

Funcom's Second Quarter / Half -Yearly 2018 Financials

Funcom N.V. today announces its second quarter 2018 result. The highlights from the report include:

- With an EBITDA of USD 8 268 thousand 2Q18 is the most profitable quarter in Funcom's history, driven by the successful launch of Conan Exiles
- Conan Exiles is the most selling game in Funcom's history. Full launch was completed by the PlayStation 4 launch on 23 August in Japan by our distribution partner Spike Chunsoft. Free updates and paid downloadable content packs (DLCs) will continue to be released to support the game's engagement and monetization
- Mutant Year Zero: Road to Eden will be launched on 4 December 2018 for PC, Xbox One and PlayStation 4. The game has had significant pick-up in social media and gaming press
- Another 5 games are in the launch pipeline. The Conan game developed by Petroglyph to be released in 1H 2019, the game developed by Rock Pocket Games to be released in 2H 2019 and the cooperative online shooter developed in Funcom's North Carolina studio are all in full development. The Company's Oslo studio has started developing a new single player Conan IP game. A new open-world multiplayer game developed in Funcom's Oslo studio is in early concepting and scheduled to enter pre-production during 4Q18

The report and presentation can also be downloaded from the Company's website, under the page 'Investors'.

As previously announced a presentation will be held on the Funcom channel on Twitch, www.twitch.tv/funcom at 8:00pm CEST today 28 August. The presentation will be held in English by Rui Casais, CEO of Funcom, and Stian Drageset, CFO.

Any enquiries may be addressed to: investor@funcom.com

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Badhoevedorp, The Netherlands, 28 August 2018
Funcom N.V.

This information is subject to the disclosure requirements acc.
to §5-12 vph1 (Norwegian Securities Trading Act)