



# CRIME BOSS

ROCKAY CITY

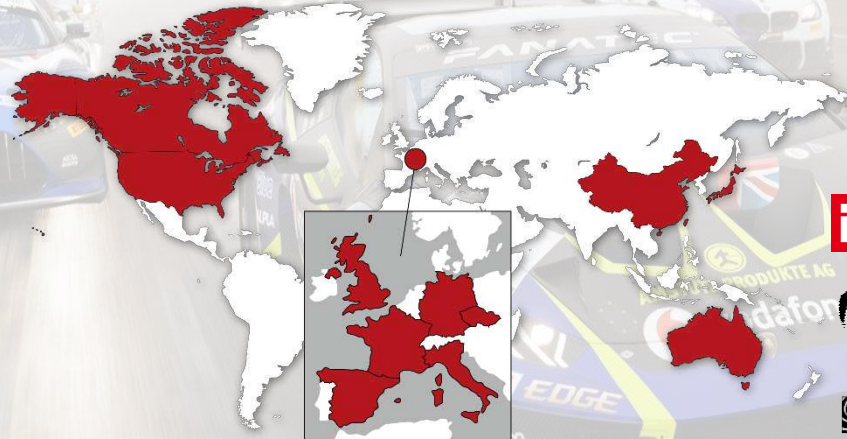
*Digital Bros*  
digital entertainment

# WE DEVELOP AND PUBLISH MULTIPLATFORM GAMES WORLDWIDE

**Digital Bros**  
digital entertainment

Digital Bros is a global company that started operations in **1989** as a **developer, publisher and distributor of videogames**. The Group sales are mainly digital, with marginal sales realized on the retail market. Since 2000, the parent company Digital Bros S.p.A. is listed on the **Euronext STAR segment of Borsa Italiana (DIB:MI)** and since 2022 DB is part of the Euronext Tech Leaders segment.

 **404 people worldwide**



## FY2022 KEY FINANCIALS

REVENUES: €132.2 MILLION

EBIT: € 36 MILLION (+17.7% YOY)

## STUDIOS



**KUNOS**  
SIMULAZIONI



**nesting**  
GAMES



## PUBLISHING

**505**  
GAMES





€ mil	31.12.22	31.12.21	Change	Change %
<b>Net revenue</b>	59.8	55.3	4.5	8.1%
<b>Gross operating margin (EBITDA)</b>	18.6	19.7	(1.1)	-5.8%
<b>Operating margin (EBIT)</b>	11.4	12.2	(0.8)	-7.2%
<b>Profit/(loss) before tax</b>	15.1	14.7	0.4	2.9%
<b>Net profit/(loss)</b>	11.0	10.4	0.6	5.7%

FISCAL YEAR ENDING JUNE 30<sup>TH</sup>, 2023

SOURCE: DIGITAL BROS

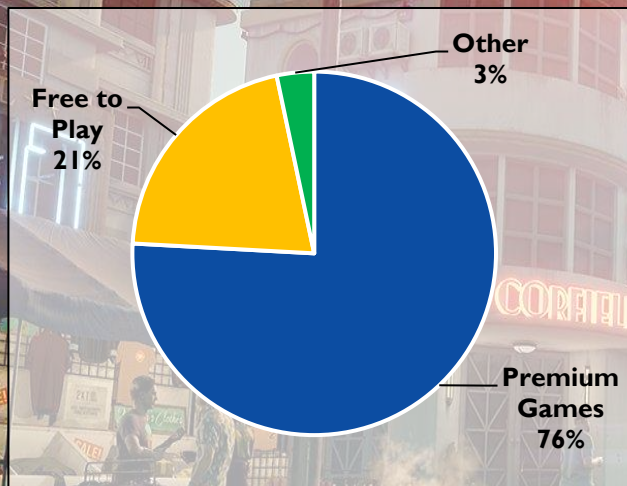
- **EBITDA** at € 18.6 million, **31.1%**, made by the sales of back catalogue video games
- **Assetto Corsa** continuously outperforms with **Euro 12 million revenue** in the period.

## OUTLOOK

- **Crime Boss: Rockay City** will launch on Epic on March 28<sup>th</sup>, 2023, and on consoles in Q4 together with **Miasma Chronicles** on all platforms. The second half will also benefit from the revenue realized by the newly acquired **505 Go!**.
- Increasing consolidated revenue expected for the entire fiscal year;
- More than €80 million investments planned in FY2023, and as a result of that, increasing revenues expected for at least the next two fiscal years.
- EBIT expected to remain in line with FY22 outstanding results in the current fiscal year.
- Net financial position expected to decrease until the end of Q3, then to revert during the last quarter.

