

**Focus Entertainment announces half-year 2022/23 revenues of €65.5 million
in line with the Group's expectations**

Revenues of €27.3 million for the second quarter

PARIS, FRANCE - October 20th, 2022 - FOCUS ENTERTAINMENT (FR0012419307 - ALFOC) announces its unaudited revenues for its second quarter 2022/23 (period ending 30 September 2022).

Sales for the 2nd quarter of 2022/23

<i>In million euros Unaudited</i>	Q2 2022/23	Q2 2021/22	Total H1 2022/23	Total H1 2021/22
Catalog	12.6	25.1	31.0	42.2
Back-catalog	14.6	18.8	34.5	42.9
Group revenues	27.3	44.0	65.5	85.1
<i>of which Dotemu</i>	7.4	-	22.9	-
<i>of which BlackMill Games</i>	2.0	-	2.0	-
<i>At constant perimeter</i>	17.9	44.0	40.5	85.1

Revenues for the second quarter of 2022/23 reached €27.3 million, in line with the Group's expectations, while no major releases happened during the period. The year-over-year comparison suffers from a demanding base with several launches that took place in the second quarter of 2021/22, in particular **Insurgency: Sandstorm** released on consoles, **Necromunda: Hired Gun**, the release of **Snowrunner** on Steam and **Aliens: Fireteam Elite**.

For the quarter, 94% of the Group's sales were made through digital partners, and international sales represented 97%.

Overall, half-year 2022/23 revenues amounted €65.5 million. 96% of the Group's sales were made through digital partners, and international sales represented 97%.

Teenage Mutant Ninja Turtles: Shredder's Revenge, which was successfully launched digitally on June 16th, and then in retail distribution in Europe and Asia over the summer, continued to contribute to Dotemu's good performance, which generated €22.9 million revenues over the first semester.

Also, BlackMill Games¹, whose acquisition was announced on September 12th, brought €2.0 million of additional revenues to the second-quarter, driven by the release of **Isonzo** the September 13th, a new

¹ WW1 Game Series B.V will be renamed BlackMill Games B.V

opus in the WW1 Games Series multiplayer FPS saga. Synergies are expected thanks to the know-how and expertise of Focus teams on this genre; know-how and expertise that have already benefited **Insurgency: Sandstorm**, **World War Z** or **Aliens: Fireteam Elite**.

Finally, **A Plague Tale: Requiem**, has been released on October 18th on PC, Xbox Series, PS5 and Nintendo Switch (cloud version) and has received an excellent reception from the press and public (84 on OpenCritic and 85 on Steam as of today). This release is an important milestone in the execution of the 2022/2023 roadmap. This launch will be followed by the launch of **Evil West** on November 22nd, and **Atomic Heart** this winter.

Focus Entertainment is thus confident in the execution of its 2022/23 roadmap and continues to deploy its strategy of moving up the value chain; in particular thanks to the largest line-up in its history, which will drive future organic growth of the Group. This ambitious line-up is already reflected in an increased investment.

Financial Calendar

Upcoming publications are as follows:

Publication	Date
022/23 –Half-Year Results	Thursday December 15, 2022
2022/23 –Q3 Sales	Thursday January 19, 2023
2022/23 –Q4 Sales and FY Sales	Thursday April 20, 2023

About Focus Entertainment

FOCUS ENTERTAINMENT is one of Europe's leading video game publishers and developers. Its vocation is to support leading French and international studios in the development, production monitoring, marketing, sales and financing of their projects. As a publisher of strong brands such as The Surge, Vampyr, and A Plague Tale: Innocence, the Group generated revenues of €142.6 million in 2021/22. FOCUS ENTERTAINMENT generates 95% of its sales internationally. For additional information, visit www.focusent.com

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