STARBREEZE
ENTERTAINMENT

Date
2023-12-04

Starbreeze to develop and publish game based on the Dungeons & Dragons® IP



Starbreeze Entertainment today announces that it has licensed the world's greatest roleplaying game – Dungeons & Dragons® – to be used in the upcoming *Project Baxter* game. Starbreeze licenses the IP from Wizards of the Coast, the IP-holder of Dungeons & Dragons® and a division of Hasbro, Inc. The upcoming game is planned to be released in 2026, with Starbreeze acting both as developer and publisher.

The game, with the internal codename *Project Baxter*, set in the world of Dungeons & Dragons® will carry the signature Starbreeze game cornerstones of co-operative multiplayer, lifetime commitment through a Games as a Service-model, community engagement and a larger than life experience. Project Baxter will launch on all major platforms in 2026 and include cross-play. The game will be produced in Unreal Engine 5.

Regeringsgatan 38
111 56 Stockholm
+46 (0) 8 209 208
Org.nr: 556551-8932

STARBREEZE
ENTERTAINMENT

"It is hard to imagine a better pairing than Dungeons & Dragons® and Starbreeze – both with their foundation in cooperative and community driven experiences, 'play it your way' and infinite replayability. When looking at prospective IPs for our future projects, Dungeons & Dragons was always at the top of our list and I'm incredibly happy to announce this license. I want to thank Wizards of the Coast for being such a great partner. Development of the game is in full swing, and we are excited to deliver an amazing Dungeons & Dragons action-adventure in 2026.", says Tobias Sjögren, CEO of Starbreeze.

"Dungeons and Dragons is having an extraordinary year" says Eugene Evans, SVP Digital Strategy and Licensing at Wizards of the Coast and Hasbro. *"Our gaming brands, including Dungeons & Dragons, continue to attract great partners as we execute our plan to grow our digital games portfolio through licensing and development. Our collaboration with Starbreeze is a prime illustration of this strategy. Given their impressive games and passion for Dungeons & Dragons, we are confident that they will create an experience that will delight fans worldwide."*

Stay tuned for more information about *Project Baxter* on Starbreeze' webpage www.starbreeze.com and social channels X (Twitter) and LinkedIn.

For more information, please contact;
Tobias Sjögren, CEO of Starbreeze Entertainment
Phone: +46(0)8-209 208
E-mail: ir@starbreeze.com

About Wizards of the Coast
Wizards of the Coast, a division of Hasbro (NASDAQ: HAS), develops legendary games that inspire creativity, spark passions, forge friendships, and foster communities around a lifetime love of games. Wizards delivers compelling experiences for gamers across tabletop and digital gaming through its best-known franchises MAGIC: THE GATHERING and DUNGEONS & DRAGONS and Hasbro's unparalleled portfolio of approximately 1,500 brands. With headquarters in Bellevue, Washington and studios in Austin, Montreal, Raleigh, and Renton, Wizards is dedicated to fostering world class talent to create unforgettable play experiences on all platforms. To learn more about Wizards, please visit our company website and social channels (@Wizards on Twitter and LinkedIn).

Regeringsgatan 38
111 56 Stockholm
+46 (0) 8 209 208
Org.nr: 556551-8932

STARBREEZE
ENTERTAINMENT

About Starbreeze
Starbreeze is an independent developer, publisher and distributor of PC and console targeting the global market, with studios in Stockholm, Barcelona, Paris and London. Housing the smash hit IP PAYDAY, Starbreeze develops games based on proprietary and third-party rights, both in-house and in partnership with external game developers. Starbreeze shares are listed on Nasdaq Stockholm under the tickers STAR A and STAR B. For more information, please visit www.starbreeze.com.

Regeringsgatan 38
111 56 Stockholm
+46 (0) 8 209 208
Org.nr: 556551-8932