

Bydgoszcz, 24th March 2020

Vivid Games notes a good start to the year.

Real Boxing 2 is growing.

Vivid Games generated nearly 2.7 million consolidated sales revenues and just under 0.4 million PLN net profit in the first two months of 2020. A noticeable 50% increase in revenues YOY is an effect of, among others, a clear increase in Real Boxing 2 in February and an increase in downloads of all company products.

Vivid Games's forecasts for 2020 assume generating 19.0 million sales revenue and 3.0 million PLN net profit. - *We are pleased with the results of the first two months of the year. The results achieved in February are higher than we assumed, among others thanks to the surge in downloads and revenues from Real Boxing 2. We are also observing an approximately 25% increase in downloads of all products compared to January, with the largest increase, by approximately 200%, recorded in China, the country most affected by the pandemic at the time. The March results will be additionally affected by the weakening zloty, thanks to which, like the entire industry, we have higher revenues.* - emphasizes Remigiusz Kościelny, CEO of Vivid Games.

In the company's opinion, due to restrictions on the movement and accumulation of people introduced by public authorities of various countries, there may be an increase in household expenditure on the consumption of digitally available entertainment, including mobile games, which may have a positive impact on financial results. – *Despite global turbulence, the forecast is not at risk today. By the end of the year, we have anticipate a lot of new premieres on both the mobile platforms as well as Nintendo Switch and PC. We are also happy about the growing potential of Real Boxing 2.* - emphasizes Remigiusz Kościelny.

In 2020, Vivid Games plans to release 15 premiere mobile games, including mid-core games Amusing Heroes, SMOOTS: Summer Games and Knights Fights 2. Most of the portfolio will go to Nintendo Switch in cooperation with QubicGames. They will include games: Real Boxing 2, Mayhem Combat, Godfire as well as casual segment 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 www.vividgames.com.

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