



Forever Entertainment SA

INVESTOR PRESENTATION

TOMORROWLAND: RISING STARS IN CEE E-COMMERCE, GAMING AND HEALTHCARE

Gdynia, 20th May of 2021

COMPANY HIGHLIGHTS

**No3
PUBLISHER**
number of games on
Nintendo Switch

close cooperation
with
NINTENDO

STRATEGY
is based on growth in
the quality of
produced games

**9x
REVENUES
INCREASE**
from 2017

**DIVIDEND
POLICY**
20-80%
payout ratio

growth booster
**“PANZER
DRAGOON:
REMAKE”**

cooperation on IPs
with **SEGA**
G-MODE
SQUARE ENIX

CONSOLIDATOR
on the video game
market
IN POLAND

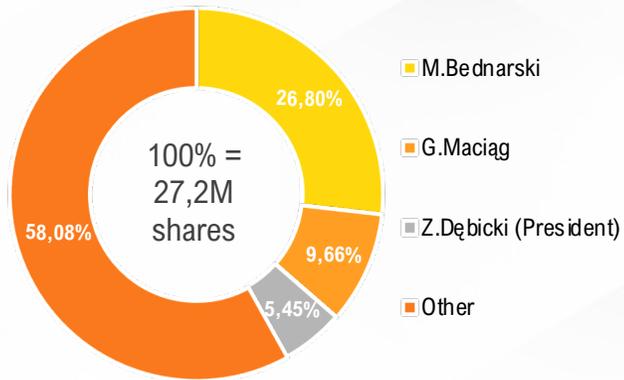
KEY METRICS

COMPANY INFORMATION

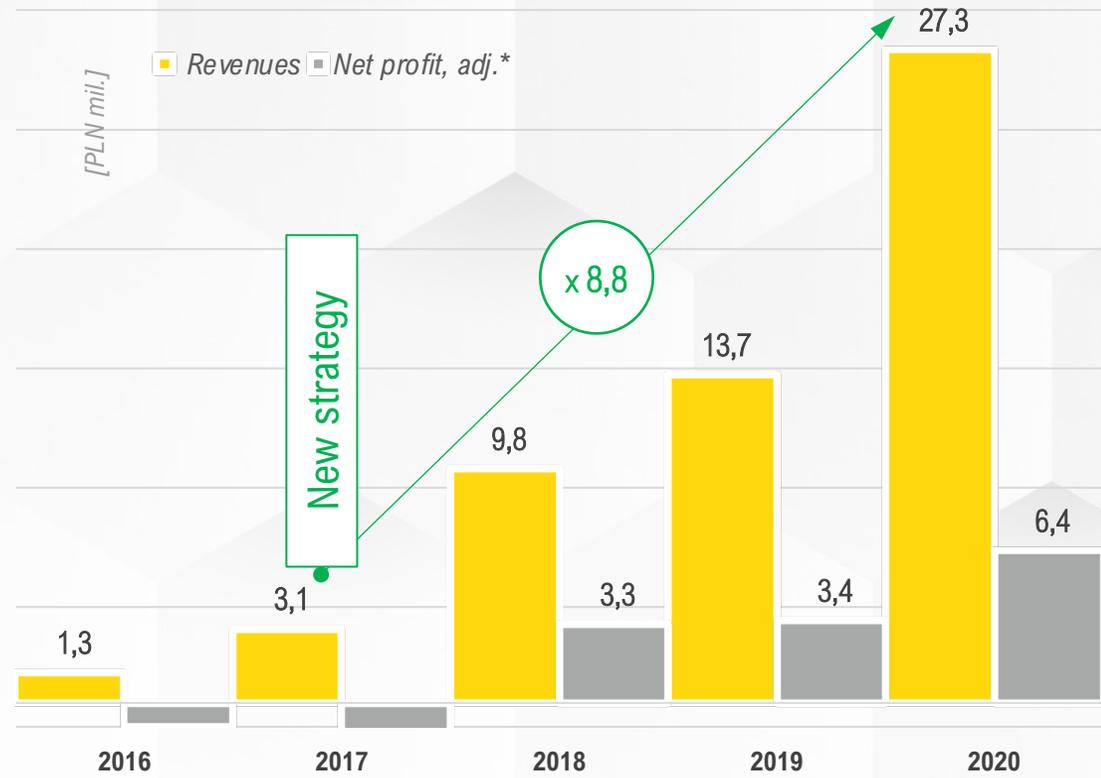
FOREVER ENTERTAINMENT S.A.

