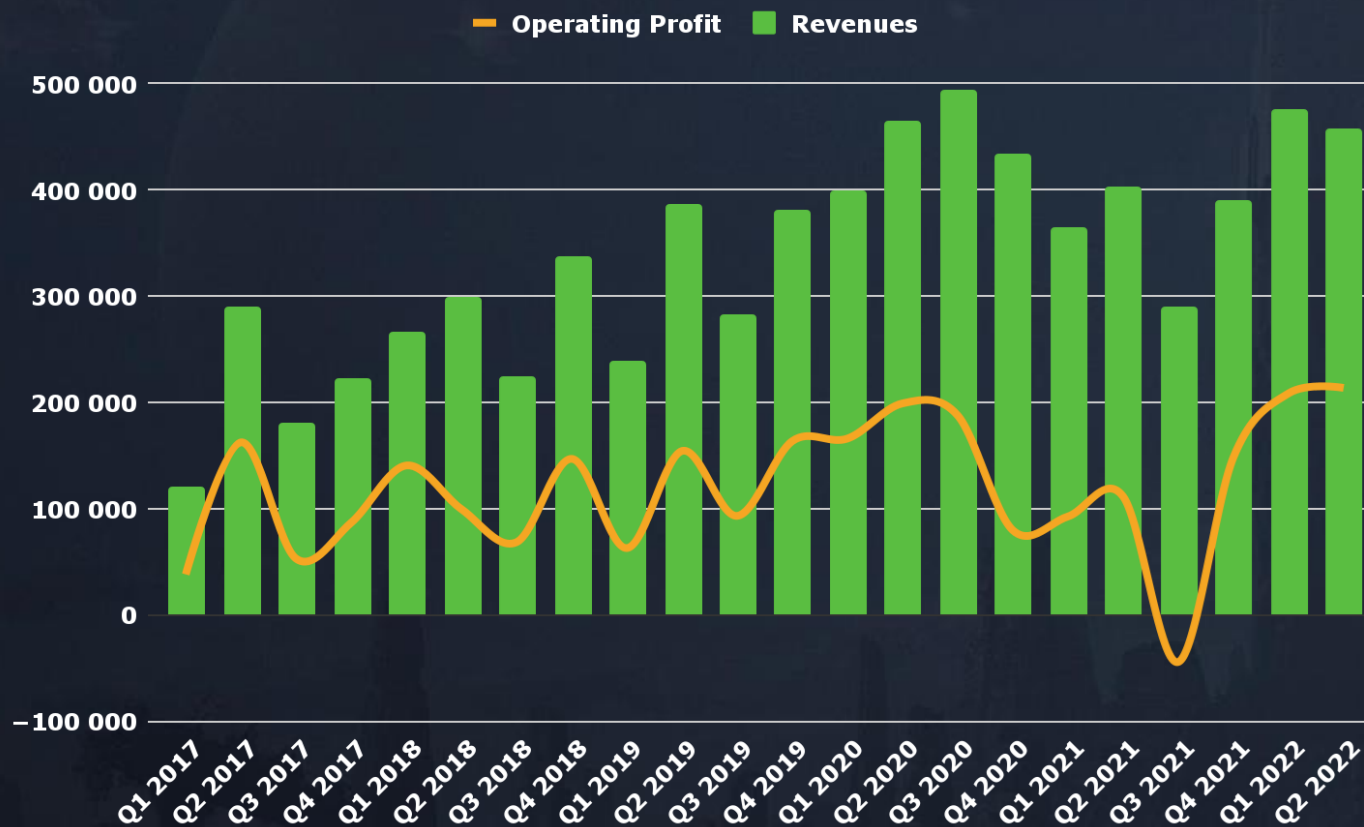
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FINANCIALS

