

# DON'T NOD

INVESTOR PRESENTATION

October 2023

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# DONTNOD

- HISTORY & KEY FIGURES
- 2. HI RESULTS
- 3. OUTLOOK

## YOUR SPEAKERS



Oskar GUILBERT
Chairman & CEO
Founder in 2008



Benoît GISBERT MORA
Deputy General Manager
Joined the Group in 2017



# HISTORY















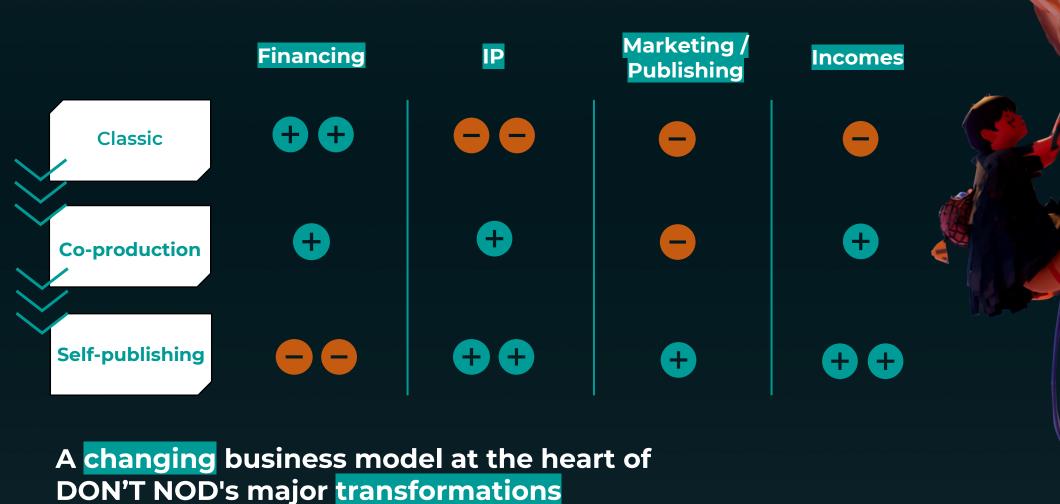








# BUSINESS MODEL EVOLUTION





# 2023 KEY FIGURES

PEOPLE (PARIS & MONTREAL)

IPs IN PRODUCTION (INTERNAL & EXTERNAL)



\$188<sub>BN</sub>

ESTIMATED VIDEO GAMES REVENUES IN 2023<sup>1</sup>

€64m

A STRENGTHENED CASH POSITION TO SUPPORT THE PIPELINE





# RELEASED – JUNE 8 & 22













# HARMONY



#### "IMMERSIVE AND POWERFUL" CHECKPOINT GAMING – 9/10

"MASTERFUL"
GAMEGRIN – 9/10

"AN EXPERIENCE UNLIKE ANY OTHER" GAMESHUB – 4/5

"STELLAR WRITING" TECHRAPTOR – 9/10

"A POWERFUL VISUAL NOVEL"
IGN – 8/10





H1 2023 RESULTS

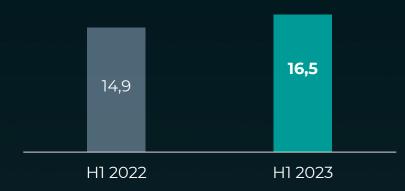


# TOPLINE JUNE 30, 2023

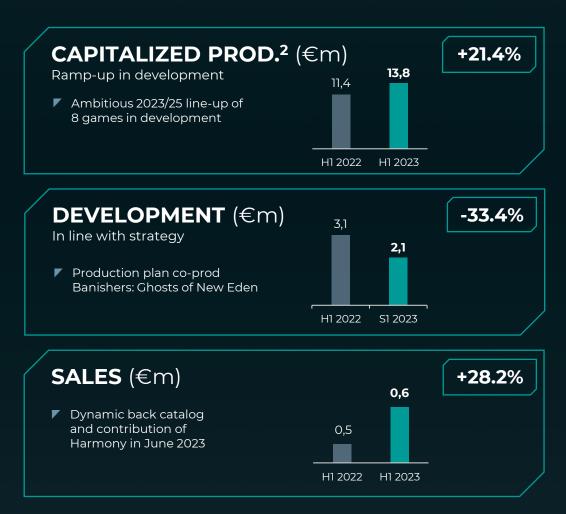


✓ OPERATING REVENUES¹ (In €m)