# REVENUE BREAKDOWN

## FY23 H1 ACTUAL - PREMIUM GAMES



PREMIUM GAMES (€ mil)				
	31.12.22	31.12.21	Change	Change %
Net revenue	45.4	49.3	(3.9)	-7.9%
Gross operating margin (EBITDA)	21.4	22.5	(1.1)	-5.2%
Operating margin (EBIT)	15.2	16.3	(1.1)	-6.9%

FISCAL YEAR ENDING JUNE 30<sup>TH</sup>, 2023

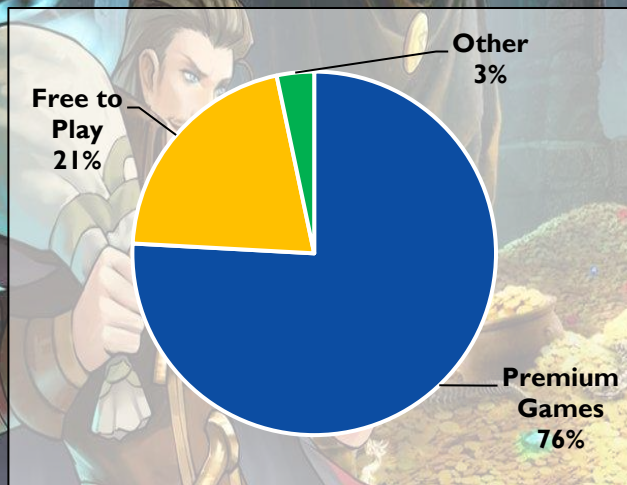
SOURCE: DIGITAL BROS

- **€45 million revenue** and **€15 million EBIT** realized in the period even with no significant new launch.
- **Strong pipeline ahead** with the launch of **Crime Boss: Rockay City** and **Miasma Chronicles** on all platforms by the end of the fiscal year.
- The **best-selling Assetto Corsa** continuously outperforms with **Euro 12 million revenue** in the period.



# REVENUE BREAKDOWN

## FY23 H1 ACTUAL - FREE TO PLAY



	FREE TO PLAY (€ mil)			
	31.12.22	31.12.21	Change	Change %
Net revenue	12.5	3.7	8.8	n.m.
Gross operating margin (EBITDA)	1.8	1.1	0.7	68.5%
Operating margin (EBIT)	1.5	0.2	1.3	n.m.

FISCAL YEAR ENDING JUNE 30<sup>TH</sup>, 2023

SOURCE: DIGITAL BROS

- Newly-acquired **505 Go!** revenue of **€9.4 million** in the period, boosting **Free to Play consolidated revenue up by 29.5% YoY.**
- **Puzzle Quest 3 console launch** scheduled by the end of the fiscal year.

# OUR COMPETITIVE POSITIONING IN THE VIDEOGAME INDUSTRY

## AAA Games:

Games with a development budget above 100 million

## AA Games:

Games with a development budget between 10-100 million

## A Games:

Games with a development budget below 10 million

AAA  
Games

AA  
Games

A  
Games



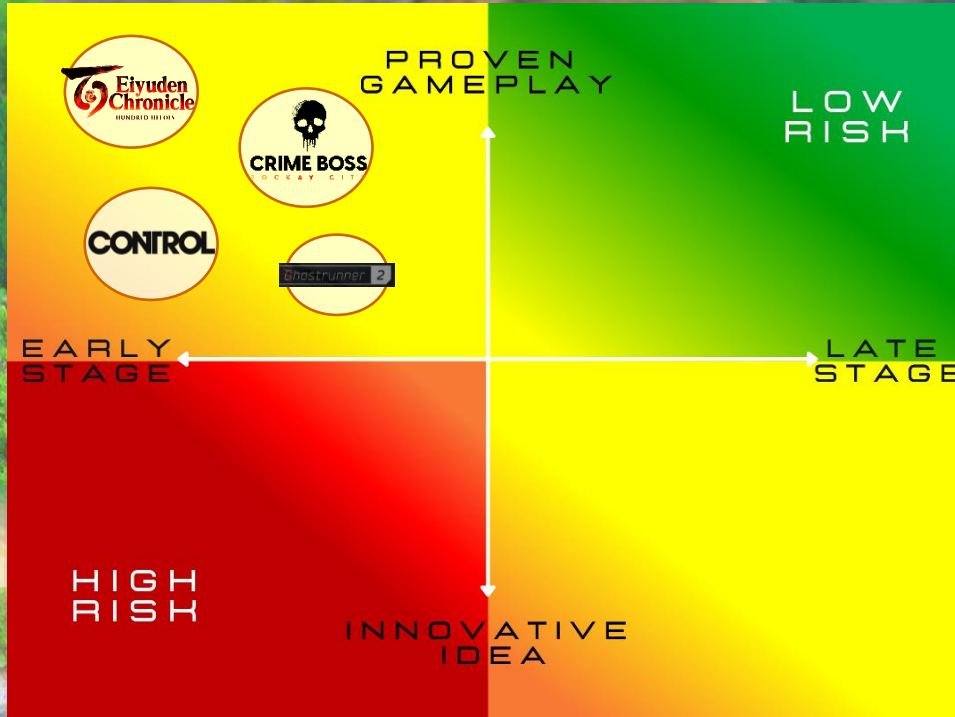
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STUDIO INTEGRATION



