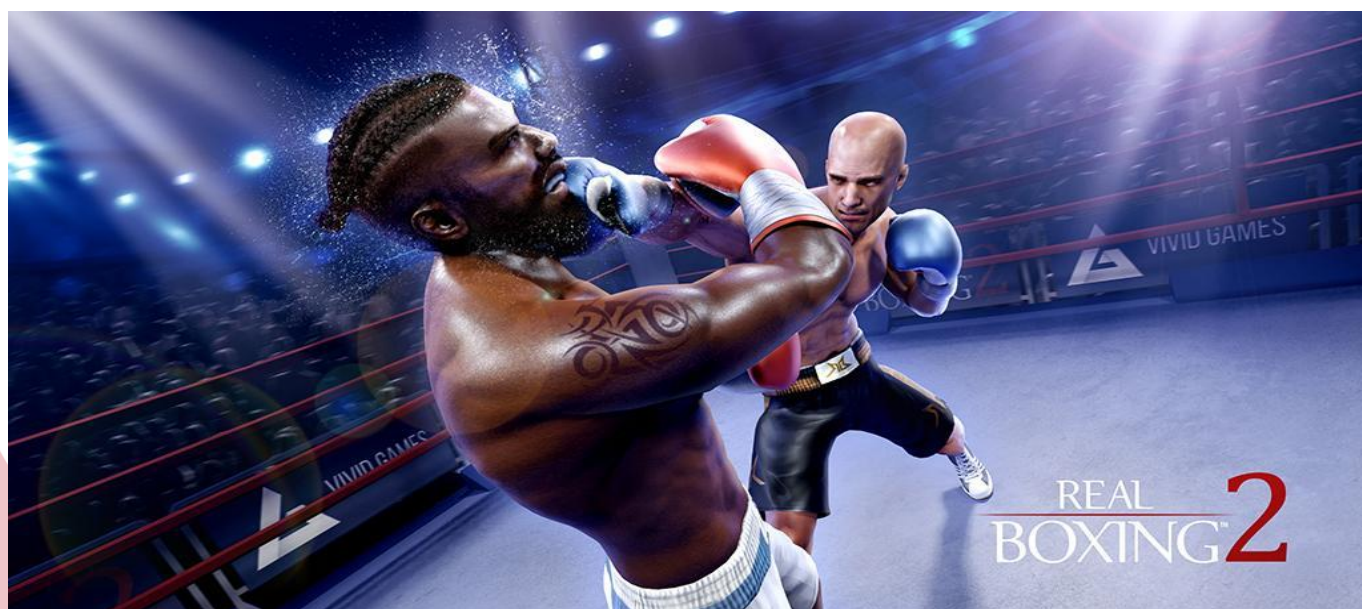


Bydgoszcz, 11th March 2020

Real Boxing 2 revenue increased twice. The master returns to the market in a refreshed version.

Real Boxing 2 revenues increased by over 100% in February 2020 compared to January. The company also expects more revenue from the game later in the year, especially since the mobile version of Real Boxing 2020 and the game port for the Nintendo Switch console are being prepared.



The award-winning Real Boxing brand is the world's most popular boxing game on mobile platforms. Since 2012, it has reached over 77 million players, bringing Vivid Games nearly PLN 70 million in sales revenue. The premiere of the new mobile version of the game - Real Boxing 2020 is planned in 2020. A version for the Nintendo Switch console is being prepared, which is planned to be released in the second half of 2020.

At the end of 2019, the Company ended cooperation with MGM, the owner of the Rocky brand. From February 1, the Apple App Store and Google Play will have a non-Rocky version of Real Boxing 2, and people who have previously purchased Rocky brand content will be able to use it until the end of June this year. - *After many tests, we decided to terminate the contract with MGM, under which the game used the image of the movie series "Rocky". As expected - we are observing a significant increase in organic downloads, which is already translated into more than double the revenues from the sale of the game. We also do not have to pay royalties, which will positively increase the margin.* - explains Remigiusz Kościelny, CEO of Vivid Games. - *Since the beginning of the year, we have*

increased the Real Boxing team, which is working on many improvements, mainly in the field of micropayments - including subscriptions - continues Kościelny.

Mobile games: Animal Hotel Manager, Juice Farm and Skyward Cities will have their premieres in March and April. The Nintendo Switch platform will feature Gravity Rider Zero games, Pocket Mini Golf and Fly Sky High, prepared and published by QubicGames.

In January, the Company also signed two publishing contracts for mid-core games, the RPG game "Amusing Heroes" with the studio Amusing Park Corp from South Korea, and the adaptation of the console version of the sports game "Smooth: Summer Games" with the Spanish developer Kaneda Games.

ABOUT VIVID GAMES

Vivid Games is one of the best Polish mobile game developers. For over a decade, it has been creating and delivering top-class products to the global market. The Company's greatest success is Real Boxing, which is the best boxing series available on mobile platforms. The studio was recognized for its achievements with the title of "Best Indie Developer", it also received the "Best Polish Game of the Year" award, and the prestigious Apple Editors' Choice award. Vivid Games S.A. is a public company, listed on the Warsaw Stock Exchange and has offices in Bydgoszcz and Warsaw.

For more information about Vivid Games, please visit www.vividgames.com.

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