

#GPWINNOVATIONDAY



Warsaw, 02.12.2021 r.

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ABOUT CREEPY JAR S.A.

Creepy Jar S.A. is a game developer specialising in the survival simulation/base building genre.

The company has gained international recognition as the creator of Green Hell – the best Polish game of 2019 according to Digital Dragons.

The studio's ambition is to create games with the characteristics of high-budget titles in the segment of high-end independent games, known in the industry as Premium Indie.

STUDIO'S PRODUCTIONS



GREEN HELL



Project under the working title
CHIMERA

5-YEAR HISTORY OF CREEPY JAR S.A

2016 ► Establishment of the Company and commencement of works on **Green Hell**

2018 ► **IPO on NewConnect**
Early Access **Green Hell**

2019 ► Full release **Green Hell**

2020 ► Introduction of CO-OP mode to **Green Hell** and commencement of works on CHIMERA project

2021 ► **Listing on the WSE Main Market**
Launch of Spirits of Amazonia 1 and 2 expansion packs on PC
Launch of **Green Hell** on PlayStation 4 and Xbox One consoles
Over 2,5 million copies of **Green Hell** sold
Joining the sWIG80 index

SPECIALISED TEAM

EXPERIENCED MANAGEMENT BOARD



- Management team consisting of experienced game developers, directly involved in the production process
- Key management competences
- Stable Management Board with a long-term horizon (as shareholders they jointly hold 32.56% of shares in votes at the General Meeting)

TEAM OF SPECIALISTS



- Creepy Jar team consists of over 30 people, whose competences cover all areas necessary for game production
- Studio is supported by external specialists working, among other things, on music, storyline and outsourcing of selected graphic elements

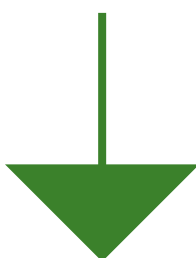
EFFECTIVE DEVELOPMENT STRATEGY

BUILDING A PORTFOLIO OF HIGH-QUALITY COMPUTER GAMES BASED ON OWN IP



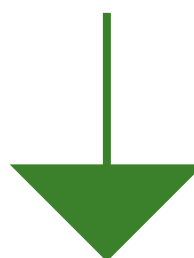
**LEADING DEVELOPER
IN THE SURVIVAL
SIMULATION AND BASE
BUILDING SEGMENT**

high quality of **Green Hell**”
game and very good sales
results



**INDEPENDENT
PRODUCTION
FINANCING**

high cash balance allowing
for independent financing
of the production of future
projects and support for
current titles



