

Otium Leisure announces €140 million in financing to create a European leader of family entertainment centers

- Otium Leisure secures financing from Eurazeo Dette Privée to pursue its ambitious expansion plan, aiming to acquire and open around 100 multi-activity leisure complexes in Europe over the next five years
- An already effective strategy with the acquisition, in July 2024, of Games Factory, France's second leading family entertainment center group, with 13 centers and \$20 million in revenues; Games Factory joins SpeedPark, the leader in the sector, owned by Otium Leisure since 2022

Paris, September 12, 2024 - Otium Leisure, a leading European provider of local entertainment, launches its strategy "Strike" aimed at consolidating European multi-activity leisure complex operators, with the ambition of becoming a European leader in family entertainment centers (FECs).

Ambitious build-up strategy backed by solid financing

To further drive the implementation of its strategy, Otium Leisure secured a €140 million unitranche financing package. This financing, structured by *Eurazeo Dette Privée*, will enable the Group to reinforce its position as a European leader in the multi-activity leisure center sector. The aim is to acquire and open 100 centers in Europe within five years, strengthening the group's territorial coverage and its diversified offering, which includes flagship activities such as bowling and go-karting.

Games Factory, France's second largest player in Family Entertainment Centers

As part of this strategy, Otium Leisure finalized the acquisition, under LBO, of Games Factory, France's second-largest player in Family Entertainment Centers (FECs). Founded in Burgundy by Sébastien Faul, Games Factory operates 13 FECs, mainly in eastern France, generating annual revenues of €20 million.

This acquisition is in line with a number of strategic transactions, including SpeedPark, a leader in the FEC sector, acquired in 2022, as well as various other independent players. Together, these assets reinforce the Group's leading position in multi-activity leisure complexes, combining a range of expertise to generate significant synergies between the different brands.

Édouard Malnoy, CEO of Otium Leisure, commented: "The launch of Strike represents a decisive milestone for Otium Leisure as we pursue our ambition to become the European reference for family entertainment centers. Thanks to solid financial backing, strategic partners and a highly qualified team, we are further strengthening our foundations to successfully implement our strategy in a fast-growing sector. The acquisition of Games Factory is a tangible

proof of this, illustrating our significant progress in the consolidation of the European leisure market and our objective of creating an integrated, multi-brand group, leader in the European leisure center market."

In 2024, Otium Leisure continues to deliver strong growth momentum, with €120 million in consolidated revenues, seven operating brands positioned across a range of local leisure segments, and nearly 30 multi-activity leisure complexes in France, Belgium and Spain.

About Otium Leisure:

Founded in 2021 to make entertainment activities available to as many people as possible, Otium Leisure designs and operates entertainment venues that provide exceptional experiences and unforgettable memories. The Group has several strong brands in growing segments: family entertainment centers with karting-bowling Speedpark and Games Factory, action games with Fort Boyard Aventures and Koezio, virtual reality with Eclipso and kids' playgrounds with Kids Empire and Kojump. In 2024, Otium Leisure operates 130 leisure centers in Europe and the United States. By adding several brands to its portfolio each year, the Group is creating activity hubs around every major city, offering visitors the very best in local entertainment.

https://www.otiumleisure.fr/en/

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