Vivid Games is one of the leading Polish mobile game developers. For over a decade we’ve been working on some amazing games including Real Boxing, the world’s best and most recognizable mobile boxing franchise. We’ve been recognized for our achievements as the “Best Indie Developer”, “Best Polish Game of the Year”, and with Apple’s prestigious “Editors’ Choice”.

We are a team of 50 passionate individuals on a mission to entertain players with great games. To deliver on that promise, we take creative risks and set our goals high. Our vision is to be a world-class mobile studio with globally acclaimed hit titles.

Our strategy is to extend the global reach of our growing portfolio of games through profitable marketing on mobile platforms and publish it on other platforms like Nintendo Switch. We strive to constantly improve our top performing games which increase players’ satisfaction and engagement thus monetization.

We’re innovative and dynamic. We work in small, Agile teams and foster our culture and the quality of work environment. The games we publish are developed by internal teams and external studios as well as from publishing program. We work remotely, having offices in Bydgoszcz, Warsaw and Bielsko-Biała.

Vivid Games S.A. is a public company listed on Warsaw Stock Exchange in Poland.

**PORTFOLIO**

Real Boxing
Real Boxing 2
Manny Pacquiao
Mayhem Combat
Pocket Mini Golf
Gravity Rider Zero
Zombie Blast Crew
Idle Fish Aquarium
Calm Colors
Skyward City
Juice Farm
The Cash: Criminal Minds

**REAL BOXING® BRAND**

79 MLN PLN
Income

84 MLN
Downloads

INCOME DOWNLOADS

GROUP'S ACTIVITY IN THE FASTEST GROWING SECTOR OF GAMES MARKET WORTH $196.1 BN*.

WORLDWIDE RECOGNIZABILITY OF REAL BOXING® BRAND.

GLOBAL TOTALY DIGITAL AND COST-FREE DISTRIBUTION.

MAJOR COMMERCIAL POTENTIAL OF FREE-2-PLAY BUSINESS MODEL.

ALMOST 3 BILLION MOBILE GAMES ACTIVE USERS.

EFFECTIVE COMMERCIALIZATION OF GROWING GAMES PORTFOLIO IN TERMS OF DISTRIBUTION CHANNELS AND HARDWARE PLATFORMS INCLUDING THE NINTENDO SWITCH AND PC.

EFFECTIVE MARKETING FOR PAID USER ACQUISITION.

**ADVANTAGES AND DEVELOPMENT BASIS**

- Group’s activity in the fastest growing sector of games market worth $196.1 bn*.
- Worldwide recognizability of Real Boxing® brand.
- Global totally digital and cost-free distribution.
- Major commercial potential of free-2-play business model.
- Almost 3 billion mobile games active users.
- Effective commercialization of growing games portfolio in terms of distribution channels and hardware platforms including the Nintendo Switch and PC.
- Effective marketing for paid user acquisition.

**GLOBAL GAMES MARKET 2016-2021**

Revenues per segment 2016-2021 with compound annual growth rates

- Mobile
- PC
- Console

- Group’s activity in the fastest growing sector of games market worth $196.1 bn*.
- Worldwide recognizability of Real Boxing® brand.
- Global totally digital and cost-free distribution.
- Major commercial potential of free-2-play business model.
- Almost 3 billion mobile games active users.
- Effective commercialization of growing games portfolio in terms of distribution channels and hardware platforms including the Nintendo Switch and PC.
- Effective marketing for paid user acquisition.
**BOARD**

Remigiusz Kościelny (President) - Serial entrepreneur, tech enthusiast and mentor with 16 years experience in the game industry. As a co-founder, grew Vivid Games from a start-up to an internationally acclaimed company generating millions of Dollars and listed on stock exchange in Poland. Remigiusz is responsible for portfolio creative supervision, product marketing and investors relation.

Jarosław Wojczakowski (Vice President) - As one of Poland’s most talented programmers, Jaroslaw has achieved international acclaim after winning a host of worldwide coding contests. With 15 years experience in the industry. Co-founder of Vivid Games. In Company responsible for substantive supervision on development team and coordination of processes in capital group.

