

Vivid Games makes higher incomes.

Almost 95% of the incomes of Vivid Games get higher in first quarter of 2019 r. in comparison with analogic period of last year. Bydgoska partnership continues works on titles from mid-core segment, with *Zombie Blast Crew* in it, which will debut in III quarter of 2019 r.

In the first quarter of 2019 r. Vivid Games made over 2,67 mln incomes from selling, which means almost as twice incomes from analogic period of last year. Incomes generate not only published in last months of 2018 r. *Space Pioneer* or *Gravity Rider*, but also most likeable from players *Real Boxing* series, which within over 6 years created a society of over 66 mln players from around the world. Operational costs were in a similar level as in last year, but the structure changed. Optimalization of organizational structure, by which management said already in yearly raport allowed on smaller contribution worker's costs in whole expenses. At the end of march on partnership's account were over 2,7 mln PLN. Management ensures, that on current charge of risk connected with repayment financial obligation.

First quarter of 2019r. is a period of intensive works on drawing in new strategy. In march to global distribution came two first titles from new hyper-casual segment – *Pocket Mini Golf* and *Endless Lake*. The works have also started in mid core segment– *Zombie Blast Crew*, which will debut in III quarter this year.

*- In I quarter we entered works connected with production of *Zombie Blast Crew* game, as well as other unexpected yet inside titles from mid-core segments. We also started publishing hyper-casual games. By using publishing program we search and test new games, and our target is still dynamic expanding games portfolio, and also it's diversification in segments, thematics, distribution channels and incomes from advertisement and micropayment. We make also many updates of available games, which affect positively on the metrics. We work also on realization of B+R projects-* says Remigiusz Kościelny, CEO of Vivid Games.

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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