

LEARN MORE  
VIVID GAMES

Vivid Games S.A. is one of Poland's leading mobile game developers. Since 2007, we have been creating exciting games that combine thrilling action and reignite sports emotions in millions of players.

Our flagship game series, "Real Boxing," has been downloaded over 120 million times and is the most recognized brand among boxing games worldwide. For its achievements, the company has received many awards, including "Best Independent Producer" and "Best Polish Game of the Year" by Digital Dragons and the

prestigious Apple award "Editors' Choice." At Vivid Games, we believe that great games are made by passionate people who care about their craft. The team of 75 talented developers, designers, and artists works tirelessly to bring our games to life. We are constantly pushing the boundaries of what's possible in mobile gaming and beyond.

Vivid Games S.A. is a public company listed on the Warsaw Stock Exchange since 2012.

WHAT GOES WHERE  
COMPANY STRUCTURE



REAL  
BOXING™  
BRAND



126 MLN  
DOWNLOADS



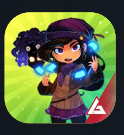
OUR  
PORTFOLIO  
20+ ACTIVE TITLES



Calm Colors



Juice Farm



Chrono Cards Mobbles



Knights Fight 2



Eroblast



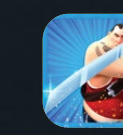
Real Boxing



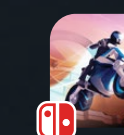
Real Boxing 2



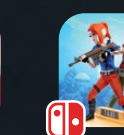
Real Boxing Manny Pacquiao



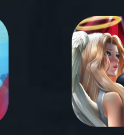
Mayhem Combat



Gravity Rider Zero



Zombie Blast Crew



Lovenest



Idle Fish Aquarium



Godfire



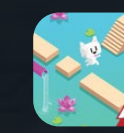
Highway Getaway



Space Pioneer



Gravity Rider



Endless Lake



Sheep Patrol



Crash Drivers



Gear for Heroes



Animal Hotel Manager



Skyward City

HOW WE SEE THINGS  
BUSINESS MODEL

Our business model focuses on growing development competencies and producing sports and casual games for mobile platforms using the previously developed technology. The company also intends to expand through strategic partnerships in joint development, marketing, and license sales to other digital entertainment platforms. We believe that by staying true to our vision and values, we can continue to create world-class games that capture the hearts of gamers everywhere. We invite you to join us on this exciting journey.

1 Growing Development Competencies

We want to develop the current portfolio of games and expand it with new, excellent projects. It is crucial for us to do this efficiently, to maintain a healthy cost account while maintaining high-quality titles. Each game should use the know-how acquired earlier and technologies, mechanics, or solutions produced in the Company. That will allow us to accelerate the release of more titles on the market without losing their appeal to users. We will grow effectively in the coming years. We will enrich project teams with more specialists, primarily in programming and design. We will streamline existing processes, also using new artificial intelligence (AI) and machine learning (ML) tools and solutions.

2 Creating Mobile Games

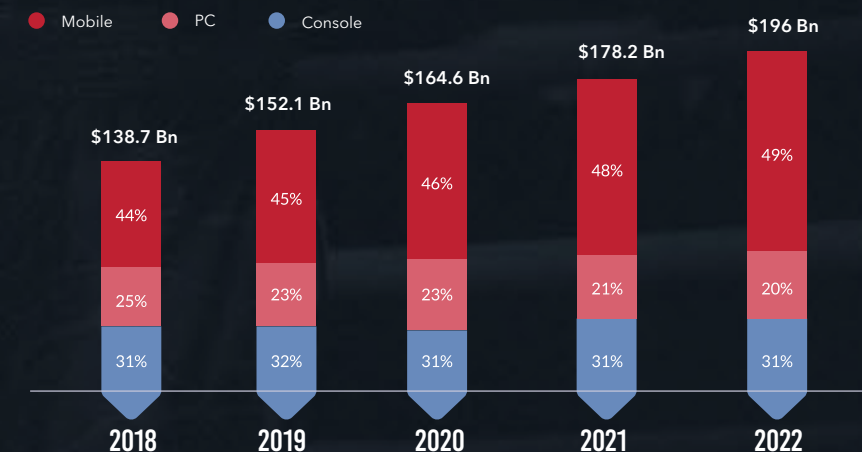
Consistency in creating high-quality, immersive sports and casual games has allowed us to build a strong brand and an engaged community of users. To continuously develop them and increase revenue streams in parallel, we are producing mobile games with proven mechanics that have the potential to become strong IPs capable of monetization in various digital entertainment channels. We will leverage the existing users community and new marketing channels to promote the next games.

