

A REMARKABLE YEAR



DAVID GAMMON NON-EXECUTIVE CHAIRMAN

“Our ‘Launch & Nurture’ strategy continues to deliver.”

Delivering record financial results in FY21 is a testament to the strength of our portfolio of game franchises which is a product of the talent and hard work of our great team of people. I'd like to thank everyone at Frontier for their dedication and teamwork; supporting our games, our players and each other through the challenges of 2020 and 2021.

As we begin a trial of hybrid office/home working we can reflect back on the terrific output from our teams in FY21 while almost exclusively working from home: the continued support of *Planet Zoo* through new content as it entered its second year; reaching new audiences for both *Planet Coaster* and *Jurassic World Evolution* as a result of adding new digital platforms to their distribution; the successful release and remarkable technical achievement of *Elite Dangerous: Odyssey*, and launching our first Frontier Foundry titles.

Frontier's 'Launch & Nurture' strategy continues to deliver, with our four game franchises together reporting record revenues of £91 million in FY21. We believe our proven model of identifying, and then executing upon, opportunities to establish and maintain ourselves as genre leaders, creates one of the lowest risk and consistently high return business models in the games industry.

Building on an existing successful game with a compelling sequel is an example of our desire to maintain genre leadership, reduce risk and deliver strong margins. We were therefore very pleased to announce *Jurassic World Evolution 2*



in June 2021 for release later in calendar year 2021. This launch, now confirmed for 9 November 2021, builds on the strong foundations of *Jurassic World Evolution*, which we released in 2018 and is our biggest selling game to date.

Our future roadmap is an exciting mix of support and expansion for our existing franchises while creating new genre-leading titles. We look forward to bringing our first Formula 1® management game to PC and console during the 2022 F1 season as part of our licence to release a game each year over at least four F1 seasons. In FY23 (the 12 months to 31 May 2023) we have our exciting *Warhammer Age of Sigmar* real-time strategy game scheduled for release.

Alongside our internally developed games we have a rich portfolio of future titles through development partnerships under our Frontier Foundry games label. We have at least three games planned for release in FY22 which have now all been announced: *Lemnis Gate*; *FAR: Changing Tides* and *Warhammer 40,000: Chaos Gate – Daemonhunters*. Our strategy to engage our resources and experience to bring carefully selected opportunities from other development studios is now ready and set up for success.

We have always taken a responsible and considerate approach to running our business, with our strategy of growing and nurturing our games and our staff being a critical pillar to achieving long-term sustainable success. ESG (Environmental, Social, Governance) has emerged in recent years as a key consolidation of important topics for consideration by Company stakeholders – usually employees, customers and investors – for many businesses and industries. Recently we created a dedicated section of our website which consolidates all of our ESG information into one place. This new ESG hub enables our investors, our players and our people to access all of the latest Frontier news, data, statements and policies relating to ESG topics. Find out more by heading to <https://www.frontier.co.uk/ESG-hub>

We have a strong and well-aligned Board of Directors, with seven highly experienced, capable and motivated individuals. During FY21 we continued to engage together through regular meetings, almost all through video conference calls. With the lifting of restrictions we look forward to more opportunities to again hold in-person Board meetings. Regardless of the format of our interaction, there is always debate and challenge, supported by detailed management information and facilitated by each of our different areas of expertise, business experiences and individual perspectives.

As a Board we believe that we have the optimal model and long-term strategy for Frontier, which builds upon our strengths and manages our risks. The successful execution of that strategy is achieved through our great people, and I'd like to thank them again for their tremendous professionalism and contribution in FY21. We look to the future with confidence based on our great team, our successful portfolio, our passionate player communities, our very supportive national and international shareholders, and our exciting roadmap of games.

DAVID GAMMON
NON-EXECUTIVE CHAIRMAN
8 September 2021

WHAT SETS FRONTIER APART?

680+ PEOPLE

a world-class team (as at 31 August 2021)

27+

years of long, successful and varied experience

14m+

base game units across 4 self-published titles

£300m+

of self-published revenue since 2013 IPO

- COBRA game development technology
- Clear and dependable Launch and Nurture strategy
- Developer-led approach
- Strong, growing portfolio
- Proven, trusted partner for IP owners
- Successfully proven lower risk/higher return opportunity selection
- Publishing capability for own developments and third-party titles