+10.3%



1 Development + sales + capitalized production 2 Costs incurred on co-produced and self-published games until release





# INCOME STATEMENT



Audited consolidated data - in €000	H1 2022	H1 2023
Revenues	3,554	2,663
- Of which Development	3,076	2,050
- Of which Sales	478	613
Capitalized production	11,366	13,800
Total operating revenues <sup>1</sup>	14,919	16,463
Other operating revenues	169	14
Total operating expenses (excl. depreciation, amortization and provisions)	(16,622)	(19,170)
Tax credits (including CIJV)	3,359	3,764
Economic EBITDA <sup>2</sup>	1,826	1,071
Deferred taxes		(218)
Depreciation, amortization and provisions	58	(485)
Economic EBIT <sup>3</sup>	1,883	368
Financial income	444	258
Non-recurring income/(expenses)	(497)	(1,336)
Amortization of goodwill	(157)	(157)
Consolidated net income/(loss)	1,674	(866)

-- 10.3% GROWTH

#### RAMP-UP IN PRODUCTION, OUTSOURCING, AND MARKETING/PUBLISHING COSTS INCURRED

- of which staff costs €13.6m (vs. €12.1m in H1 2022)
- of which other expenses €5.3m (vs. €4.3m in H1 2022)
- Economic EBITDA correlated to development cycle and 2023 releases schedule
  - **Economic EBIT**: continued development and limited contribution from sales of *Harmony: The Fall of Reverie*, released in June 23
- -- Strategic reorientation of pre-production assets
- -- Acquisition of DON'T NOD ELEVEN in June 2018



<sup>1</sup> Sales + Capitalized production

<sup>2</sup> Operating income (+) Depreciation, amortization & provisions net of reversals + Tax credits

**<sup>3</sup>** Operating income + tax credits

# A SOLID FINANCIAL STRUCTURE

# 011

ASSETS – in €'000	31/12/2022	30/06/2023
Fixed assets	52,974	65,153
Inventories, work-in-progress		-
Trade receivables	3,538	3,599
Other receivables	8,814	12,266
Cash & cash equivalent	34,907	64,227
TOTAL	100,233	145,244

LIABILITIES - in €'000	31/12/2022	30/06/2023
Shareholders' equity	88,073	132,631
Provisions	2,286	2,264
Borrowings	4,324	3,688
Trade payables	1,498	2,064
Other payables	4,052	4,597
TOTAL	100,233	145,244

+€12.2m of investments / acquisition of intangible assets (IPs) Incl. €8.9m tax credits not received New fund rasing of €45.9m Of which **PGE** state-guaranteed loan (€2.6m) repayable at maturity in april 2026

A solid, low-indebted balance sheet, enabling us to pursue our growth strategy building a portfolio of IPs to ensure profitable and sustainable growth

# CASH FLOW STATEMENT

012

In K€	H1 2022	H1 2023	
Gross operating cash flow	2,191	1,361	Year of investment in self-publishing
Change in working capital cash flow	(2,884)	(2,622)	
Cash flow from operating activities	(695)	(1,261)	
Cash flow from investing activities	(11,268)	(14,081)	_ Effect of investments in games co-production, self-publishing and third-party studi
Cash flow from financing activities	(426)	44,652	− − Fund raising of €45.9m
Opening cash and cash equivalents	58,432	34,905	
Closing cash and cash equivalents	46,126	64,227	
Change in cash and cash equivalents	(12,305)	29,322	