3 Growth of the Company through Strategic Partnerships

We recognize the importance of strategic partnerships in achieving our vision. We seek out partnerships with other gaming companies, publishers and media companies to expand our reach and grow our brand. Through these partnerships, we can leverage existing audiences, cross-promote our games, and access new markets.

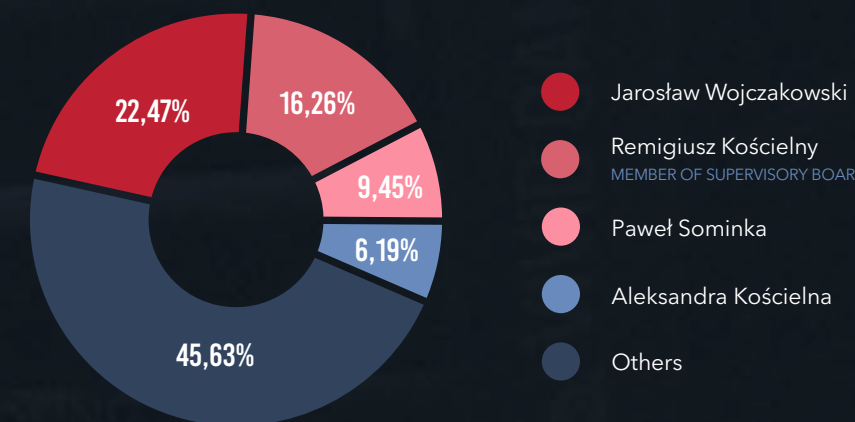
GLOBAL GAMES MARKET 2018-2022

REVENUES PER SEGMENT 2018-2022 WITH COMPOUND ANNUAL GROWTH RATES



SHAREHOLDERS

TOP 4 LARGEST SHAREHOLDERS



YEARLY FINANCIAL REPORTS  
FINANCIAL DATA 2016 - 2023

	2016	2017	2018	2019	2020	2021	2022	H1 2023
Revenue	12 136,29	9 484,91	10 325,50	12 336,47	27 403,35	24 116,73	37 378,68	11 664,76
EBITDA	7 432,18	5 012,68	1 873,27	6 620,98	7 389,34	-8 556,99	4 985,31	2 378,15
Profit (loss) on Operating activities	3 414,26	797,79	4 426,88	1 760,12	2 993,41	-14 570,50	1 112,70	703,59
Net profit	2 995,95	-8 251,87	-5 448,87	420,95	2 094,41	-14 856,34	690,47	498,23
Total balance sheet	41 436,76	42 066,20	34 686,42	39 337,33	43 454,29	23 566,89	19 346,06	19 118,25
Fixed assets	33 051,39	31 332,92	31 203,28	922,16	32 133,45	15 878,00	12 783,18	13 388,67
Current assets	8 385,37	10 733,28	3 483,14	5 237,57	11 320,84	7 688,89	6 562,88	5 729,58
Cash	5 584,64	8 200,50	1 813,19	2 640,33	7 991,27	3 052,83	1 687,41	1 126,18
Equity	24 586,64	19 286,36	15 692,55	16 384,74	21 480,16	6 623,33	7 313,80	7 823,66
Long-term liabilities	6 396,84	14 351,02	15 257,80	9 681,21	12 788,29	7 635,04	3 903,67	3 303,81
Short-term liabilities	10 453,28	8 428,82	3 736,07	13 261,38	9 185,84	9 308,52	8 128,59	7 990,78
Cash flows from operating activities	2 797,75	3 137,51	4 612,39	4 261,81	6 310,88	2 037,65	-890,62	1 741,78

Data was audited or reviewed by an auditor

Source: Consolidated financial statements of Vivid Games S.A. capital group

Data in thousands of PLN