



Bydgoszcz, July 12. 2019.

**QubicGames will release Vivid Games projects on Nintendo Switch.**

**Porting and releasing at least 8 titles of Vivid Games on Nintendo Switch anticipating general outline contract sign with QubicGames. On Nintendo will subsist Gravity Rider Zero, Space Pioneer and casual games catalogue.**

In first place to selling on the Switch platform will go racing game Gravity Rider Zero, shooter game Space Pioneer and chosen casual games. For porting and releasing games on Nintendo Switch in general outline contract responsible will be QubicGames, which became an expert, when it comes to earning on Japanese platform. Until now they released on Switch more than 20 games, selling over 1 200 000 pieces.

*- Most games from our portfolio fits well on Nintendo Switch platform, and a initial analysis shows it's high commercial potencial. We are counting that in the cooperation with QubicGames we will be able to get to bigger amount of players, diversification as well as selling channels and business model, which in current moment is based on free-to-play model. These actions should bring a rational increase of profits already in 2019 and next years. - says Remigiusz Kościelny, CEO of Vivid Games. First games on Switch will be in selling in 2019.*

*- Contract stays open. If selling effects will be satisfying, on Switch will come more games – both from mid-core segment and casual. Our goal is a productive commercialization of our whole game portfolio as possible as it can be - says Kościelny.*

Until now Nintendo Switch console sold in almost 40 million pieces. Almost all experts on the market are consistent, that console salesment will go over 100 million units, but more often it is said about 150 million. – *Personally I'm more close to 100 million, but considering the foreshadow of next console, mainly addressed to fans of mobile devices I'm not excepting the record of all time. Considering a not big competition in comparison with other platforms, Nintendo Switch for a long time will be a great platform to make money - comments Jakub Pieczykolan, CEO of QubicGames.*



## **ABOUT VIVID GAMES**

Vivid Games is one of the best polish mobile games developers. From more than a decade is makes and provides on global the highest standard products. The biggest success of the partnership is Real Boxing, which is the best boxing series available on mobile platforms. The studio was called „Best Indie Developer” for its achievements, it won the award of „Best Polish Game of the Year”, and a prestige emphasis from Apple Editors’ Choice. Vivid Games S.A. is a public partnership, noted on the Warsaw stock market GPW and have offices in Bydgoszcz and Warsaw.

More information about Vivid Games you can find on the site [www.vividgames.com](http://www.vividgames.com).

## **ABOUT QUBIC GAMES**

QubicGames SA is a publisher and a developer of independent Premium games with 15-years experience. Copartnership is specializing in creating, porting, and realasing games on Nintendo Switch platform. It is sucessful and global publisher, which is working with developers from over 10 countries. In their publishing portfolio has over twenty games realased on the newest Nintendo console, which selling sprzedaż increased over 1 200 000 copies. From September 2016 actions of QubicGames are on the NewConnect market.

### **More information about QubicGames you can find on:**

- website <https://qubicgames.com/>
- Facebook <https://www.facebook.com/havefuneverywhere/>
- Twitter <https://twitter.com/QubicGames>

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