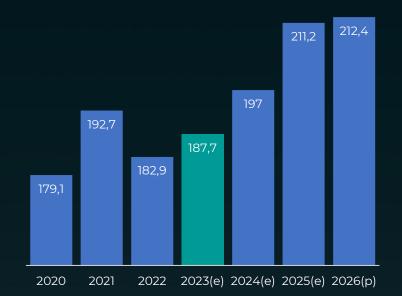


OUTLOOK AND STRATEGY

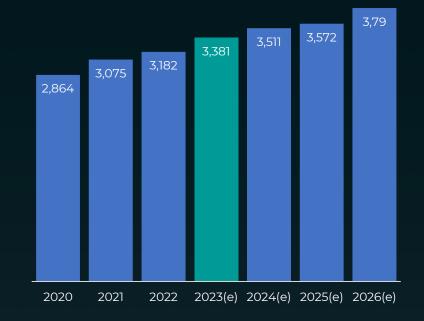
# A SOLID MARKET

# GLOBAL VIDEO GAME MARKET (\$BN)1

Global video game market revenues 2020 - 2026(e), in billions of USD



Global players 2020 - 2026(e), in billions of players





Sources: NEWZOO 2021 to 2023





# AN AMBITIOUS RELEASE PIPELINE

017

2023

2024 - 2025

**POST 2025** 











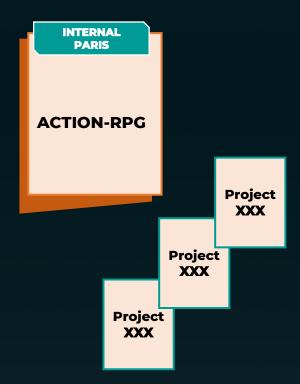








**INTERNAL** 

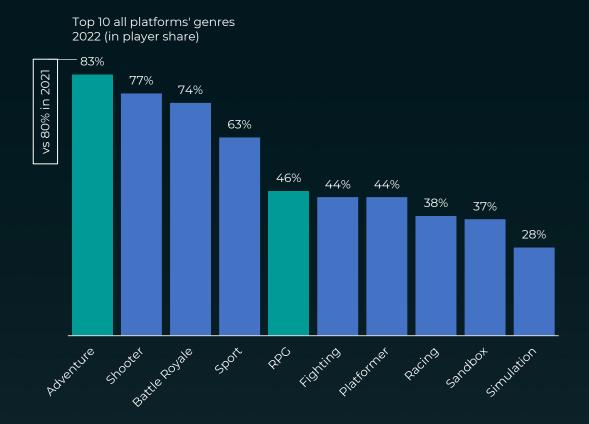


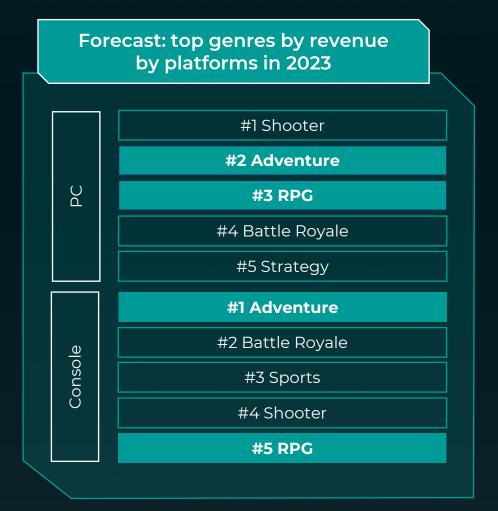


# MARKET TRENDS ALIGNING WITH OUR STRATEGY

018

New production lines on the most played segments







# THREE STRATEGIC PILLARS

# INTELLECTUAL PROPERTY



- Majority IPs retention
- Favoring a mixed economic model between coproduction and selfpublishing

# **EXPERTISE POLES**



- Organized around highpotential areas of expertise
- Capitalize on our successes and key pillars, by strengthening ARPG,
   Action Adventure and
   Narrative Adventure

# CATALOG AND REVENUES



- Target confirmed of an average of 2 releases per year (internal and external)
- Combining recurring revenues and game releases to ensure profitable and sustainable growth



# KEY INVESTMENT DRIVERS

A BUSINESS MODEL
of developer-publisher
based on successful genres

3

A PIPELINE

diversified with 9 games released and 8 in production

A COMMITTED PLAYER
in narrative and meaningful
games resonating with our
communities and talents



AN OFFENSIVE STRATEGY

to create value

# DON'T NOD

A GLOBAL & RECOGNIZED
DEVELOPER-PUBISHER POSITION
IN THE ECOSYSTEM







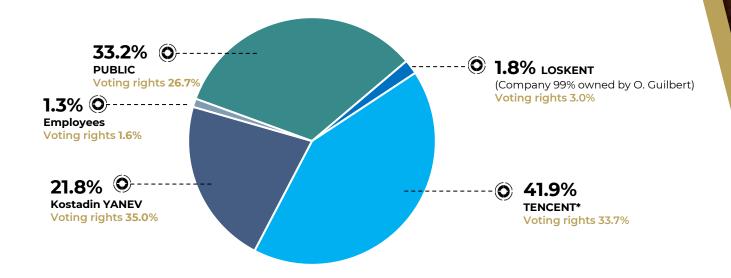


APPENDICES



# SHAREHOLDER INFORMATION

✓ Breakdown of capital at 30/06/2023



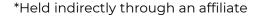
FR0013331212 - ALDNE Number of shares 13,069,231 Listing sponsor Allegra Finance

Liquidity contract TP ICAP EUROPE

Analysts
TP ICAP EUROPE
Charles-Louis Planade

SG Gilbert Dupont Yann De Peyrelongue

Portzamparc BNP Paribas Group Maxence Dhoury





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