



Q2 2018 FINANCIAL RESULTS

Delayed process but still committed to split MTG into two listed companies



New MTG

- A pure play in digital entertainment
- Comprising esports (ESL & DreamHack), online gaming (InnoGames & Kongregate), Zoomin.TV, and other investments
- CEO: Jørgen Madsen Lindemann
- CFO: Maria Redin
- Company name: MTG
- Shares will remain listed on Nasdaq Stockholm
- HQ at Skeppsbron, Sweden



NENT Group

- Nordics leading entertainment provider
- Comprising Nordic Entertainment, MTG Studios and Splay Networks
- CEO: Anders Jensen
- CFO: Gabriel Catrina
- Company name: Nordic Entertainment Group
- Shares will be distributed to MTG shareholders and listed on Nasdaq Stockholm
- HQ at Ringvägen, Sweden

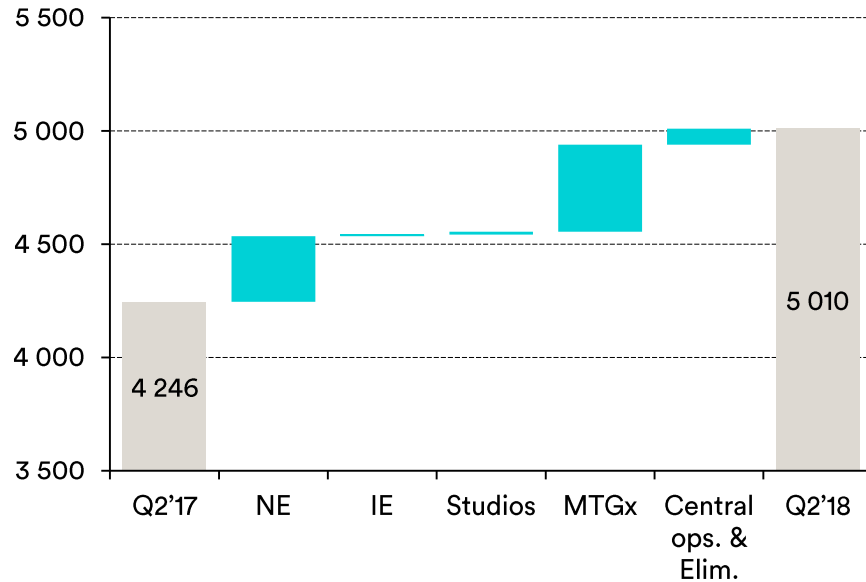
Q2 2018 IN SUMMARY



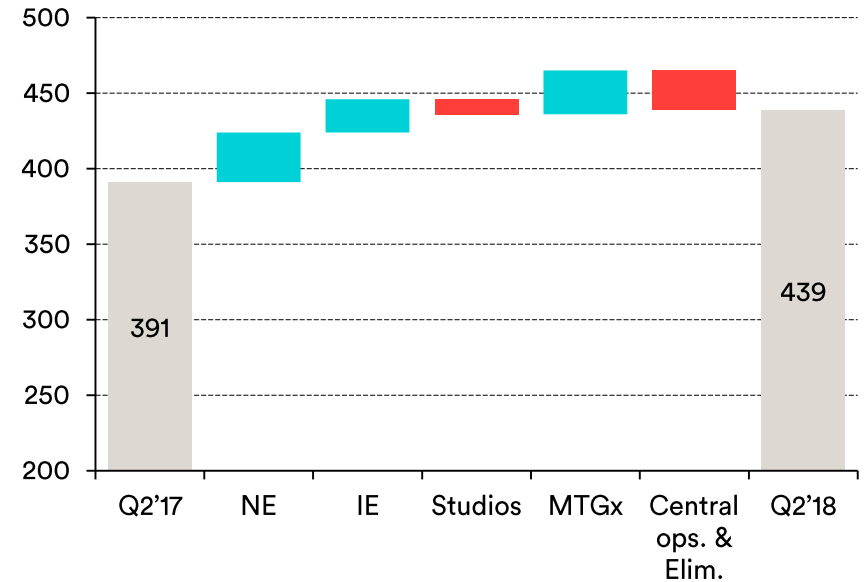
- 9% organic sales growth & 12% profit growth despite being burdened by SEK 32m of transaction costs
- Q2 marks the 8th consecutive quarter with at least 5% organic growth
- Digital sales up 76% and accounted for 36% of Group sales
- Committed to split MTG into two listed companies, but process delayed following Kinneviks decision to distribute its MTG shares

