



Press release  
Paris, 25 April 2019

## FOCUS HOME INTERACTIVE

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Revenue in the fourth quarter of 2018/2019: €24.5m

Revenue for the fiscal year: €126m

### A successful fourth quarter

**FOCUS HOME INTERACTIVE**, the French video games publisher, announced revenue of €24.5m for the fourth quarter of its 2018-19 financial year (January-March 2019), underpinned by strong sales of key titles released at the end of 2018, such as *Insurgency: Sandstorm* and *Farming Simulator 19* which sold a record one million copies in less than ten days. Revenues for this fourth quarter increased by €14m or 134% versus the fourth quarter of last year (January-March 2018).

Thanks to successful launches of titles such as *Vampyr*, ongoing operation of the *MudRunner (American Wilds)* franchise, and its highly successful *back-catalogue*, the Group generated revenue for the full year 2018-19 of €126m.

### A record year for the Group

This fourth quarter underlines a remarkable year for the Group as a whole, which once again demonstrated its breadth of expertise in establishing successful new brands in an ultra-competitive market and continuing generate profits from strong product licences.

The year got off to an excellent start with the release of DONTNOD studio's *Vampyr*, which met with worldwide commercial and critical success, and sold more than one million copies. The

Group recently announced the renewal of its partnership with DONTNOD for a project that promises to be the most ambitious to date for both players.

Focus also generated record sales from **Farming Simulator 19**, which has sold more than two million copies to date and tops best-seller rankings in various countries around the globe. The “Farming” experience will be enriched over the coming months with the release of several additional content items and a new Switch version.

On the tails of the success of the million seller **MudRunner**, this year saw the release of an **American Wilds** edition offering further enhancements to this ultimate off-road experience. New content, new American settings, and well-known vehicle have attracted a growing and loyal audience base to this Saber franchise.

December saw the release of **Insurgency: Sandstorm**. In only a few weeks, New World Interactive's hardcore title sold more than half a million copies on Steam, with regular updates, additional content and new game modes attracting more and more devoted fans.

Over the fiscal year, the back-catalogue accounts for 25% of total sales, with 90% of sales now generated internationally and digital sales representing 66%.