# INVESTMENT SELECTION AND ACQUISITION OF NEW IPS



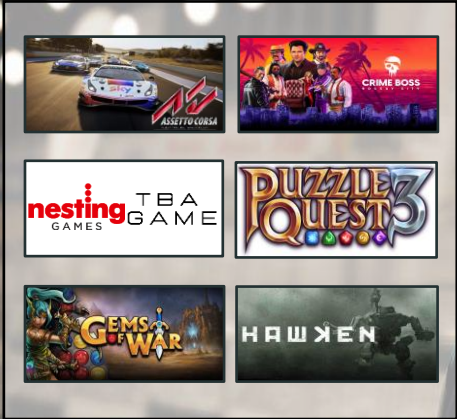
**To hedge the risk of our investments, we:**

- Obtain a **contractual way-out** at prototype
- Control the IP of the game, through:
  - **acquisition of a majority stake** in the developer or the **set up of a brand-new studio**
  - **joint-ventures** and/or the **acquisition of the IP**
  - **long-term publishing agreements**

Acquisition of  
a majority  
stake

Joint ventures  
and/or acquisition  
of the IP

Long-term  
publishing  
agreements



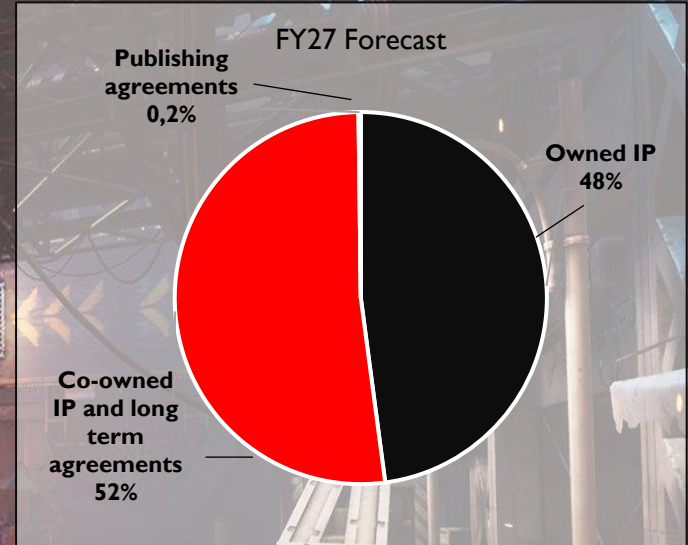
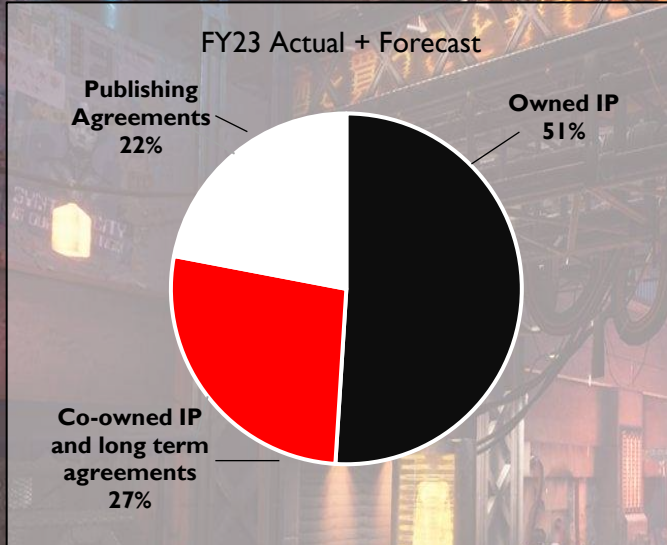


# A STRONG PIPELINE AHEAD



March 2023

All TBA games can be classified as AA games with a development budget over €10 million each.