VIDEO GAMES - sector
 FOREVEREN - abbreviation
 FOR - ticker at the WSE
 FOR:WA - Reuters ticker
 NCIndex - index at NewConnect market
 2,77% - share of FOR in the NCIndex
 27,2M - number of outstanding shares
 PLN 181,4M - market capitalization at 14th of May 2021
 IR CONTACT - Zenit Management

SHAREHOLDERS



AUDITED RESULTS FOR YEARS 2016-2020



* Net profit adjusted for one-off events

Source: Infostrefa.com, Company

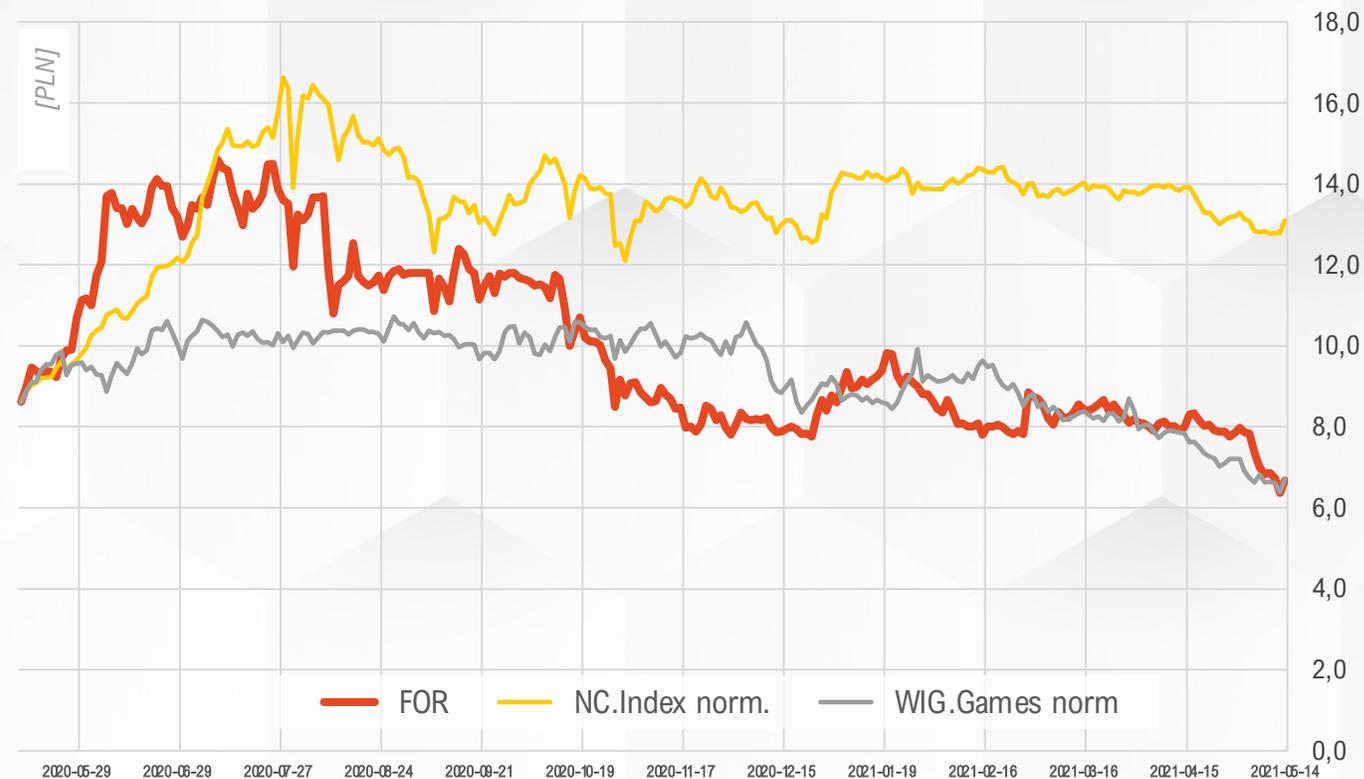
MARKET METRICS

MARKET DATA

6,67	share close price at 26.03.2021 [PLN]
6,36 15,20	min max 52 week [PLN]
27 200	number of outstanding shares [ths.]
15 799	Free-Float [ths. shares]
181 424	Market Cap. [PLN ths.]
105 379	Free-Float [PLN ths.]
98,3	1D turnover, 3M average [ths. shares]
1 225,40	1D turnover value 3M average [ths. shares]
1,04	sales/share [PLN]
0,28	EBITDA/share [PLN]
0,61	net profit/share [PLN]
0,18	net profit, adj./share* [PLN]
1,14	book value/share (12M av.) [PLN]
0,74	book value/share* (12M av.) [PLN]
6,4	Price/Sales (P/S) [x]
23,6	EV/EBITDA [x]
11,0	Price/Earnings(P/E) [x]
37,5	Price/Earnings adj. (P/E adj.)* [x]
5,8	Price/Book Value (P/BV) [x]
9,0	Price/Book Value adj. (P/BV adj.)* [x]
24,0%	Return on Equity (ROE)*

* Earnings per share adjusted for one-off events described in the financial reports of the Company (more information later in the presentation).

