



PRESS RELEASE
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Stillfront Group appoints Oleg Savschouk and Phillip Knust as new CEO and CPO at Goodgame Studios

Stillfront Group announces the appointment of Oleg Savschouk, Vice President Live Operations and member of the management team, as new Chief Executive Officer and of Phillip Knust, Director of Products, as new Chief Product Officer at Goodgame Studios, effective March 1st, 2019.

Oleg Savschouk is an experienced leader who joined Goodgame Studios more than seven years ago as Product Director and is - in his current role as VP Live Operations - responsible for the product development of the successful games "Big Farm" and "Goodgame Empire", the latter being one of the biggest strategy games of all time with more than 175 million users to date.

Phillip Knust is an experienced creative leader and product strategist who joined Goodgame Studios more than eight years ago as Product Manager and has since then led several production teams, releasing numerous product successes, the most popular being "Goodgame Empire". Knust is the creator of the original game design of both "Goodgame Empire" and "Big Farm".

In their new roles, Savschouk and Knust will continue to focus on long-lifecycle product development and contribute to long-term shareholder value.

"It is a privilege to lead this fundamentally strong company with iconic products and talent. Phillip and I will be working very hard in the coming years to further expand our brands. We will move with urgency and intense commitment to continue to drive revenue and profits for Goodgame and the Stillfront Group. I see an exciting future for Goodgame with profitable growth and more great products to come. I am eager to get going." says Oleg Savschouk, designated CEO of Goodgame Studios.

"I am very happy to see Goodgame Studios in such a strong position. The company is showing high profitability, popular brands, a great product pipeline and continues to be led by a highly skilled management team. Oleg and Phillip are experienced gaming industry experts with a strong focus on building and managing long-lifecycle products. I look forward to working with Oleg and Phillip in their new roles", says Jörgen Larsson, CEO of Stillfront Group.

FOR FURTHER INFORMATION PLEASE CONTACT:

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ABOUT STILLFRONT

Stillfront is a group of independent creators, publishers and distributors of digital games - with a vision to become the leading group of indie game creators and publishers. Stillfront operates through eleven near-autonomous subsidiaries: Coldwood Interactive in Sweden, Power Challenge in the UK and Sweden, Dorado



Online Games in Malta, Simutronics in the United States, Babil Games in UAE and Jordan, eRepublik in Ireland and Romania, OFM Studios, Bytro Labs, Goodgame Studios and Playa Games in Germany, Imperia Online, Bulgaria. Stillfront's games are distributed globally. The main markets are Germany, the United States, France, UK and MENA. For further information, please visit www.stillfront.com.

SELECTED GAMES

Stillfront's portfolio includes games across multiple platforms. Unravel and Unravel Two are widely acclaimed console games developed by Coldwood in collaboration with Electronic Arts. Supremacy 1914 and Call of War are high-immersion war strategy games developed by Bytro Labs. ManagerZone is a sports management strategy game launched in 2001. DragonRealms and GemStone IV are MUD-style games with a very loyal player base. Siege: Titan Wars(TM) is a popular mobile game developed by Simutronics. Nida Harb III and Admiral are mobile strategy games with very strong player bases, which are published by Babil Games. World at War: WW2 and War and Peace: Civil War are successful mobile strategy games developed and published by eRepublik Labs. Online Fussball Manager is a leading sports management game. EMPIRE and BIG FARM are major brands operated by Goodgame Studios. Imperia Online, is an MMO strategy game published on both browser and mobile platforms by Imperia Online.