

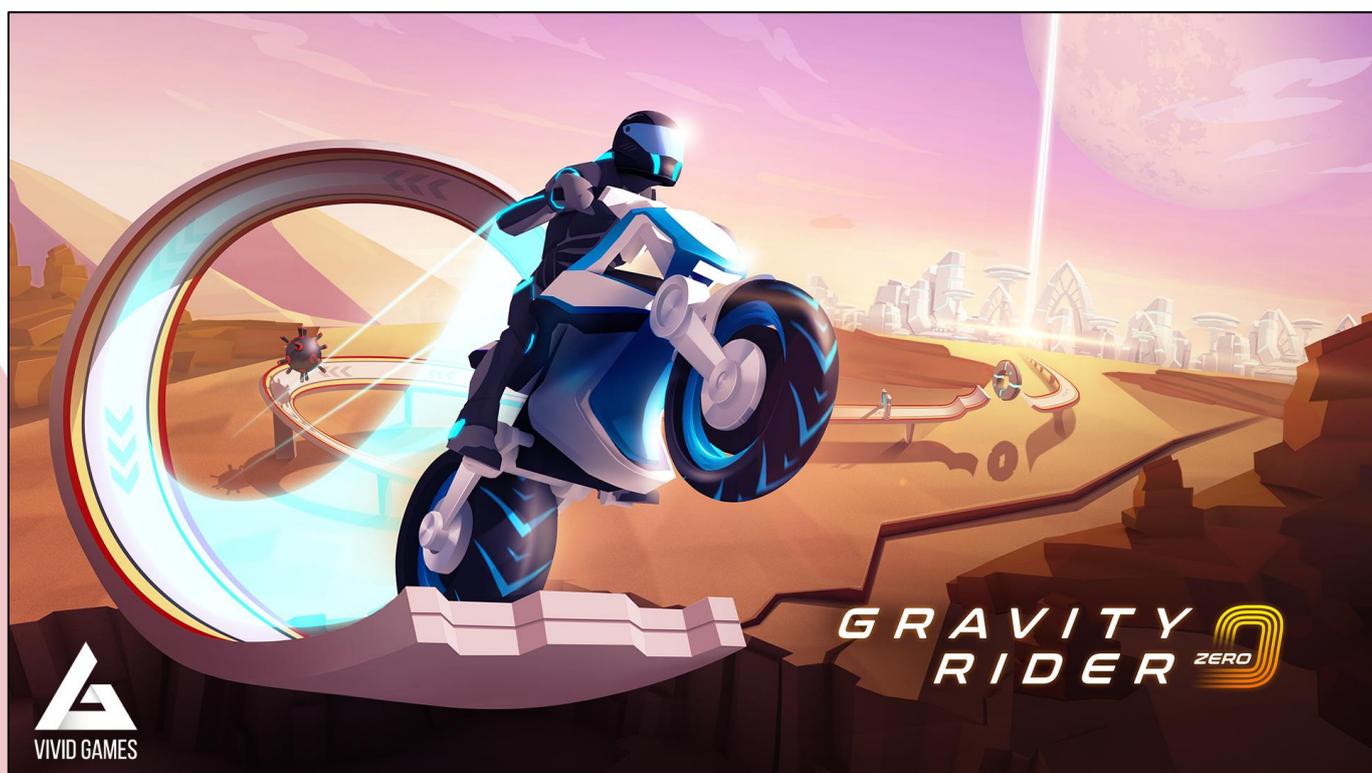
Bydgoszcz, 12.06.2019 r.

Vivid Games is expanding the portfolio.

Premiere of *Gravity Rider Zero* in August.

In III quarter to distribution on mobile platforms iOS and Android will land *Gravity Rider Zero* – continuation of racing brand. New title will characterize gameplay and much more enriched content in comparison with the last one.

In the second screening of Gravity Rider brand will be at least 20 vehicles, over 100 routes and unique, personalized collections. Monetization of *Gravity Rider Zero* will be based on a advertisement formats, subscription and the ability of direct purchase of a single vehicles.



- We are going forward players expectations and we follow the market trends. The biggest asset of the brand is based on physics, refined in a smallest gameplay details presenting motorcycle races. Gravity Rider Zero is mainly focused on gameplay, simplifies progression of a player and structure of meta-game – Remigiusz Kościelny informs, CEO of Vivid Games. With new title we hope for to reach to as many players as we can, as if in a bigger step based on a well performed advertisement monetization, which additionally we will prop up with an offer of subscription – Kościelny continues.

Published in III quarter of 2018, produced by cracow's studio Fontes Sp. z o.o. Gravity Rider landed till now to almost 6 mln players around the world. Game is available on Apple App Store, Google Play and in alternative distribution canals. *Gravity Rider Zero* likewise first part will be published within publishing program.

Potencial and the abilities of progress of this brand are big, that's why we plan it's development, both in matters of new thematic versions, as in whenever possible new equipment platforms. – Kościelny continues.

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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