



PRESS RELEASE

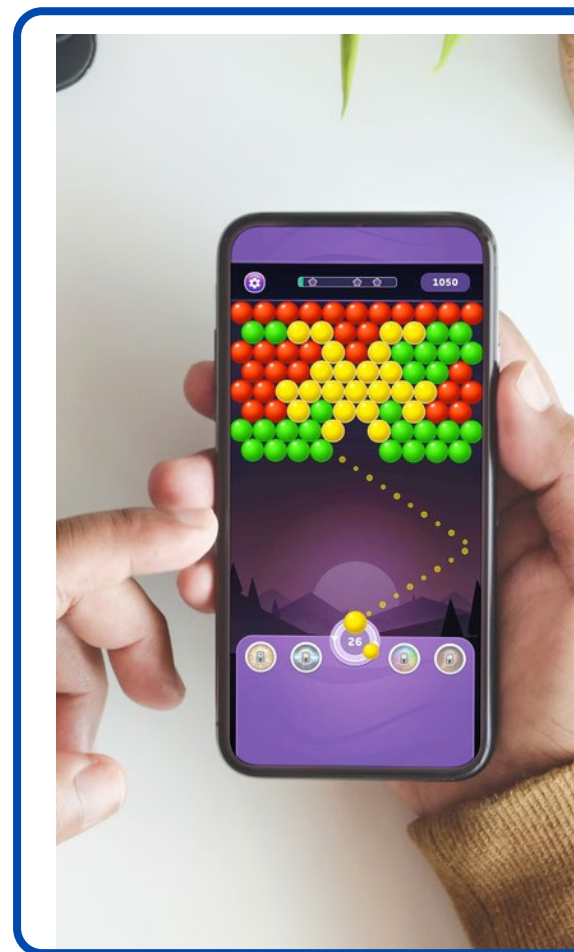
September 10, 2024, Paris

52 Entertainment Strengthens Leadership in Online Gaming with Acquisition of Barcelona-Based, Evergreen Casual Games Studio, Blackout

52 Entertainment, the global leader in community games (bridge, e-sailing) and casual games (dominos, spades, yatzy, baloot, belote, tarot, and more), has further expanded its presence in the gaming industry through the acquisition of Blackout, a renowned casual games studio based in Barcelona.

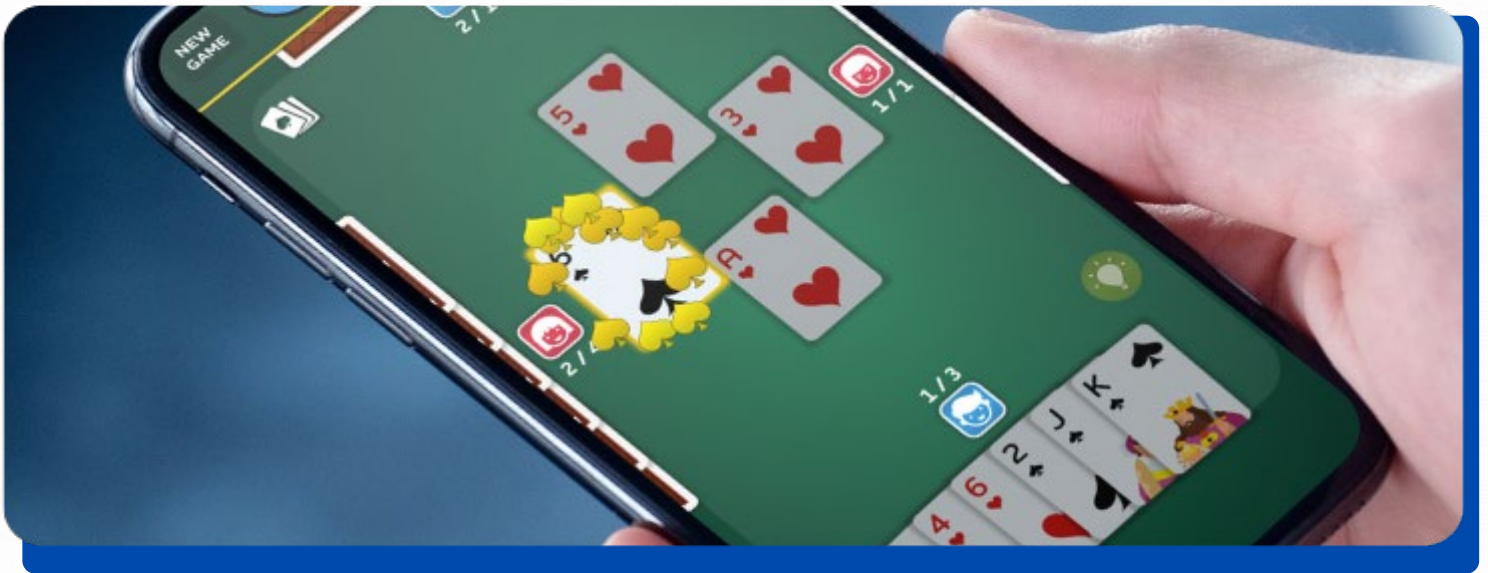
This strategic acquisition marks another milestone in 52 Entertainment's journey of continuous growth and innovation, solidifying its leadership in the evergreen games sector. By bringing Blackout into its portfolio, 52 Entertainment is expanding its influence within the growing casual games market—a key segment of the global gaming industry.