SALES & EBIT BY SEGMENT

Sales (SEKm)



EBIT before IAC (SEKm)



Sales and EBIT refer to continuing operations

NORDIC ENTERTAINMENT

Key highlights

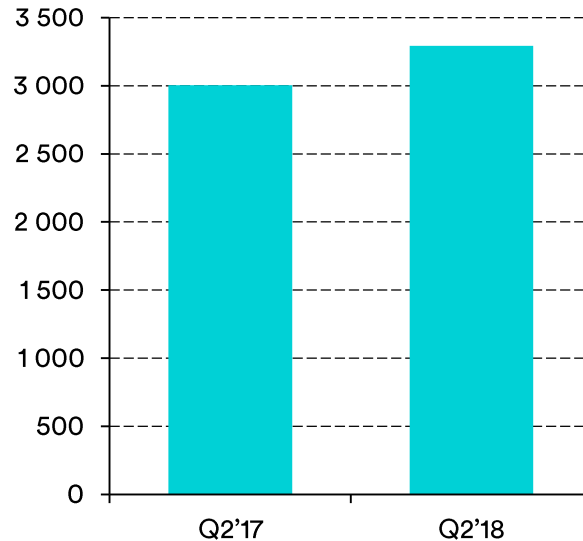
Organic sales up 7%

- Solid growth in both sub-segments despite difficult comps and FIFA World Cup on rival channels
- FTV & Radio boosted by Viafree, Swedish Radio and the Ice Hockey World Championship
- PTV growth driven by Viaplay and sports leading the way

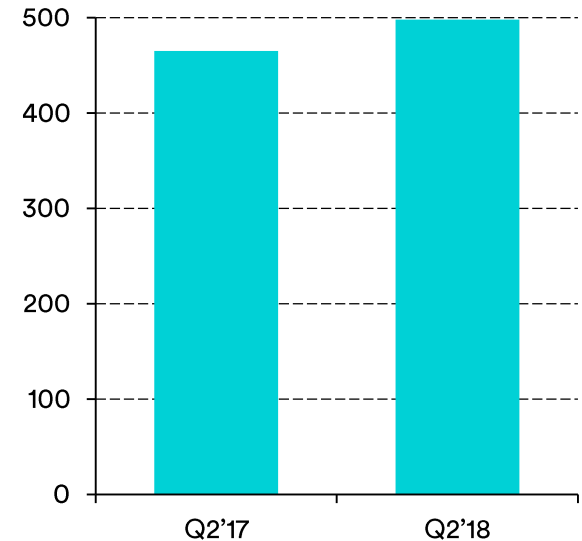
All-time high Q2 profits – up 7%

- Continue to deliver on profitable growth ambition
- 7th consecutive quarter with profit growth

Sales (SEKm)



EBIT (SEKm)



MTG STUDIOS

Key highlights

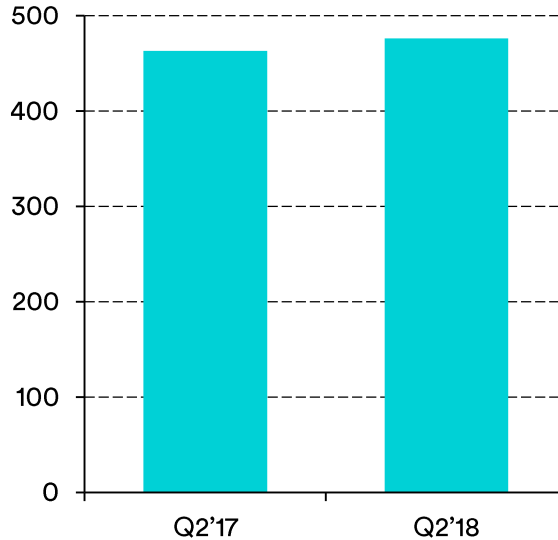
Organic sales down 13%

- Sales down due to lower events sales and timing differences in the production schedule for scripted drama
- The underlying demand for scripted drama remains strong and the pipeline looks promising
- Creation of a powerhouse in branded entertainment by the merger of Splay and NiceOne