- **Owned IPs:** Premium & F2P video games developed by internal studios or with IP ownership
- **Co-owned IPs and long-term agreements:** Premium video games with IP co-ownership or > 10 years agreement
- **Publishing agreements:** worldwide publishing agreements



# CRIME BOSS

R O C K A Y C I T Y

- **FIRST PERSON SHOOTER HEIST GAME SET IN THE THRIVING METROPOLIS OF ROCKAY CITY IN THE 90S.** WIN THE FIERCE TURF WAR RAGING ON IN THE CITY TO BECOME ITS CRIME BOSS
- **PLAY WITH ICONIC ACTORS:** MICHAEL MADSEN, CHUCK NORRIS, KIM BASINGER, DANNY GLOVER, DAMION POITIER, DANNY TREJO AND VANILLA ICE
- **SINGLE PLAYER** AND MULTIPLAYER MODE: JUMP INTO THE **PVE CO-OP MULTIPLAYER** AND TAKE ON THRILLING HITS AND HEISTS WITH UP TO FOUR PLAYERS
- DEVELOPED BY THE GROUP INTERNAL STUDIO **INGAME STUDIOS** FOR PS5, XBOX X|S, PC
- **GAAS (GAME AS A SERVICE) TITLE:** LONGER LIFE CYCLE EXPECTED AND ADDITIONAL CONTENT DROP PLANNED. **EXPECTED RECURRING REVENUE FOR MULTIPLE YEARS TO COME**
- OFFICIALLY ANNOUNCED AT THE 2022 GAME AWARDS
- **WORLDWIDE PC (EPIC) LAUNCH ON MARCH 28TH, 2023. CONSOLE VERSION LAUNCH IN FY23 Q4**





# MIASMA

## CHRONICLES

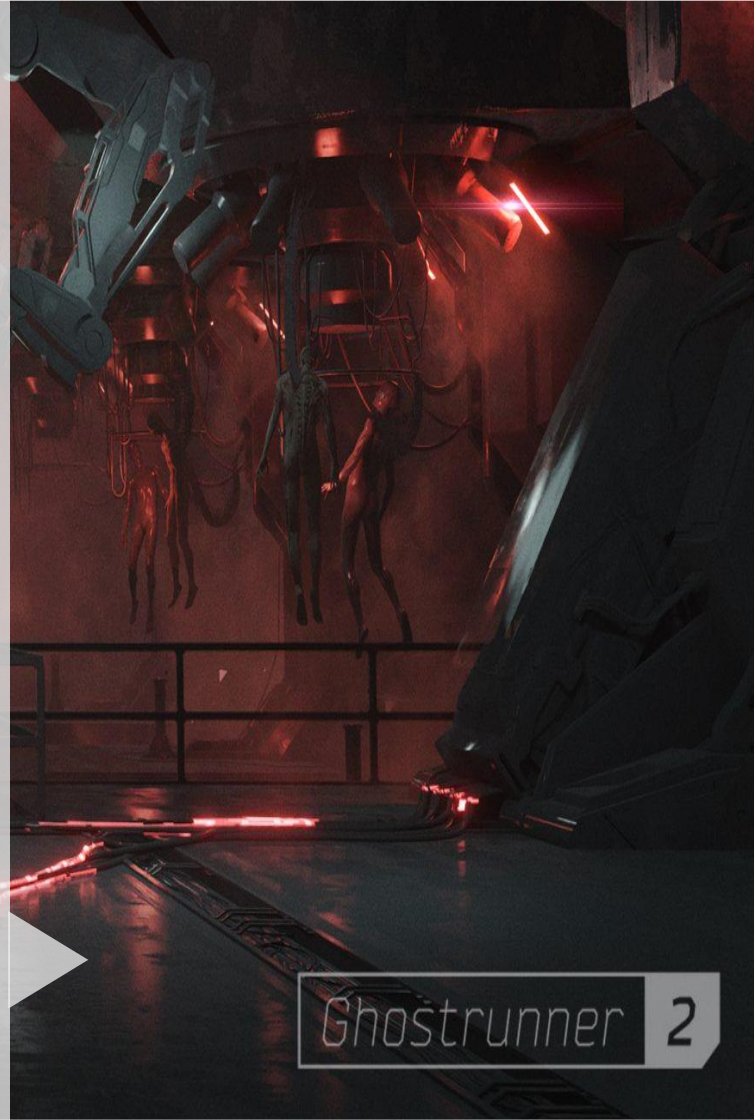
- **TACTICAL ADVENTURE SET IN A POST-APOCALYPTIC AMERICA RAVAGED BY A FORCE KNOWN AS THE “MIASMA”**
- **DEVELOPED BY THE BEARDED LADIES, DEVELOPER OF MUTANT YEAR ZERO: ROAD TO HEAVEN**
- **IP OWNED BY THE GROUP AND DEVELOPED FOR PC, PS5 and XBOX SERIES X|S**
- **SET FOR MULTIPLATFORM RELEASE IN FY23 Q4**