**EXPANSION
OF PRODUCTION
PORTFOLIO**

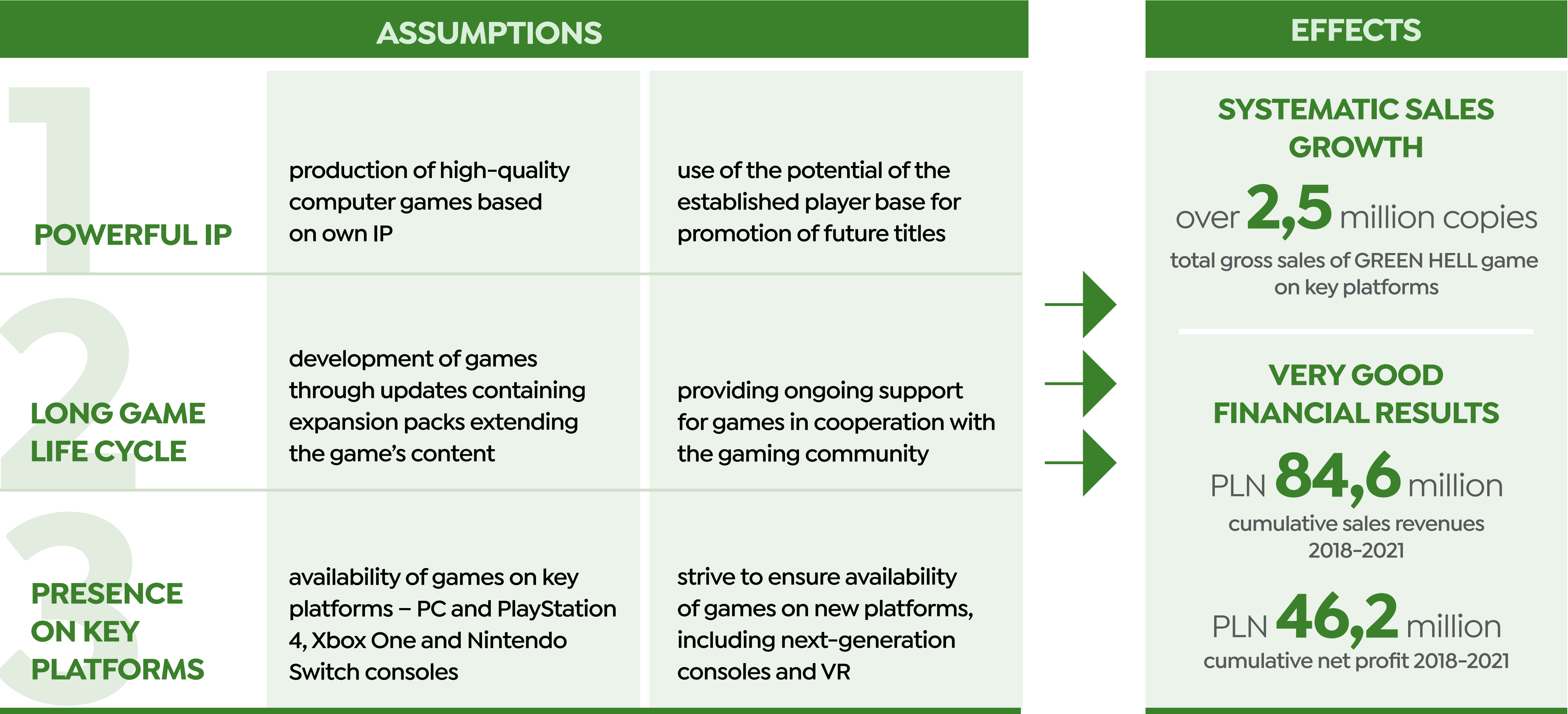
cyclical production of new
Premium Indie games
ensuring operational
continuity and a stable
revenue level



