



## **Starbreeze focuses on its core business – internal game development and publishing**

**STOCKHOLM (December 12, 2018) – Starbreeze AB has decided to focus on group’s core business: internal game development and publishing. The decision entails that operational and financial resources will be focused to these areas.**

The group’s financial and operational resources will be focused to the core business and the platform for the group’s future operations. For the part that does not belong to the core business, the company will immediately initiate a process to find collaborations with external parties to secure that these operations develop in a positive way.

More detailed information on the operational changes in Starbreeze will be provided before year-end. Starbreeze assesses that the operational changes will be concluded at the half-year 2019.

“We’re now focusing the business towards a portfolio consisting of a mix of internally developed games and publishing titles. We are humble for the task at hand, but our aim to build a qualitative company in the entertainment industry still stands, and the existing portfolio provides a good platform for our first-class teams”, said Mikael Nermark, Acting CEO.

“Our shift to core enables a larger focus on our internal talents and teams, whilst improving internal organizational and development processes. Innovation and quality, and further on to deliver the best experiences for our players, will be our main goal in this process”, said Stephane Decroix, Chief Development Officer.

The company will initiate work to find financial partners to finance the whole or parts of the company’s future operations.

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### **For further information, please contact:**

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*This information is such that Starbreeze AB is obliged to make public pursuant to the EU Market Abuse Regulation. The information was submitted for publication, through the agency of the contact person set out above, at 16:15 CET on December 12, 2018.*

## **About Starbreeze**

*Starbreeze is a global game company whose vision is to be a leading provider in the entertainment industry by creating world-class experiences. Starbreeze was founded in 1998 and has since evolved into a well-established developer and publisher of PC and console games and VR products aimed at the global market. With studios in Stockholm, Paris, Los Angeles, San Francisco, Barcelona, Brussels, Bangalore and Dehradun. Starbreeze develops high-quality entertainment products based on proprietary and third-party rights, both in-house and in partnership with external game developers. Operations are organized in three business areas: Starbreeze Games for own game development, Publishing, and VR Tech for technology development including the StarVR venture. Starbreeze shares are listed on Nasdaq Stockholm under the tickers STAR A and STAR B with the ISIN-codes SE0007158928 (A share) and SE0005992831 (B share). For more information, please visit [starbreeze.com](http://starbreeze.com)*