Blackout, known for its expertise in casual games development and continuous innovation, attracts over 19.6 million players each month and has achieved more than 344 million downloads, thanks to popular titles like Bubble Shooter Rainbow, Word Search Quest, and Spades. The Barcelona-based studio has carved out a significant presence in Europe, Latin America, and North America, delivering accessible, addictive games to millions of players.



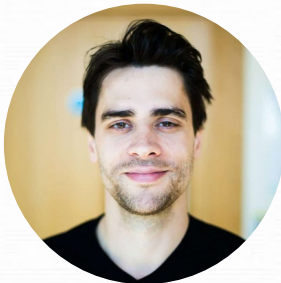
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pr@52-entertainment.com



This acquisition will further enhance 52 Entertainment's leadership in evergreen online gaming. Blackout's products like Spades and Bubble Shooter, both market leaders, will add a new dimension to 52 Entertainment's existing portfolio. In addition there are other innovative games in development, which Blackout is poised to bring to the global market in the near future.

With this acquisition, 52 Entertainment will gain access to new synergies, expanding its global footprint and welcoming millions of new players to its growing community.



Michel de Voronine
Blackout CEO

"This acquisition is an exciting step for our studio and will allow us to work together to pool our expertise and the resources needed to continue developing high-quality

casual games. This will bring more opportunities for our players to be able to enjoy even better games."

Partners :

HLD: Antoine Pineau

Eurazeo: François Lacoste

Talaria Capital: Alexandre Kaykac

Themis: Xavier Roguet

Garrigues: Roldán García Pereda / Rafael Calvo Salinero

Arsène: Yoann Chemama

KPMG España: Miguel Montero Ruano

Kohort: Daniel Marcus

Fidal: Juliette Robin Vernay

Alter Via: Raphaël Rault



Olivier Comte

President & CEO, 52 Entertainment

I am absolutely thrilled to announce the acquisition of Blackout. This new chapter strengthens our position as a leader in the online gaming industry and marks a turning point in our quest for innovation and diversification.

Blackout and 52 Entertainment are a winning combination: the same vision, the same values, and above all, a shared passion for creating incredible gaming experiences.

This strategic acquisition aligns perfectly with our business objectives and our mission to offer our loyal gaming communities the best online games. By welcoming millions of new players, we reaffirm our commitment to providing innovative and captivating gaming experiences that bring people from all walks of life together.

Believe me, we're going to have a lot of fun!