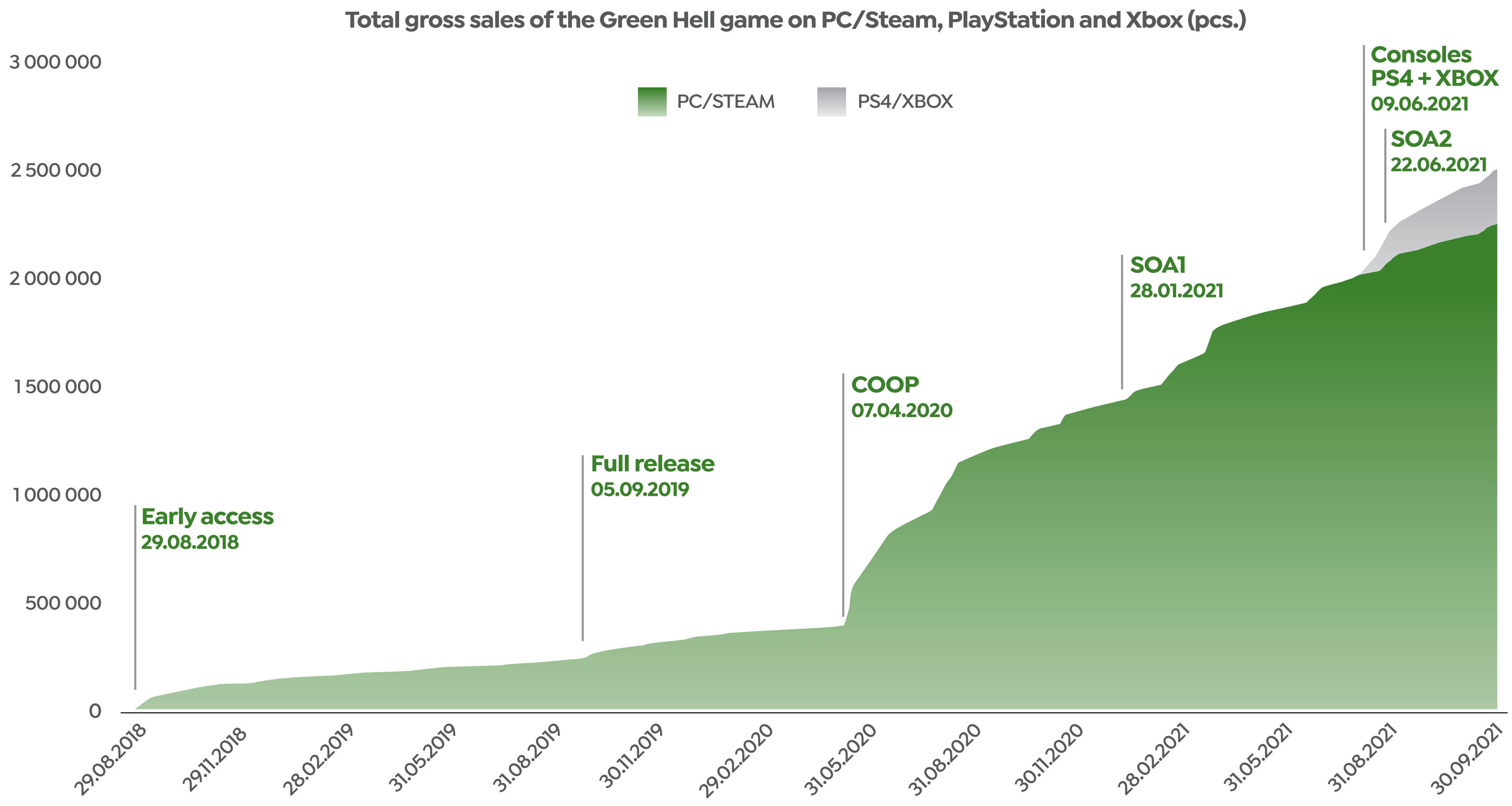
**EXPERIENCED TEAM
OF GAME DEVELOPERS**

strengthening the production
team with specialists with
many years of experience
– possibility to work on the
development of two titles
at the same time

