

Another two hyper-casual titles in tests.

Pocket Mini Golf found appreciation in players from China.

***Pocket Mini Golf*, first game in publishing programme. Hyper-casual games went to 3 place of the list gladly downloaded sports games in China. Channel *Spiegel* announced app game of the week highlighting pleasure from simple but engaging gameplay. In this week to soft-launch phase will land another two titles, and on 28 of march will be the premiere of *Endless Lake*.**

- *Title shows big potential. The key for it's commercial success is to raise big number of users and keep them for the longest in game. That's what we are focusing on* – underlines Maciej Byczyński, who is looking after hyper-casual programme in Vivid Games. *Pocket Mini Golf* landed to Apple App Store and Google Play in last week. Game being simulation of mini golf is an over 50 levels on diverse difficulty in esthetic graphic casing.

- *As other hyper-casual titles, Pocket Mini Golf monetizes through displayed advertisement formats. This type of monetization always was our strong point and we are planning on exploit it even more. In the same time we are working on monetization of micropayment in mid-core titles* – says Remigiusz Kościelny, CEO of Vivid Games. Awaited by players multiplayer mode went to players all around the world 12 of march. – *I can only say that incoming details from PvP update in Space Pioneer shows significant growth of metrics in players committment* – CEO sums up.

Vivid Games intensively works on development of portfolio. To soft launch phase in this week will land another two hyper-casual titles - *Skyward dash* and *Slider Road*. Next to announced on the end of march hyper-casualowej premiere of *Endless Lake game*, the partnership forecasted also first from this year premieres from mid-core segment. *Zombie Blast Crew* being the spin-off from *Space Pioneer* will land to global distribution in III quarter this year.

YouTube – hyper-casual games: <https://youtu.be/NFWQfLUrJk8>

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.

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