



PRESS RELEASE

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Stillfront Group launches Siege World War II globally

Stillfront Group, a market leader in free-to-play online strategy games, today announces the global launch of SIEGE: World War II, a game developed by Simutronics, on Android and iOS.

Simutronics, a studio within Stillfront Group, is a leading developer of online roleplaying and mobile games such as DragonRealms, GemStone IV and Lara Croft Relic Run, the latter with more than 23 million downloads.

SIEGE: World War II is challenging to all gamers, requiring strategic thinking and planning. SIEGE: World War II builds on Simutronics experience in card-based real-time battle games, fitting perfectly into Stillfront's strategy of a portfolio of games encouraging long-term gamer relations. Marketing of SIEGE: World War II is conducted in collaboration with the Stillfront studio Goodgame Studios. The SIEGE: World War II IP is fully owned by Simutronics.

"SIEGE: World War II represents a big step forward in expanding our SIEGE line of games from the original SIEGE: Titan Wars. And our partnership with Goodgame Studios on the performance marketing front is immensely valuable," David Whatley, CEO of Simutronics comments.

"I am very pleased to see the development of SIEGE: World War II. Leveraging engines and in-house publishing are two core strategies within Stillfront, and the release of SIEGE: World War II is a very good example of both. The cooperation between our two studios Simutronics and Goodgame Studios is also a great example of how the Group delivers synergies. SIEGE: World War II has been in soft launch since September 2018 and I am excited to see how the game develops on a global basis," says Jörgen Larsson, CEO of Stillfront Group.

FOR FURTHER INFORMATION, PLEASE CONTACT:

Sofia Wretman, Director IR & Communications

Phone: +46 708 11 64 30

E-mail: sofia@stillfront.com

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 ten near-autonomous subsidiaries: Bytro Labs in Germany, 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 in Germany, Goodgame Studios in Germany, Imperia Online, Bulgaria and Playa Games, Germany. 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.