

NACON CONFIRMS DAEDALIC ENTERTAINMENT RESTRUCTURATION

Lesquin, July 10 2023. Following the official statement made by Daedalic Entertainment, NACON confirms a reorganization is taking place within its studio, which will from now on focus on its publishing activities. Daedalic has been developing this expertise for a long time and has all the required resources to ensure the publishing of a dozen of indie games per year. Its catalogue for the current fiscal year remains the same and is particularly solid.

Reorganization is focused on the development team : approximatively 25 persons are involved in the process, besides some external contractors.

The consequence of this shift is the cancellation of the second project based on The Lord of the Rings franchise. This project was in its early conception phase and only a few people were involved. These changes and the results of Gollum's game release have no impact on the objectives of Nacon's group, which remain the same for the current fiscal year.

ABOUT NACON

2023/23 FULL-YEAR SALES

€156.0 million

WORKFORCE

Over 1,000 employees

INTERNATIONAL

23 subsidiaries and a distribution network across 100 countries

<https://corporate.nacongaming.com/>

NACON is a company of the Bigben group. It was founded in 2019 to optimise its skills and take advantage of major synergies in the video game market. With its 16 development studios, AA video game publishing and the design and distribution of premium gaming peripherals, NACON has 30 years of expertise in serving gamers. The creation of this unified business unit has strengthened NACON's position in the market and is enabling it to innovate while creating new, unique competitive advantages.

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