EFFICIENT BUSINESS MODEL

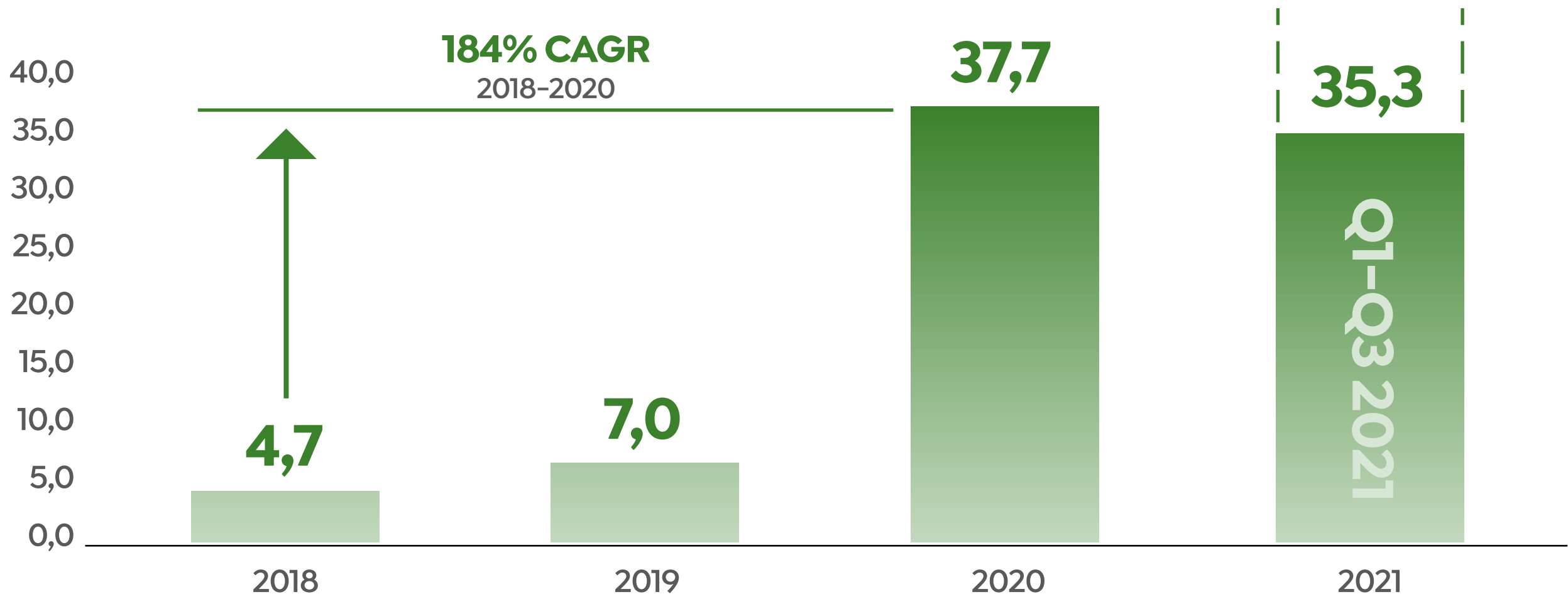


HIGH SALES ON KEY PLATFORMS

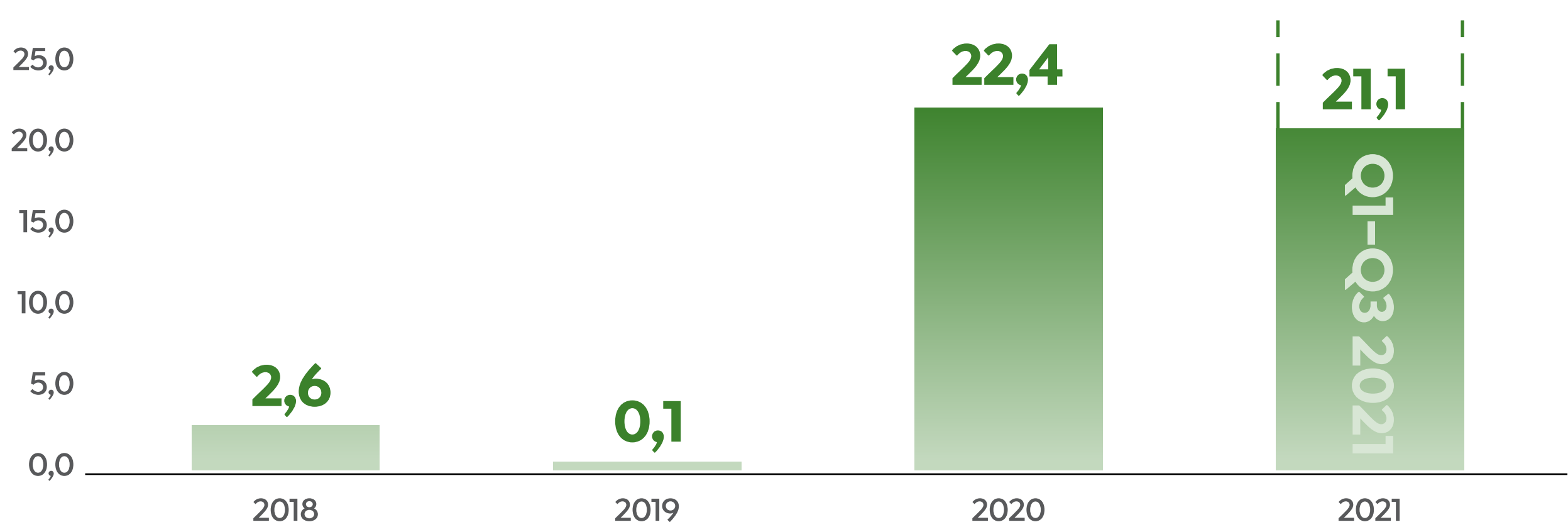


VERY GOOD FINANCIAL RESULTS

SALES REVENUES (million PLN)



NET PROFIT (million PLN)



FACTORS AFFECTING CURRENT AND FUTURE FINANCIAL RESULTS



Updates and expansion packs
for PC and consoles



Effective discounting policy



Success of further hardware
platforms



Production of the project
under the working title
“CHIMERA”