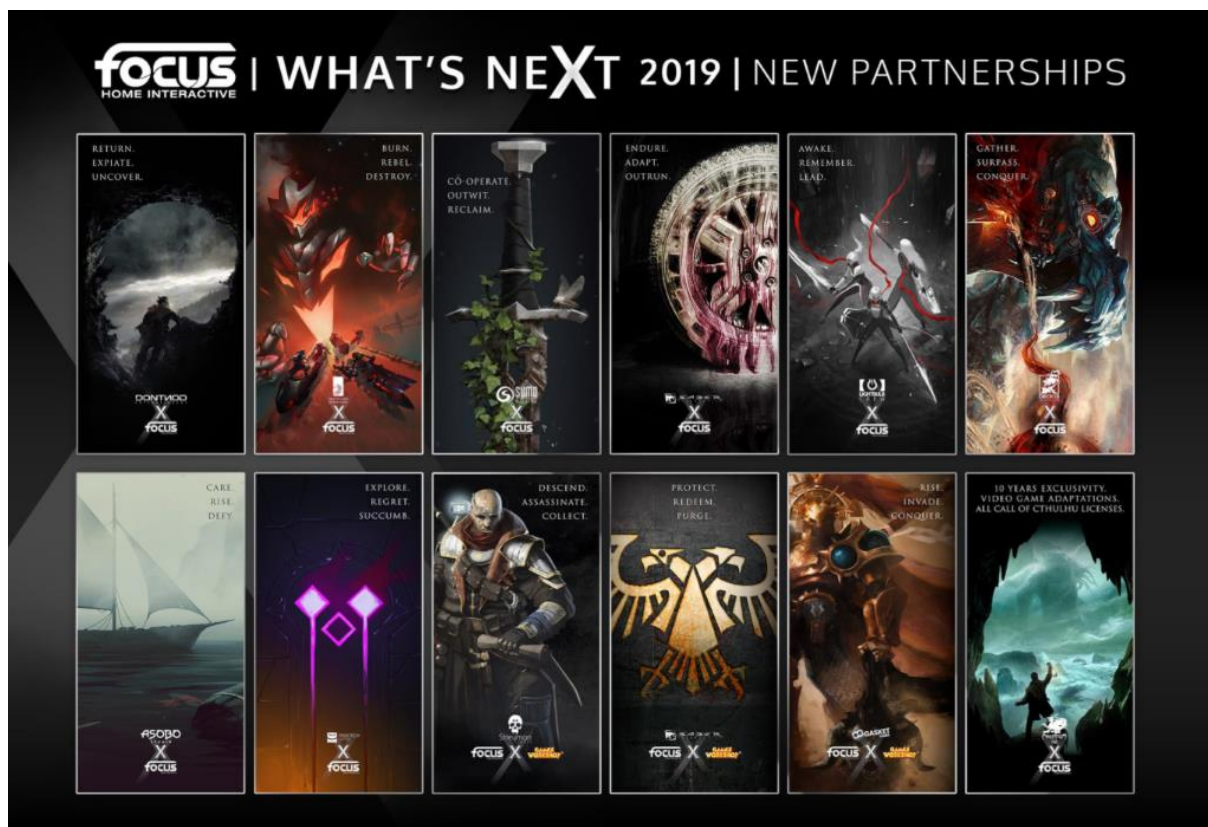
## A very promising 2019-20 catalogue

Fiscal year 2019-20 kicked off with the launch of Saber's **World War Z**, adapted from the Paramount film of the same name, which immediately topped best-seller lists worldwide, attracting more than one million players less than a week after release. The highly awaited and innovative **A Plague Tale: Innocence** by Asobo is due for release next month; this dark but poetic game has already won over journalists around the world during media tests.

The year-end will bring the release of blockbusters such as **GreedFall** and eagerly awaited sequels **The Surge 2** and **MudRunner 2** developed by Spiders, Deck13 and Saber respectively, which have already garnered a huge following. These were presented to the global media at the Focus What's Next 2019 event held on 10 and 11 April, where they impressed journalists and visitors alike.

## What's Next 2019 – Looking to the future

Held in the heart of Paris, the Group's annual What's Next event brought together global media, studios, and partners over two days to reveal more details of the Focus 2019 catalogue. Following announcements on the Group's strategy, attendants discovered 12 new partnerships signed by Focus for titles that will be developed and released over the next three years.



Focus is proud to renew key partnerships with talented players such as **DONTNOD** Entertainment (Vampyr), **SABER Interactive** (MudRunner, World War Z), **DECK13** (The Surge), **ASOBO** (A Plague Tale), **STREUM ON** (Space Hulk: Deathwing), and **PASSTECH Games** (Space Run). It will embark on new partnerships with industry veterans such as **SUMO Digital** (Eve: Valkyrie), **GASKET Games** (former members of Relic Games– Dawn of War), and promising new studios such as **LIMESTONE Games** and **LIGHTBULB Crew**. The Group also announced an agreement with historical partner **Games Workshop** for the development of three new **Warhammer** games, and a partnership with **Chaosium** for the exclusive operation of a series of **Call of Cthulhu** video games over the next ten years.

### About Focus Home Interactive

Focus Home Interactive is a French publisher based in Paris, France. Known for the quality, diversity and originality of its catalogue, Focus has published and distributed original titles (*Vampyr*, *Farming Simulator*, *Call of Cthulhu*, *Insurgency: Sandstorm*) that have become benchmark titles worldwide, available both in store and for download across the world. Focus publishes games on all major platforms, consoles and PC. The publisher's catalogue will get even richer in the coming months and years with eagerly awaited games such as *A Plague Tale: Innocence*, *World War Z*, *The Surge 2*, *MudRunner 2*, *GreedFall* and many more. The Group generated revenues of €126m in 2018-19. FOCUS HOME INTERACTIVE generates 90% of its sales internationally.

## Upcoming events

### Annual results for fiscal year 2018-2019

27 June 2019

Get all the latest financial information on FOCUS HOME INTERACTIVE  
at [www.focus-home.com](http://www.focus-home.com)



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