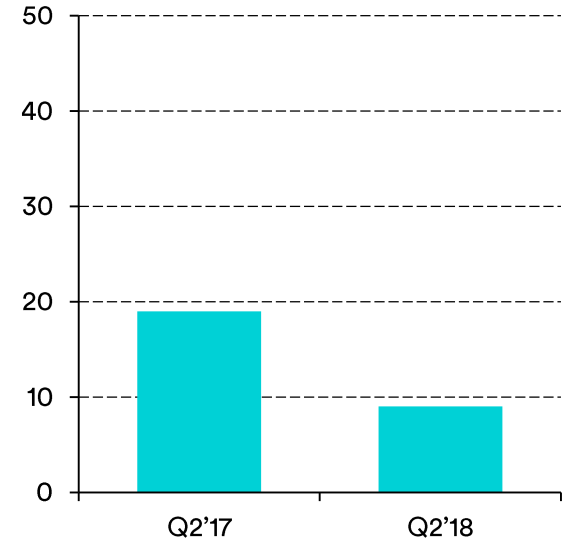
Profits down compared to last year

- Primarily reflects the consolidation of Splay

Sales (SEKm)



EBIT (SEKm)



INTERNATIONAL ENTERTAINMENT

Key highlights

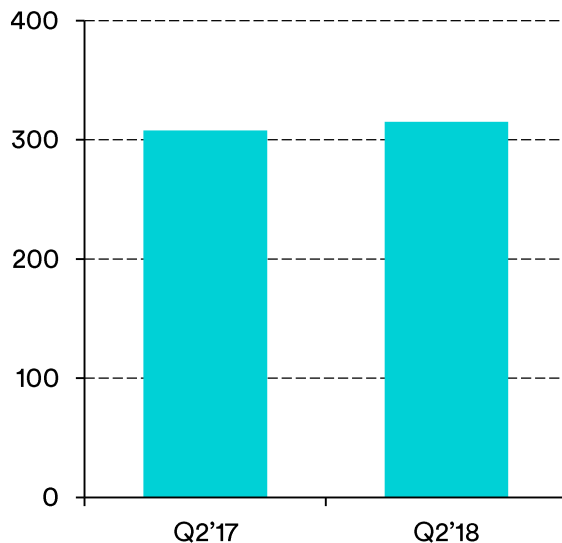
Organic sales up 7% and EBIT up 44%

- Continued healthy growth in Nova (Bulgaria)
- Closed divestment of Trace. Deconsolidated from 1st of May

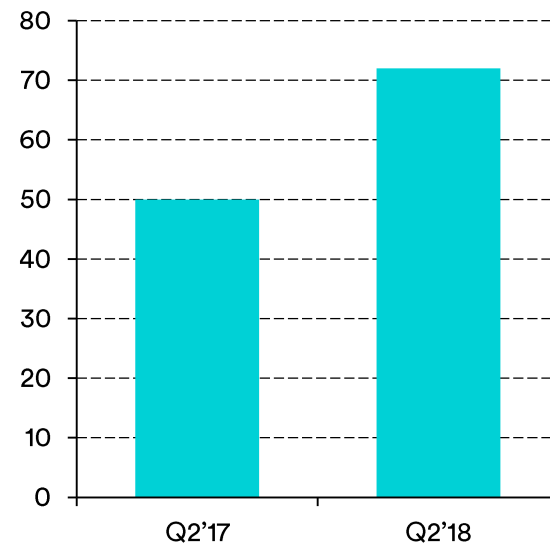
Nova – waiting for regulatory approval

- Signed agreement to divest Nova (Bulgaria)
- The closure of the sale is taken longer than expected as the regulator has taken this into phase 2
- Now expect an approval before the end of the year

Sales (SEKm)



EBIT (SEKm)



MTGx

Key highlights

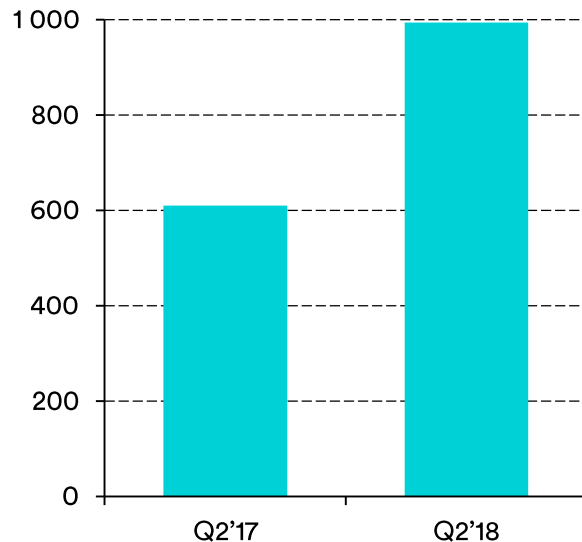
Organic sales up 25%

- Esport sales up 44% fuelled by over 60% growth in ESL's owned & operated events as well as in DreamHack
- Online Gaming sales up c. 10% on a pro forma basis
- Digital Video content sales down primarily as Splay now is reported in MTG Studios