QUOTES 14.05.2020-14.05.2021



Source: Infostrefa.com, Company

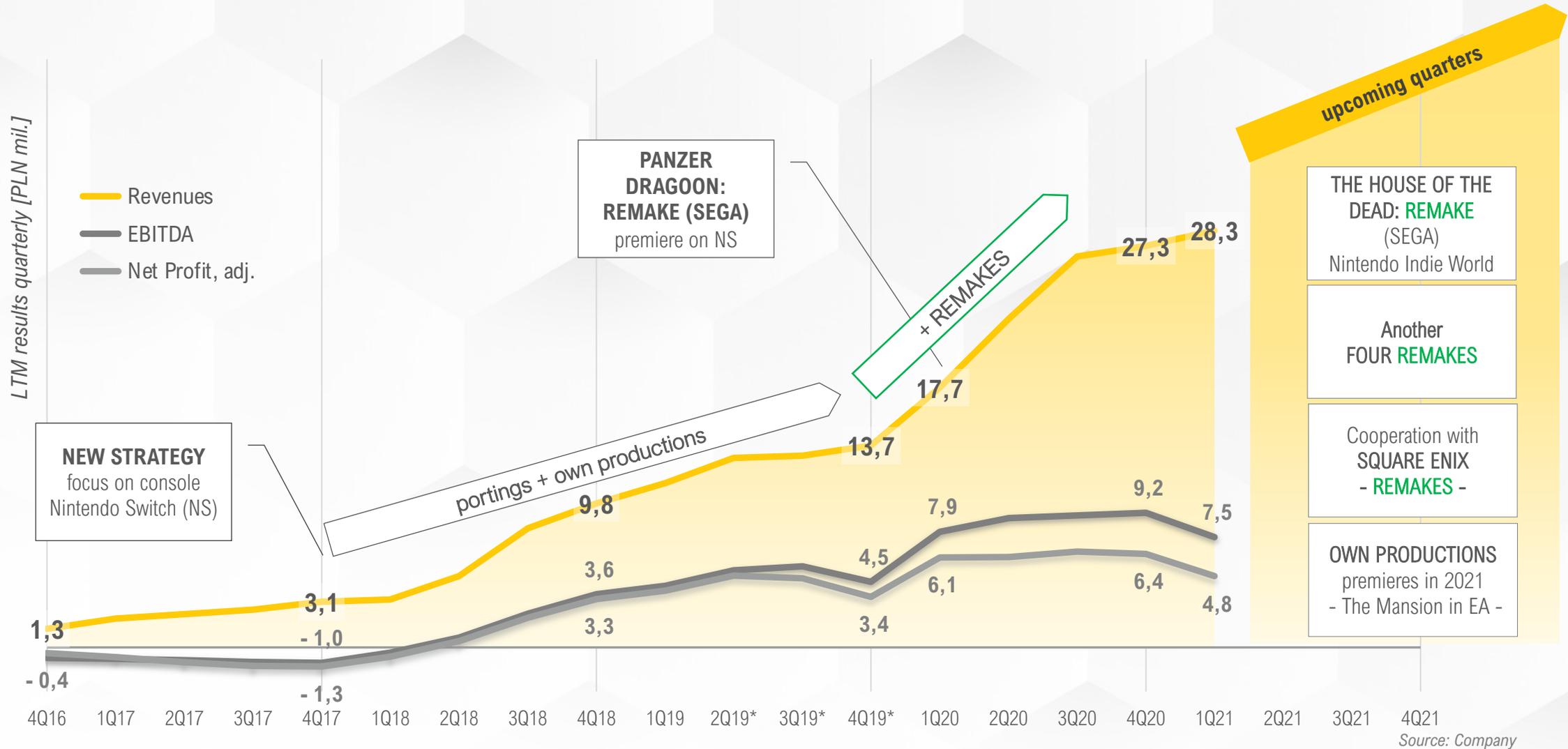
FE IS WELL RECOGNIZED WORLDWIDE

AS THE PRODUCER OF THE MOST CHALLENGING PORTS FOR THE NINTENDO SWITCH CONSOLE



Source: Company

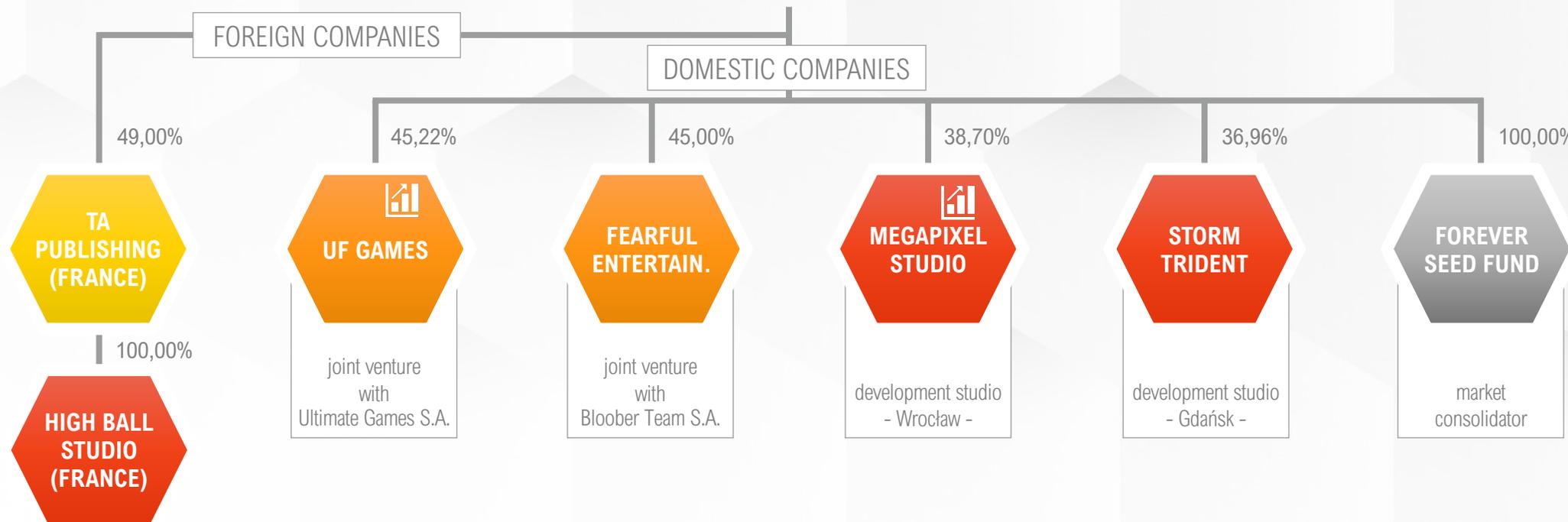
DEVELOPMENT OF FE IN 2016-2021



FOREVER ENTERTAINMENT GROUP



