

PRESS RELEASE

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Sony and KIRKBI Invest in Epic Games to Build the Future of Digital Entertainment

Today Epic Games announced a \$2 billion round of funding to advance the company's vision to build the metaverse and support its continued growth.

This round includes investments from existing investor Sony Group Corporation as well as KIRKBI, the family-owned holding and investment company behind The LEGO Group, with each party investing \$1 billion respectively. All three companies highly value both creators and players, and aim to create new social entertainment exploring the connection between digital and physical worlds. Epic continues to have only a single class of common stock outstanding and remains controlled by its CEO and founder, Tim Sweeney.

"As a creative entertainment company, we are thrilled to invest in Epic to deepen our relationship in the metaverse field, a space where creators and users share their time." said Kenichiro Yoshida, Chairman, President and CEO, Sony Group Corporation. "We are also confident that Epic's expertise, including their powerful game engine, combined with Sony's technologies, will accelerate our various efforts such as the development of new digital fan experiences in sports and our virtual production initiatives."

"Epic Games is known for building playful and creative experiences and empowering creators large and small," said Søren Thorup Sørensen, CEO, KIRKBI. "A proportion of our investments is focused on trends we believe will impact the future world that we and our children will live in. This investment will accelerate our engagement in the world of digital play, and we are pleased to be investing in Epic Games to support their continued growth journey, with a long-term focus toward the future metaverse."

"As we reimagine the future of entertainment and play we need partners who share our vision. We have found this in our partnership with Sony and KIRKBI," said Tim Sweeney, CEO and Founder, Epic Games. "This investment will accelerate our work to build the metaverse and create spaces where players can have fun with friends, brands can build creative and immersive experiences and creators can build a community and thrive."

Epic's post-money equity valuation is \$31.5 billion. The closing of the investment is subject to customary closing conditions, including regulatory approvals.



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