

nDreams

Stakeholder letter, December 2013

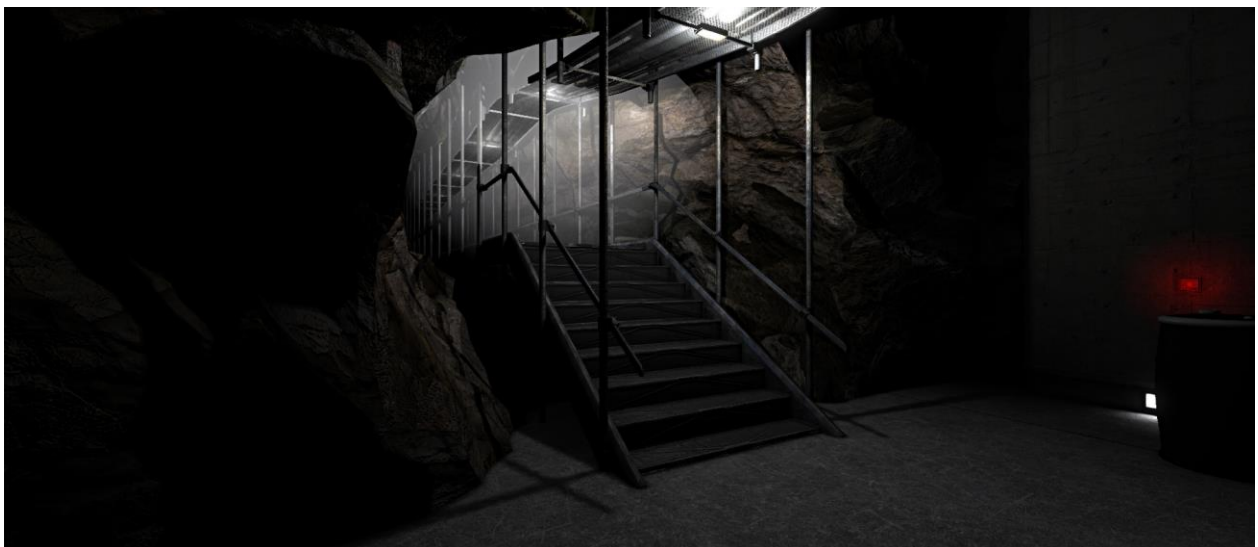
Oculus, PS4 and more...

Now that 2014 is approaching, I wanted to send an update to all the people who have supported us this year - all the players who visited our spaces and bought our items in PlayStation Home, the people who saw, played or shared our gamehack SkyDIEving demo, our incredibly talented (and growing) development team and our many business partners. To all of you, thank you.

We've had a great year - we celebrated our 7th birthday, raised over £1,500 from our charity auction, generated more revenue than ever before, and started work on some very ambitious and exciting projects.

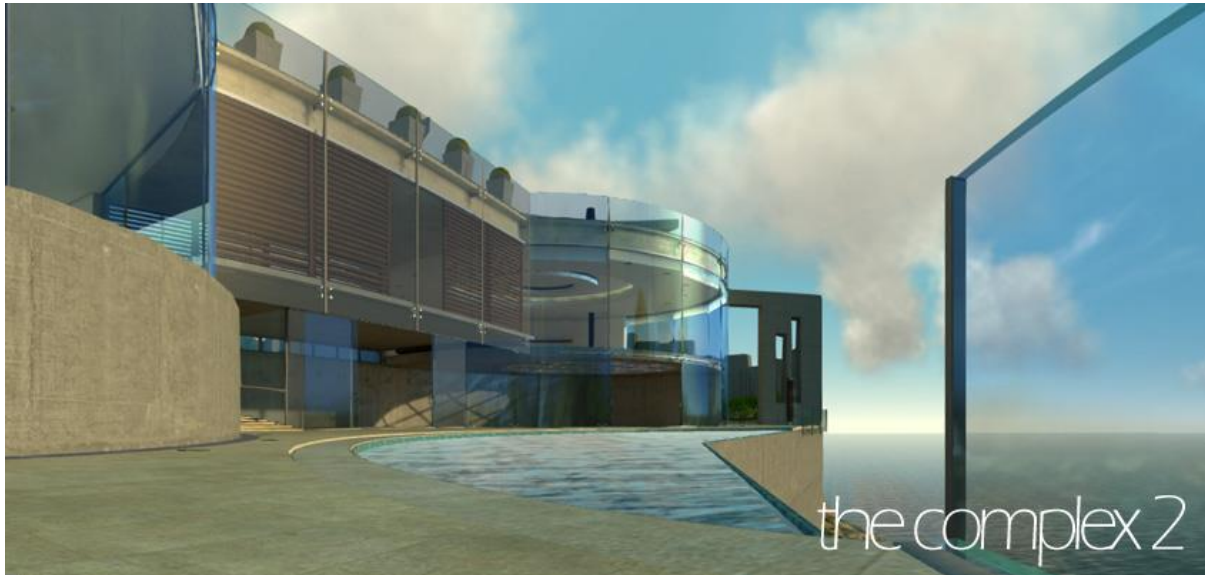
I'm delighted to be able to officially announce that we are working on a PlayStation 4 title, which will launch in 2014. More details will follow next year, but it's the most ambitious game we have ever created, and we can't wait to reveal more about it – it's going to be something truly special.

We're also working on a game for the awesome Oculus Rift. VR is an area of technology that we believe will finally come of age in 2014, and you'll see us investing a great deal of time and money into it. The technology capable of making VR work properly has finally arrived. I had the pleasure of spending some time at OculusVR's HQ last month, and I was blown away by their ambition (they recently announced another \$75m of funding) and how rapidly the hardware is improving as they head towards a consumer launch. We've been playing around with VR for six months now (we've created more than 20 different experiments and prototypes), and we hope that foundation will serve us well in 2014.



A screenshot from one of our VR prototypes

Equally important will be our continuing support of PlayStation Home with a host of new items, outfits, spaces, games and some exciting new technology. PlayStation Home has been a very special place for nDreams over the last six years, and I expect 2014 to be the best year ever in Home. We're very proud to have had over 14 million visits to Aurora since it started, and we're planning several new updates to Aurora for 2014 along with some surprises.



The Complex 2 – one of our most successful launches in PlayStation Home this year

Finally, 2014 will also see us launch three new mobile/tablet games. We're very proud of the gameplay and quality of all three titles, and we can't wait to show them off to the world. More news in the next couple of months



Our SkyDIEving gamehack demo (www.skyDIEving.com)

I'm certain that 2014 is going to be the most exciting year ever for nDreams, and with the talented team here working on platforms like PS4, you'll finally see just what we're capable of. Thank you all for your support – it genuinely means a lot to us.

Keep tuned!

Patrick O'Luanaigh
CEO, nDreams

p.s. Don't forget to [sign up to our newsletter](#), which we send out every few months with the latest news, behind-the-scenes gossip and other bits and pieces. If you want to know more about our forthcoming PS4 game, this is the place to be...