Revenues and profit back on track



Quarterly revenue and EBT
Q1 2017- Q2 2022

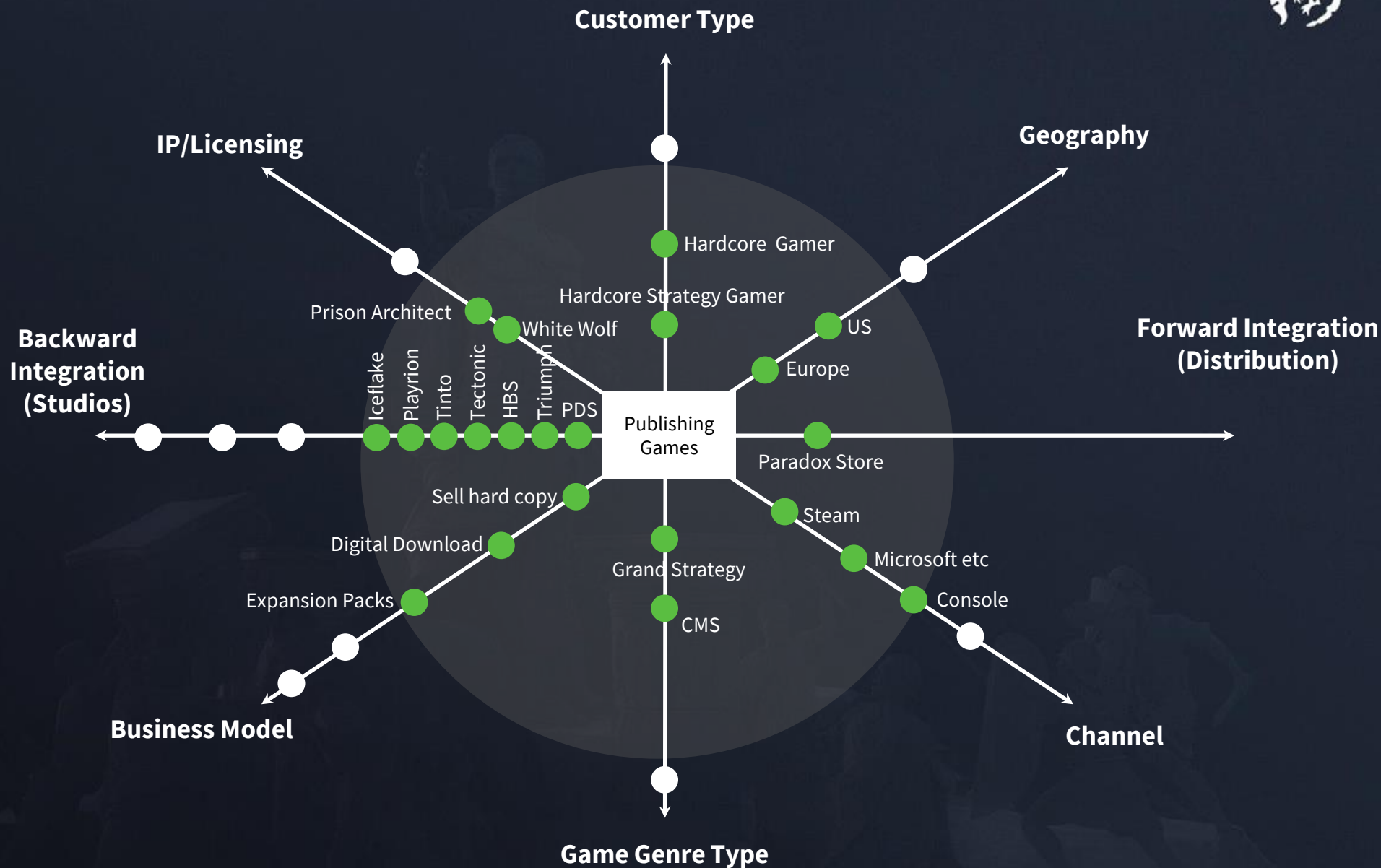


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2020

Future Plans





QUESTIONS?