Forever Entertainment SA



 the company in the process of placing their shares on the NewConnect

Source: Company

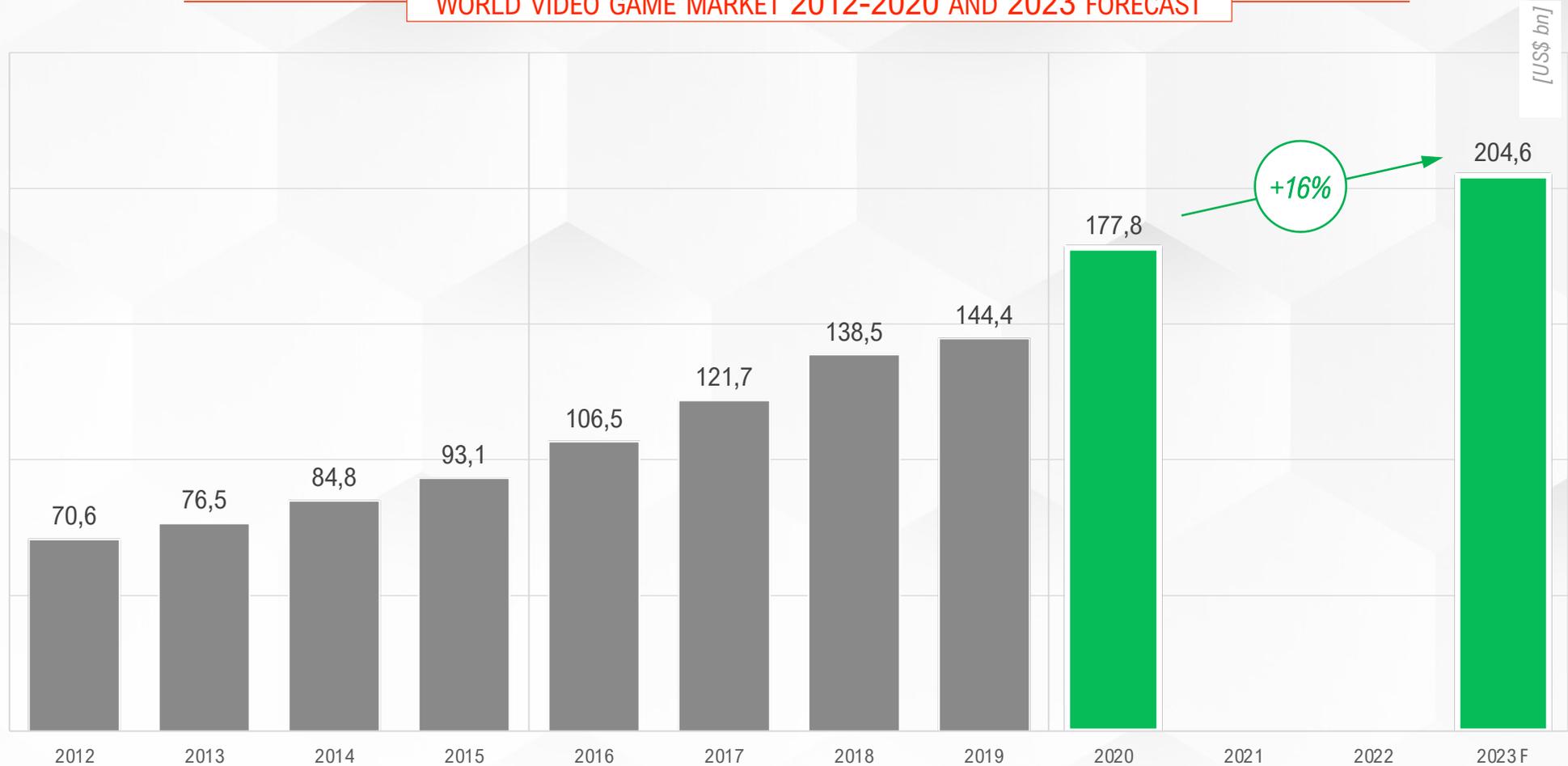
BUSINESS MODEL OF THE FE GROUP

ENTITY	IP ACQUISITIONS	DEVELOPMENT STUDIO	MARKETING & PUBLISHING
FOREVER ENTERTAINMENT	IP Polish and foreign, own productions	