**STRATEGY**

- Effective production and global distribution of mobile games.
- Increasing the range of games with the use of profitable marketing.
- Continuously increasing the satisfaction and commitment of players, and consequently the monetization of games.
- Increasing revenues from the game portfolio outside of mobile platforms in cooperation with external partners.
- Searching and prototyping new game concepts.

**PUBLISHING**

Publishing programme is focusing on acquiring high quality mobile games from external developers. The goal of this programme are i.e. dynamic portfolio expansion and diversification, increasing revenues and net profit, optimizing user acquisition cost. Sharing the access to our know-how and internal technologies as well as providing our partners with effective promotion and monetization solutions is the key part of our publishing programme offer.

**SHAREHOLDERS**

- Remigiusz Kościelny
- Jarosław Wojczakowski
- Others

**FINANCIAL DATA 2014 - 2020**

<table>
<thead>
<tr>
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</thead>
<tbody>
<tr>
<td>Revenues</td>
<td>13,590,18</td>
<td>12,958,60</td>
<td>12,136,29</td>
<td>9,484,91</td>
<td>10,325,50</td>
<td>12,336,47</td>
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<tr>
<td>EBITDA</td>
<td>2,980,33</td>
<td>1,359,77</td>
<td>7,432,18</td>
<td>5,012,68</td>
<td>1,873,27</td>
<td>6,620,98</td>
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<tr>
<td>Profit (-loss) on Operating activities</td>
<td>1,102,17</td>
<td>-1,024,42</td>
<td>3,414,26</td>
<td>797,79</td>
<td>4,426,88</td>
<td>1,760,12</td>
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<tr>
<td>Net profit (-loss)</td>
<td>670,62</td>
<td>7,587,49</td>
<td>2,995,95</td>
<td>-8,251,87</td>
<td>-5,448,87</td>
<td>420,95</td>
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<tr>
<td>Total balance sheet</td>
<td>14,036,70</td>
<td>29,351,66</td>
<td>41,436,76</td>
<td>42,066,20</td>
<td>34,686,42</td>
<td>39,337,33</td>
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<tr>
<td>Fixed assets</td>
<td>9,447,08</td>
<td>26,346,92</td>
<td>31,051,39</td>
<td>31,332,92</td>
<td>31,203,28</td>
<td>922,16</td>
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<tr>
<td>Current assets</td>
<td>4,589,62</td>
<td>13,224,74</td>
<td>8,385,37</td>
<td>10,733,28</td>
<td>3,483,14</td>
<td>5,237,57</td>
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<tr>
<td>Cash</td>
<td>1,556,07</td>
<td>10,191,84</td>
<td>5,584,64</td>
<td>8,200,50</td>
<td>1,813,19</td>
<td>2,640,33</td>
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<tr>
<td>EQUITY</td>
<td>3,587,71</td>
<td>20,817,13</td>
<td>24,586,64</td>
<td>19,286,36</td>
<td>15,692,55</td>
<td>16,384,74</td>
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<tr>
<td>Long-term liabilities</td>
<td>2,332,22</td>
<td>5,638,27</td>
<td>6,396,84</td>
<td>14,351,02</td>
<td>15,257,80</td>
<td>9,681,21</td>
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<td>Short-term liabilities</td>
<td>8,116,77</td>
<td>13,116,26</td>
<td>10,453,28</td>
<td>8,428,82</td>
<td>3,736,07</td>
<td>13,261,38</td>
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<tr>
<td>Cash flows from operating activities</td>
<td>4,818,28</td>
<td>5,629,85</td>
<td>2,797,75</td>
<td>3,137,51</td>
<td>4,612,39</td>
<td>4,261,81</td>
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Data was audited or reviewed by an auditor.
Source: Consolidated financial statements of Vivid Games S.A. capital group.

**FINANCIAL FORECASTS 2020**

<table>
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<tr>
<th>Financial forecast</th>
<th>2020</th>
<th>Realization I - VIII 2020</th>
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<tbody>
<tr>
<td>Sales revenues</td>
<td>19,036</td>
<td>18,400 96,6%</td>
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<tr>
<td>Netto result</td>
<td>3,053</td>
<td>1,820 59,7%</td>
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Data in thousands of PLN.