



**ENAD  
GLOBAL**

## KeyWe Wins “Best Family Game” Award at Gamescom

EG7 wants to inform its shareholders and other interested parties that KeyWe wins Best Family Game Award at the games show Gamescom in Germany. Sold Out, an EG7 subsidiary, is the publisher of the game and Stonewheat & Sons is the developer.

Comment by Robin Flodin, CEO of EG7:

“KeyWe is a fascinating game designed to also be played by the younger generation. I know Stonewheat & Sons are working hard, and I am not surprised to see that the award went to our team.”

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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 100+ game developers and develops its own original IP:s, as well as act as consultants to other publishers around the world through its game development divisions Toadman Studios and Antimatter Games. In addition, the group's marketing department Petrol has contributed to the release of 1,500+ titles, of which many are world famous brands such as Call of Duty, Destiny, Dark Souls and Rage. The group's publishing and distribution department Sold Out holds expertise in both physical and digital publishing and has previously worked with Team 17, Rebellion and Frontier Developments. The Group is headquartered in Stockholm with approximately 200 employees in 8 offices worldwide.

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IMPORTANT INFORMATION

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