

EG7 enters agreement to license the IP rights of '83 to Blue Dot Games

Enad Global 7 AB (EG7) has today entered into a license agreement with the studio Blue Dot Games regarding the rights to the game '83. In this agreement Blue Dot Games gains the rights to continue the production of the game '83, which was paused by EG7 during last year. The deal gives EG7 the right to royalty based on the sales of the game, EG7 remains owner of the IP.

1983 was a tense year for global politics. With Western powers ramping up anti-Soviet rhetoric and the Soviets responding in kind, it represented one of the most dangerous years in the 20th century.

In '83, these tensions explode into a global conflict where 'what if' has become 'when'. Birthed from the timeline of the real Cold War, sabre-rattling escalates to a World War for dominance between two nuclear superpowers. It pits two large platoons of players against each other in massive maps, fighting over a number of objectives that have a tangible impact on the battle as a whole when held by the victorious faction. Players will have access to a selection of real-world infantry weapons and equipment, as well as a selection of powerful land and air vehicles which can decisively turn the tide of a battle.

"This is not a material deal for EG7, even if important for the '83 game community. As part of EG7's restructuring plan it became evident that the studio behind the game and the game itself no longer fitted with our core strategy, and we are glad that the game now gets the chance it deserves to reach those players who have been waiting for it." said Fredrik Rüdén, Deputy CEO and CFO of EG7

"We are grateful to Enad Global 7 for this agreement, which has given our team a great opportunity to continue development of '83, the game we all love, and to bring its unique blend of technical accuracy and accessibility to all fans of first-person shooters." said Tony Gillham, CEO of Blue Dot Games

FOR MORE INFORMATION, PLEASE CONTACT:

Fredrik Rüdén, Deputy CEO and CFO
Phone: +46 733 117 262
fredrik.ruden@enadglobal7.com

Ludvig Andersson, Investor Relations Manager
Phone: +46 730 587 608
ludvig.andersson@enadglobal7.com

About EG7

EG7 is a group of companies within the gaming industry that develops, markets, publishes and distributes PC, console and mobile games to the global gaming market. The company employs 470+ game developers and develops its own original IPs, as well as acts as consultants to other publishers around the world through its game development divisions Daybreak Games, Piranha Games, Toadman Studios and Big Blue Bubble. In addition, the group's marketing department Petrol has contributed to the release of 2,000+ titles, of which many are world famous brands such as Call of Duty, Destiny, Dark Souls and Rage. The group's publishing and distribution departments Firespine Games hold expertise in both physical and digital publishing. EG7 is headquartered in Stockholm with approximately 630 employees in 16 offices worldwide.

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Certified Adviser: Eminova Fondkommission AB, Phone: +46 8 684 211 00

Attachments

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