own productions, porting, remake	publisher on main platforms distributing video games 
MEGAPIXEL STUDIO	IP Polish and own productions	own productions, porting, remake	
UF GAMES	IP from PlayWay group and from Ultimate Games group in Poland		
STORM TRIDENT	IP Polish	own productions, porting, remake	
TA PUBLISHING	IP foreign from UE	own productions, porting, remake	
HIGH BALL STUDIO		own productions, porting, remake	
FEARFULL ENTERTAINMENT	IP horror, foreign	remakes	
FOREVER SEED FUND	investments	investments	

Source: Company

GLOBAL VIDEO GAME MARKET OUTLOOK

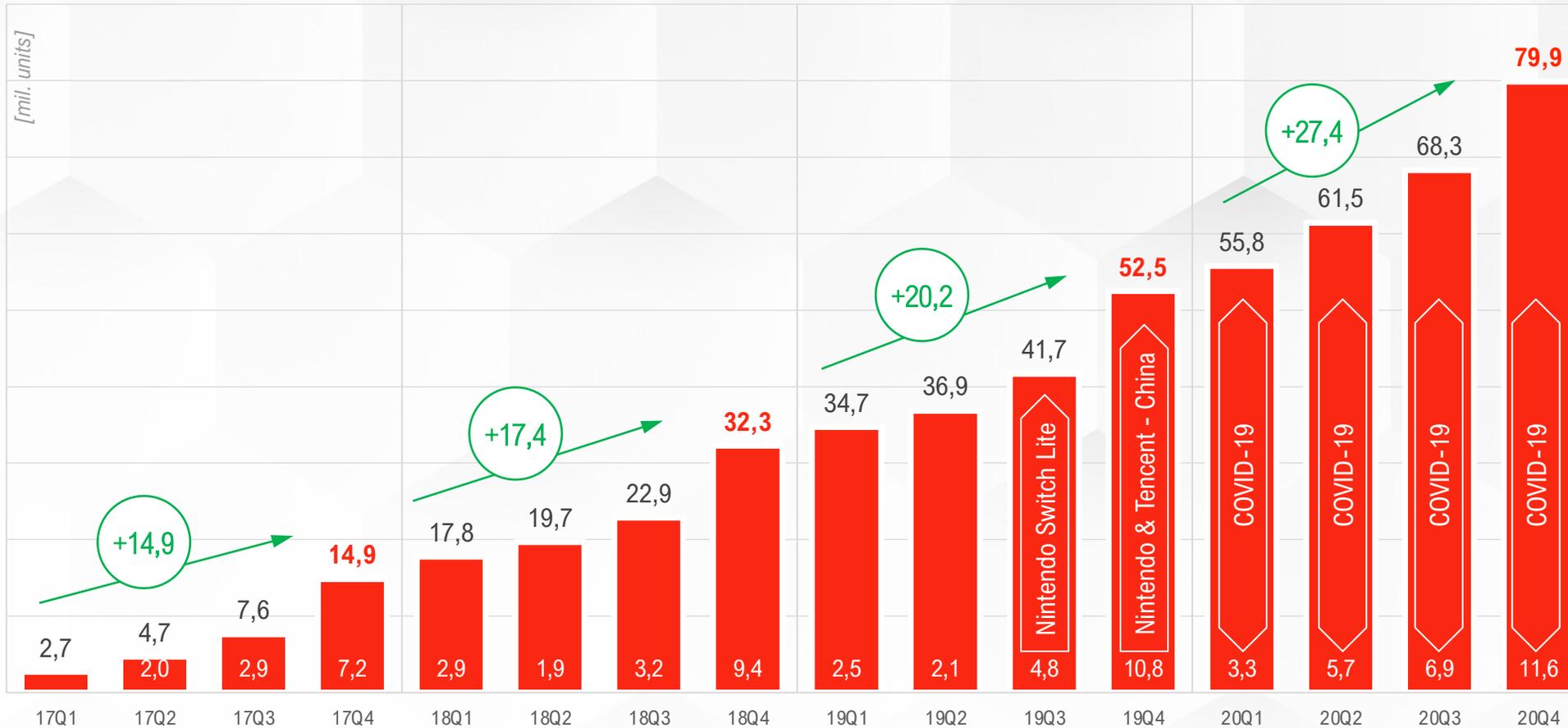
WORLD VIDEO GAME MARKET 2012-2020 AND 2023 FORECAST



