

PRESS RELEASE

Psyonix and 505 Games Mutually Dissolve Rocket League Retail Distribution Agreement

MILAN, Italy - 04 July 2017 - Psyonix and 505 Games have mutually agreed to terminate their **Rocket League** retail distribution contract effective July 1, 2017. From July 1 on, Psyonix will take on all retail responsibilities for physical copies of **Rocket League**.

505 Games will receive the revenues recorded so far and will receive a significant reduction on the royalty contractually due. Psyonix will indemnify 505 Games of all the future potential liabilities for price protections, markdown or trade marketing about the product, as Psyonix assumes all retail responsibility.

“We appreciate all of the hard work that 505 Games has shown throughout our partnership, which sold more than 1 million physical copies of **Rocket League**,” said Jeremy Dunham, Vice President, Publishing, Psyonix. “We wish 505 Games the best of luck in their future endeavors.”

“We have been remunerated by the **Rocket League** contract,” added Raphael Galante, CEO of 505 Games, “from a strategic standpoint, **Rocket League** is the first videogame that had an established revenue stream in the digital arena to which we acquired exclusive rights of retail distribution. Through the partnership we gained massive experience and learned many good lessons, that we have extensively replicated to different products by leveraging our exemplary international retail sales structure that few other videogame publishers have. From a financial standpoint, we earned more than 23 million Euros in revenue in the first nine months of the current fiscal year and **Rocket League** has been present in all the major international markets and retailers since the retail launch occurred in June of last year. The financial indemnification we will receive takes into consideration the future profits that the management was expecting in the coming fiscal years, anticipating the effects on 30 June 2017. We hope **Rocket League** will continue to be successful and increase its fan base and we thank Psyonix for this great opportunity.”

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DIGITAL BROS GROUP

Listed on the Star segment of Borsa Italiana, Digital Bros Group is a global company that has been operating since 1989 as a developer, publisher and distributor of videogames through its brand 505 Games. The Group distributes its contents on both retail and digital channels. Digital Bros Group is active around the world through its own direct operations in Italy, the United States, the UK, France, Spain, Germany and China, with approximately 250 employees.

ABOUT 505 GAMES

505 Games is a global video game publisher focused on offering a broad selection of titles for players of all ages and levels. The company publishes and distributes premium and free-to-play games on leading console, PC and handheld platforms as well as for mobile devices and social networks.

Publishing highlights in premium games include PAYDAY 2, Terraria, Portal Knights, Assetto Corsa, ABZÛ, Virginia, Brothers – A Tale of Two Sons and How to Survive. Free-to-play publishing highlights include Battle Islands, Gems of War and Hawken. Distribution highlights include Rocket League, Stardew Valley, Dead by Daylight and Don't Starve. Upcoming titles include Indivisible (from the development team behind Skullgirls), and Koji Igarashi's next project, Bloodstained: Ritual of the Night.

505 Games has offices in California, United Kingdom, France, Germany, Italy, Spain and China. It works with a network of distribution and sub-licensing partners in all other markets. For more information on 505 Games and its products please visit www.505games.com.

ABOUT ROCKET LEAGUE®

Winner or nominee of more than 150 "Game of the Year" awards, **Rocket League** is one of the most critically-acclaimed sports games of our generation. Boasting a community of more than 33 million players, **Rocket League** is a high-powered hybrid of arcade-style soccer and vehicular mayhem with easy-to-understand controls and fluid, physics-driven competition. Available digitally on Xbox One, PlayStation®4 computer entertainment system, and Windows PC, Mac, and SteamOS via Steam, **Rocket League** includes more than 100 billion possible customization combinations, a fully-featured offline season mode, multiple game types, casual and competitive online matches, and special "Mutators" that let you change the rules entirely.

To learn more about **Rocket League**, please visit www.RocketLeague.com, "Like" it on Facebook, and follow it on Twitter [@RocketLeague](https://twitter.com/RocketLeague) for all the latest developer updates and news.

ABOUT PSYONIX

Based in San Diego, CA, [Psyonix](http://www.Psyonix.com) is a critically-acclaimed independent video game developer and leading experts in Unreal Engine technology. For more than 15 years, the studio has been a driving force behind some of the most successful games in the industry, including *Gears of War*, *Mass Effect 3*, *XCOM: Enemy Unknown*, *Bulletstorm*, *Unreal Tournament III*, *Unreal Tournament 2004*, and the award-winning Sports-Action hit, *Rocket League*®.

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