# GHOSTRUNNER

- **FIRST PERSON CYBERPUNK ACTION SLASHER GAME** WITH SLICK PARKOUR-INSPIRED GAMEPLAY ELEMENTS
- ASSUME THE ROLE OF AN ANDROID NINJA AND USE A COMBINATION OF ABILITIES AND MELEE KATANA COMBAT TO SLICE FOES AND ASCEND TREACHEROUS NEON CYBERPUNK SKYSCRAPERS OF THE FUTURE
- DEVELOPED BY **ONE MORE LEVEL.**  
**IP OWNED BY THE GROUP**
- **OVER TWO MILLION COPIES SOLD TO DATE**
- **SECOND VERSION EXPECTED RELEASE IN FY24 H1**



Ghostrunner

2



- **THE #1 RACING SIMULATOR:**
  - Fully licensed GT cars from top manufactures including Ferrari, Lamborghini, McLaren
  - Outstanding level of detail with circuit laser scan technology
- **THE OFFICIAL GAME OF ESPORT TOURNAMENT FIA MOTORSPORT GAMES**
- **ASSETTO CORSA COMPETIZIONE:**  
OFFICIAL GAME OF THE BLANCPAIN GT SERIES
- **DEVELOPED BY THE GROUP INTERNAL STUDIO KUNOS SIMULAZIONI**
- **MORE THAN 28 MILLION COPIES SOLD**  
**REVENUES EXCEEDING €104 MILLION**
- **SECOND VERSION IN DEVELOPMENT –**  
**EXPECTED RELEASE IN FY24**





# Eiyuden Chronicle

HUNDRED HEROES

- A BRAND NEW HIGH-QUALITY **JRPG** FROM YOSHITAKA MURAYAMA AND JUNKO KAWANO:
  - A deep story with 100+ characters
  - Traditional 6-character battle system utilizing painstakingly created 2D sprites and 3D backgrounds
- PARTIALLY FUNDED BY THE LARGEST VIDEO GAME KICKSTARTER OF 2020, RAISING A TOTAL OF JPY 482 MILLION (USD 4.6 MILLION)
- DEVELOPED BY **RABBIT AND BEAR STUDIO**, FOR PC AND ALL CONSOLE FORMATS.  
**CO-OWNERSHIP OF THE IP**
- **EXPECTED RELEASE IN FY24**



# CONTROL

- **CINEMATIC THIRD PERSON ACTION GAME BUILT ON REMEDY'S PROPRIETARY NORTHLIGHT® TECHNOLOGY**
- DEVELOPED BY **REMEDY ENTERTAINMENT**, DEVELOPER OF AAA VIDEO GAMES
- WORLDWIDE PUBLISHING RIGHTS ON PC AND ALL CONSOLE FORMATS
- **MORE THAN 3 MILLION COPIES SOLD REVENUES EXCEEDING €92 MILLION**
- **€25 MIL INVESTMENT SPIN OFF SERVICE-BASED GAME "CONDOR" IN PROOF-OF-CONCEPT STAGE**
- **€50 MIL INVESTMENT "CONTROL 2" IN CONCEPT STAGE**





# Bloodstained

- RITUAL OF THE NIGHT -

- A **GOTHIC HORROR ACTION SIDE-SCROLLING RPG** SET IN 19<sup>TH</sup> CENTURY ENGLAND
- **CREATION OF KOJI IGARASHI**, THE FORMER SERIES PRODUCER OF THE CASTELVANIA SERIES
- WORLDWIDE PUBLISHING RIGHTS ON PC AND ALL CONSOLE FORMATS
- **MORE THAN 1 MILLION COPIES SOLD**  
**REVENUES EXCEEDING €30 MILLION**
- **SEQUEL IN DEVELOPMENT**



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