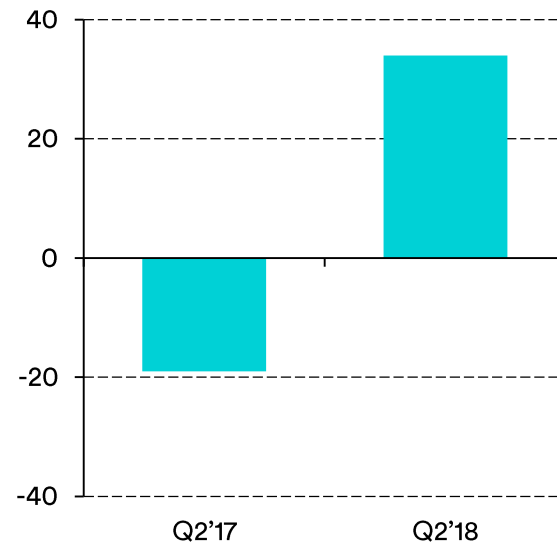
Turned EBITDA loss into a profit

- EBITDA of SEK 34m (-19)
- Supported by InnoGames
- EBIT of SEK -24m (-53)
- New organisational structure announced in ESL in April

Sales (SEKm)

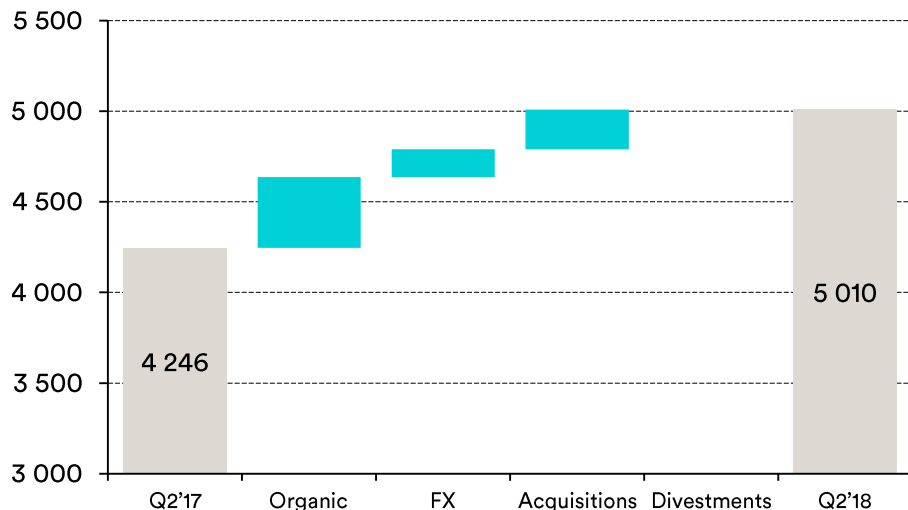


EBITDA (SEKm)

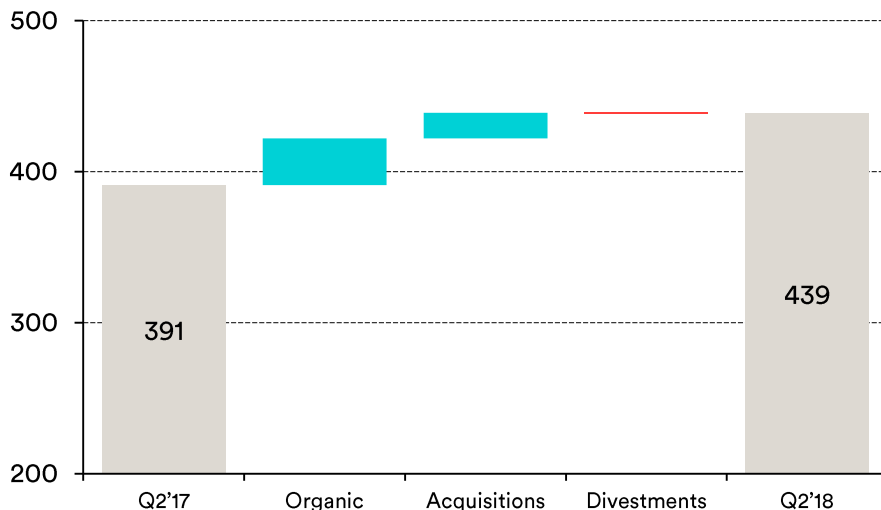


SALES & EBIT BY TYPE

Sales (SEKm)