Access to qualified employees

Q3 THE BEST QUARTER OF 2021

SALES

14,1 million PLN

sales revenues
compared to 13,0 million PLN in Q2 2021

+7,8%

312 thousand copies

total gross sales
of the Green Hell game
on key platforms

66%

Green Hell's share
from sales on consoles
in total revenues

FINANCIAL RESULTS

9,9 million PLN

operating profit
compared to 8,8 million PLN in Q2 2021

+13%

10,1 million PLN

EBITDA
compared to 9,2 million PLN in Q2 2021

+10%

9,1 million PLN

net profit
compared to 7,3 million PLN in Q2 2021

+25%

OTHER

49,9 million PLN

cash as of 30.09.2021
compared to 38,1 million PLN as of 30.06.2021

+11,8 million PLN

12,4 million PLN

operating CF
compared to 3,3 million PLN in Q2 2021

+280%

30 team
members

number of employees
and permanent associates
of the Company

GREEN HELL – SURVIVE THE AMAZON FORREST

GREEN HELL is a realistic survival simulator set in the open world of the unexplored Amazonia rainforest.

You are alone in the jungle, without food or equipment and your goal is to survive and find your way back. During your expedition you cannot count on anyone's support. Only your own skills acquired through trial and error will help you survive. Learn how to build shelters or create tools and weapons which will allow you to hunt or defend yourself from danger. Fight not only with wildlife when climbing to the top of the food chain, but also with tropical bacteria and diseases that can threaten your life. Navigate through the traps set by both nature and your own mind overwhelmed by fear of dangers lurking in the jungle

**Realistic
Survival Simulator**



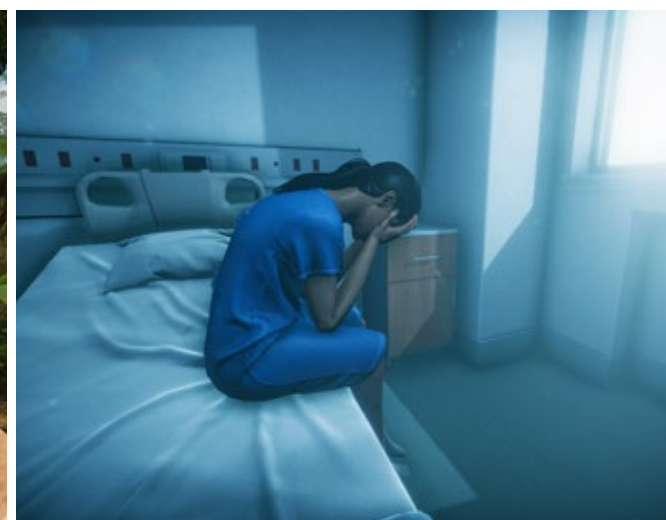
**A Lushly Recreated
Amazon Rainforest**



**Body
Inspection**



**Psychological
Thriller**



2 500 000+

gross copies sold
as at 27.09.2021

87%

positive reviews on Steam

1 110 000

on Steam Wishlist
as at 27.09.2021

80+

game updates, including:

**13 big updates with
new content**

19

supported languages

GREEN HELL - OUTLOOK

| |  |  |  |  |  |
|----------|--|---|---|---|---|
| | GREEN HELL | SPIRITS OF AMAZONIA 1 | SPIRITS OF AMAZONIA 2 | SPIRITS OF AMAZONIA 3 | ROAD MAP 2022 |
| PC |  |  |  |  |  |
| | | | | 2022 | 2021 |
| CONSOLES |  |  |  |  |  |
| | PLAYSTATION 4 XBOX ONE NINTENDO SWITCH | 2022 | | | 2021/2022 |

PROJECT CHIMERA

“CHIMERA” will be a game combining features of an advanced base building simulator with survival elements. Like “Green Hell”, the game will be narrated from a first-person perspective, but this time it will take place in a science-fiction setting.

Reference titles:



Conceptual work on the game design
has been completed

The game has been ported
to Unreal Engine 5

“CHIMERA” will offer users the possibility
to play in co-op mode for 4 players
from the beginning.

Among various distribution option,
the Company is considering the release
of “CHIMERA” simultaneously on PC
and on next-generation consoles
in the self-publishing model,
but it does not exclude cooperation
with the publisher as well.



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