One Jump Ahead!

World class multiplatform games.

Who We Are

- Founded in 2001 by Harald Riegler

- Highly experienced development and management team

- 100 employees, based in Vienna

- Owned by founders & employees

- 15 years of console & PC development

- Free-to-Play web/mobile experience since 2009

- Currently self-publishing Asterix & Friends (web) & Kiss: Rock City (mobile, soon)

Founders and Owners

Harald Riegler, CEO (co-owner)

- Developed games in the early 90's. C64, Atari ST, Atari Jaguar,…
- Role: Strategy, business development and creative direction
- Several board positions: G.A.M.E., GDC Europe, Game Connection, Nordic Game, Quo Vadis: German Game Days Berlin
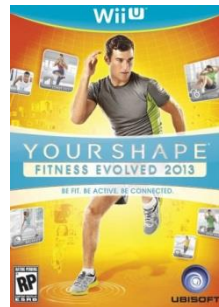
Johanna Schober, COO (co-owner)

- Over 12 years of industry experience. Strong production skills.
- Role: Responsible for development, processes, team development/HR and company strategy

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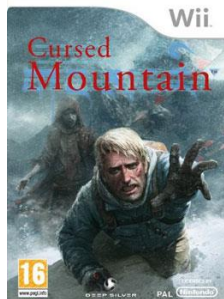
Company Roadmap

Skyrama (Bigpoint)

Silent Hunter Online (Ubisoft)

Founded 2001　　　　　　　　**2010**　　　　　　　　　　　　**2012**　　　　　**2013**

- Shipped 40+ Console & PC games.
- Grew a highly respected team.

- Transitioned to free-to-play.
- Work-for-hire (WFH) focus.

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Company Roadmap

Asterix & Friends (web game / Facebook)
Acquisition from Deutsche Telekom
Now Self- & Co-Publishing

Sigils – Battle for Raios (iPad)
Great game, did not work out
Publisher: Gameforge

In soft launch:
• **Asterix & Friends mobile**
Approaching soft launch:
• **KISS: Rock City**

2014   **2015**   **2016**

Transitioning to **Co-Funded Projects**

Company Roadmap

In technical launch:
- **Angry Birds Holiday**

- WFH PC **Drone Champions Game**
- WFH PC **Core Strategy** Game

- Launch **Realm of Gods**

2016　　　　　　　　　**2017**　　　　　　　　　**2018**

Pushing **Original IPs,** and **co-fund** our WFH projects

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Athena 2 Online Game Engine

- Cutting Edge C++ online game engine
- Holistically matched client & server systems
- Battle-proven production pipeline: continuous integration, distributed compiling, auto-tests, real time editing,…

iOS · Android · Chrome · Firefox · Opera · Safari · Internet Explorer
XBOX ONE · XBOX 360
PS4 · PS3 · PSVITA
Wii U · Wii · NINTENDO 3DS

- Proprietary C++ high-performance backend engine
- Supports synchronous and asynchronous MMOs
- Social systems, communication and networks
- Highly scalable, managed services
- Deferred shading, high quality FX, high performance
- **Console quality for mobile!**

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Harald Riegler – CEO

harald.riegler@sproing.com

Peter Wutzl – Business Development
peter.wutzl@sproing.com