Source: Worldwide; Newzoo; 6th May of 2021.

SALES OF NINTENDO SWITCH

SALES OF NS CONSOLES: QUARTERLY / LIFETIME

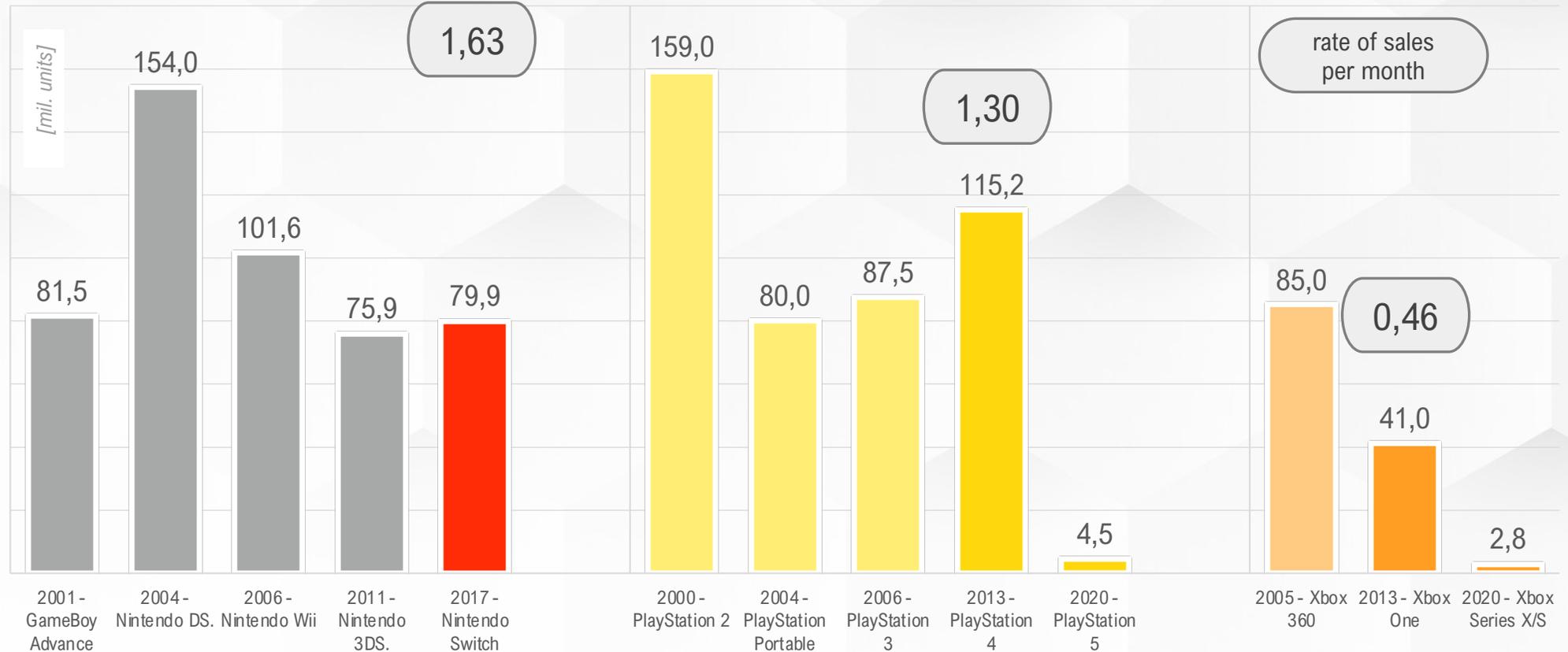


Additional 30 million units of Nintendo Switch console is expected to be sold in 2021

Source: www.nintendo.co.jp, own calculations

UNIT SALES OF CONSOLES

SALES CONSOLES LIFETIME FROM YEAR 2000



236,1 mil. of buyers has been attracted by the three best-selling consoles

Source: www.ign.com

OVER 150 PREMIERES

NUMBER OF PREMIERES ON MAIN PLATFORMS [UNITS]

						TOTAL
Own Productions*	13	2	3	-	19	37
Porting**	73	9	11	-	41	134
Remake**	1	1	1	1	1	5
TOTAL	87	12	15	1	61	147

* include co-productions

** porting and remake include publishing activity

THE BEST-SELLING TITLES [UNITS]



05.2019-02.2021 (21 months)



06.2018-07.2020 (25 months)

Source: Company

PANZER DRAGOON: REMAKE ON ALL PLATFORMS



Source: Company

THE MOST IMPORTANT PREMIERES 2020/2021

OWN TITLES

PUBLISHED



PLANNED PREMIERES

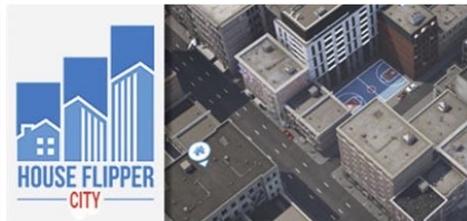


PORTING & PUBLISHING

PUBLISHED



PLANNED PREMIERES



REMAKE

PUBLISHED



PLANNED PREMIERES



Source: Company

A STRONG PORTFOLIO OF REMAKE GAMES

PANZER DRAGOON II ZWEI