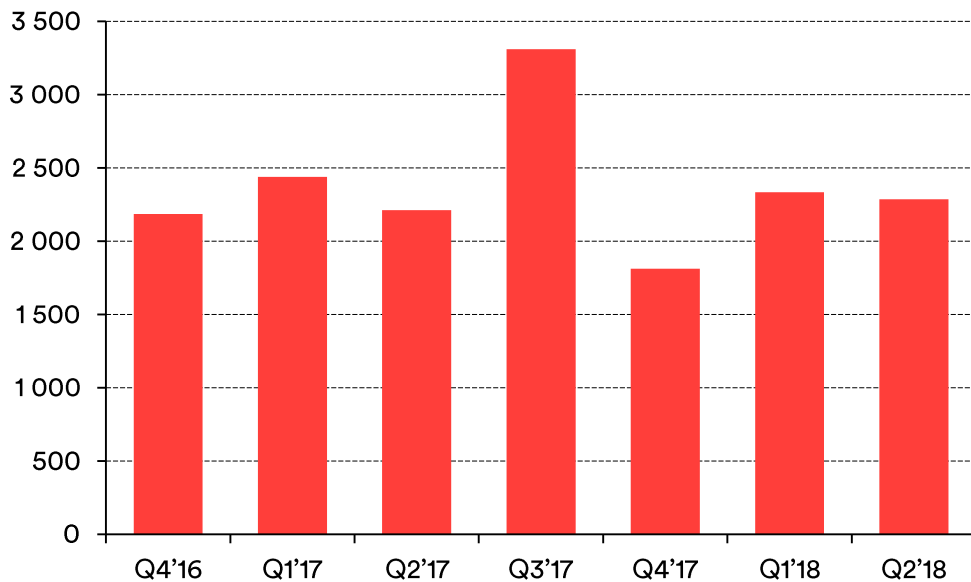
EBIT before IAC (SEKm)



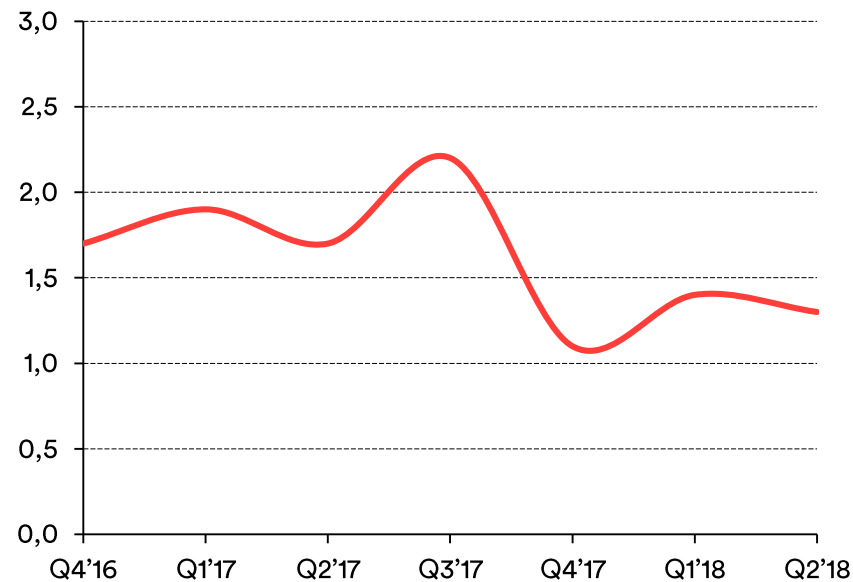
For continuing operations. Organic EBIT includes FX translation & transaction effects. Acquisitions includes M&A costs.

LEVERAGE

Net debt (SEKm)



Net debt to 12m trailing EBITDA before IAC



SUMMARY



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QUESTIONS PLEASE

