



VIVID GAMES

FACT SHEET

30.09.2020

VIVID GAMES

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".

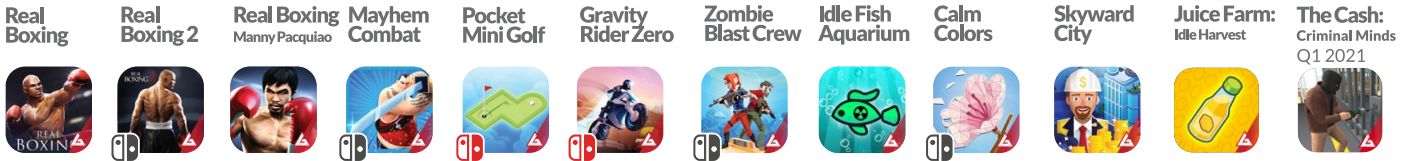
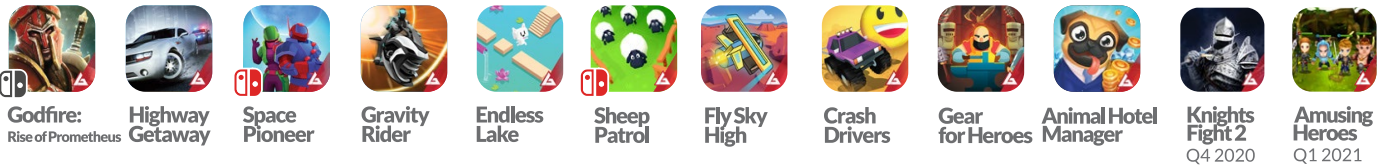
We are a team of 50 passionate individuals on a mission to entertain players with great games. To deliver on that promise, we take creative risks and set our goals high. Our vision is to be a world-class mobile studio with globally acclaimed hit titles.

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-Biala.

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

PORTFOLIO



REAL BOXING® BRAND

79 MLN PLN
INCOME

+17 MLN PLN*

* data y-o-y as of 08.31.2020

84 MLN
DOWNLOADS

+15 MLN*

* data y-o-y as of 08.31.2020



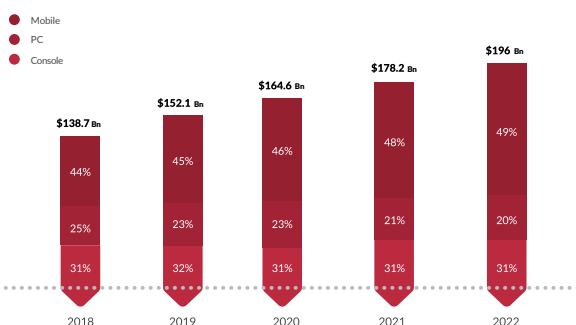
NUMEROUS AWARDS AND MENTIONS

I.E. APPSTORE EDITOR'S CHOICE, POCKET GAMER AWARD, ANDROID QUALITY INDEX, BEST APP EVER

COMPUTER GAMES MARKET

GLOBAL GAMES MARKET 2016-2021

REVENUES PER SEGMENT 2016-2021 WITH COMPOUND ANNUAL GROWTH RATES



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.

*Newzoo

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.

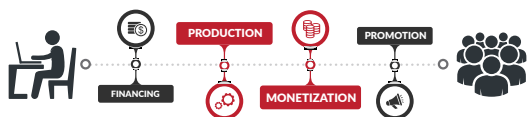


Jarosław Wojczakowski (Vice President) - As one of Poland's most talented programmers, Jaroslaw has achieved international acclaim after winning a host of worldwide coding contests. With 15 years experience in the industry. Co-founder of Vivid Games. In Company responsible for substantive supervision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

STRATEGY

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

PUBLISHING

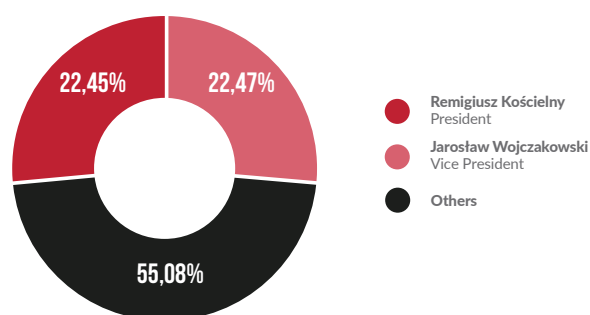


Publishing programme is focusing on acquiring high quality mobile games from external developers.

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



FINANCIAL DATA 2014 - 2020

	2014	2015	2016	2017	2018	2019	H1 2020
Revenues	13 590,18	12 958,60	12 136,29	9 484,91	10 325,50	12 336,47	14 011,17
EBITDA	2 980,33	1 359,77	7 432,18	5 012,68	1 873,27	6 620,98	4 373,99
Profit (-loss) on Operating activities	1 102,17	-1 024,42	3 414,26	797,79	4 426,88	1 760,12	2 274,38
Net profit (-loss)	670,62	7 587,49	2 995,95	-8 251,87	-5 448,87	420,95	1 886,55
Total balance sheet	14 036,70	39 571,66	41 436,76	42 066,20	34 686,42	39 337,33	44 141,03
Fixed assets	9 447,08	26 346,92	33 051,39	31 332,92	31 203,28	922,16	33 363,99
Current assets	4 589,62	13 224,74	8 385,37	10 733,28	3 483,14	5 237,57	9 956,18
Cash	1 556,07	10 191,84	5 584,64	8 200,50	1 813,19	2 640,33	5 252,62
EQUITY	3 587,71	20 817,13	24 586,64	19 286,36	15 692,55	16 384,74	18 281,28
Long-term liabilities	2 332,22	5 638,27	6 396,84	14 351,02	15 257,80	9 681,21	7 687,01
Short-term liabilities	8 116,77	13 116,26	10 453,28	8 428,82	3 736,07	13 261,38	18 172,74
Cash flows from operating activities	4 818,28	5 629,85	2 797,75	3 137,51	4 612,39	4 261,81	5 145,80

Data was audited or reviewed by an auditor
Source: Consolidated financial statements of Vivid Games S.A. capital group

Data in thousands of PLN

FINANCIAL FORECASTS 2020

Financial forecast	2020	Realization I - VIII 2020	
Sales revenues	19 036	18 400	96,6%
Netto result	3 053	1 820	59,7%

data in thousands of PLN

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