FEAR EFFECT: REINVENTED



THE HOUSE OF THE DEAD



THE HOUSE OF THE DEAD II



SHADOWGATE 2



WITH PREMIERES PLANNED FOR 2021 - ...

Source: Company

UPCOMING BUSINESS DEVELOPMENTS

CO-OPERATION

- ✓ announcement of the premiere dates of the most important titles, including IPs from **SEGA** and **G-MODE**
- ✓ statement about titles of remake games obtained from **SQUARE ENIX** and launching a worldwide marketing campaign

COMPANIES OF THE FE GROUP

- ✓ starting the official process of floating of **MEGAPIXEL STUDIO** S.A. and of **UF GAMES** S.A. shares and setting the dates of their debuts on the NewConnect market
- ✓ development of **FEARFUL ENTERTAINMENT** S.A. and the disclosure of the title of the famous horror for remake
- ✓ commencement of investment activities **FOREVER SEED FUND**

Source: Company

STRATEGIC GOALS

NINTENDO SWITCH

TARGET **POSITION #2**

“REMAKE” SEGMENT

3-4 IP PER YEAR

MARKETS & PLATFORMS

SPECIALIZATION: **CONSOLES**

FURTHER DEVELOPMENT

ACQUISITION OF “BETTER” IP | INVESTMENTS | VALUE INCREASE

THANK YOU FOR YOUR ATTENTION

ZBIGNIEW DĘBICKI

THE PRESIDENT OF THE MANAGEMENT BOARD OF FOREVER ENTERTAINMENT S.A.

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