

CREEPY JAR S.A. – 2021 RESULTS

FACT SHEET

ABOUT THE COMPANY

Creepy Jar S.A. is a producer and publisher of computer games created based on proprietary IP, designated for various hardware platforms. The studio develops high-tech products in the independent games segment, with high-budget features, which are called Premium Indie in the industry.

Currently, the Creepy Jar team consists of more than 40 game developers whose competences cover the key areas necessary to produce high quality titles.

TRADED SHARES

Name:	CREEPY JAR S.A.
ISIN:	PLCRPJ00019
GPW Ticker:	CRJ
Reuters Ticker:	CRJ.WA
Bloomberg Ticker:	CRJ PW
Quotation market:	Main stock market (primary)
Indices:	WIGTECHTR, sWIG80TR, WIG-Poland, InvestorMS, sWIG80, WIG, WIG-Gry

INVESTMENT PREMISES

A team of highly qualified specialists with many years of experience gained in the production of the most important games on the Polish market;

Competent, experienced Management Board involved directly in the production process, with interests in the Company (members of the Management Board hold shares carrying more than 32% of the voting rights at the AGM in total);

Effective business model which contributes to systematic growth in sales (over 3M copies of Green Hell sold) and good financial results;

The Company's **very good financial condition** allows it to pursue further authorship projects (currently it is the production of Chimera);

SELECTED STATISTICS

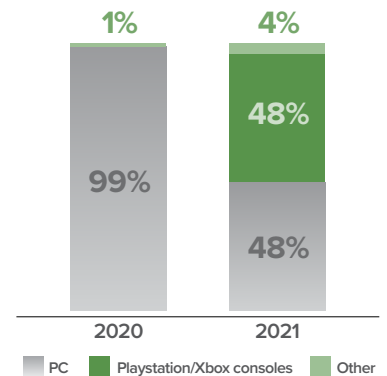
	2021
Number of outstanding shares at year-end	679 436
Capitalization at year-end (PLN million)	540
Share price at year-end (PLN)	795
Max. price during the year (PLN)	1 220
Min. price during the year (PLN)	670
Average price during the year (PLN)	852
Average daily trading volume (no. of shares)	1 141

SELECTED FINANCIAL DATA (PLN million)

	31.12.2021	31.12.2020	y/y
Balance sheet			
Total assets	74.4	37.9	96%
Non-current assets	5.4	3.2	69%
Current assets	69.0	34.7	99%
Equity	71.0	35.5	100%
Provisions for liabilities	0.6	0.1	
Current liabilities	2.5	0.4	
Non-current liabilities	0.2	1.8	
Cash flows			
	2021	2020	y/y
Net cash flows from operating activities	35.5	25.1	42%
Net cash flows from investing activities	-3.6	-3.2	13%
Net cash flows from financing activities	-0.2	-0.1	10%
Cash and cash equivalents as at the end of the period	59.7	28.0	113%
Income statement			
	2021	2020	y/y
Net sales	46.1	37.7	22%
Operating expenses	15.9	12.2	31%
Profit/(loss) on sales	30.2	25.5	18%
Operating profit/(loss)(EBIT)	30.2	25.5	18%
EBITDA	31.8	26.7	19%
Profit/(Loss) before tax	31.4	24.5	28%
Net profit/(loss)	29.1	22.4	30%

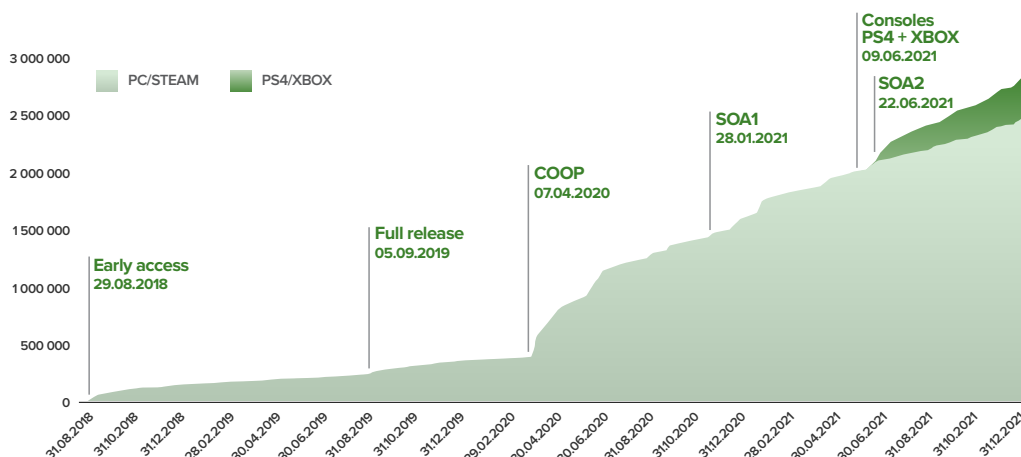
DIVERSIFICATION OF SOURCES OF REVENUE

Share of revenue from sales of Green Hell on PC, PlayStation and Xbox consoles in total revenues



GROSS SALES

Total gross sales of Green Hell on PC/Steam, PlayStation and Xbox (cumulatively, number of copies)



3+ million copies of Green Hell in total

Total gross sales on PC/Steam, PlayStation and Xbox since the game's premiere in 2018

1,26 million copies of Green Hell in 2021

Gross sales on PC/Steam, PlayStation and Xbox throughout 2021



900 k. copies



360 k. copies

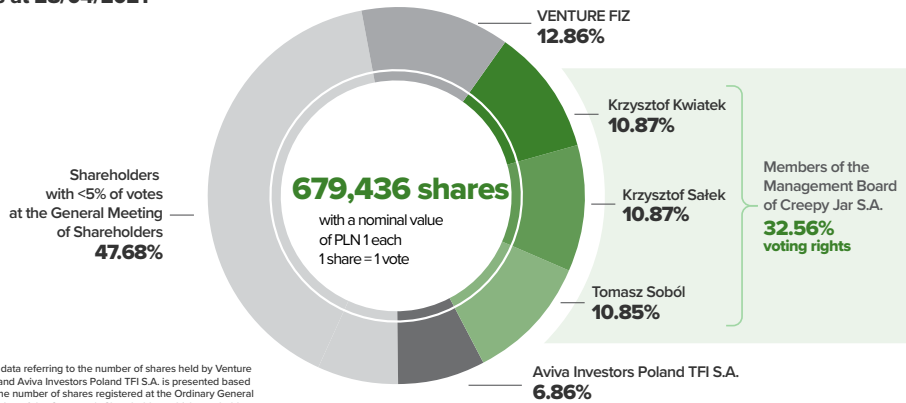


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SHAREHOLDERS

As at 28/04/2021



The data referring to the number of shares held by Venture Fiz and Aviva Investors Poland TFI S.A. is presented based on the number of shares registered at the Ordinary General Meeting of the Company's Shareholders which was held on 24 June 2021.

MANAGEMENT BOARD



Krzysztof Kwiatek
President of the Management Board



Krzysztof Sałek
Member of the Management Board



Tomasz Soból
Member of the Management Board

BUSINESS STRATEGY

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

LEADING DEVELOPER IN THE PREMIUM INDIE SEGMENT

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

SELF-FUNDED PRODUCTION

high cash balance to self-fund the production of future projects and support current titles

EXPANDING THE PRODUCTION PORTFOLIO

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

EXPERIENCED TEAM OF GAME CREATORS

reinforcing the production team with specialists with many years of experience - the possibility to work on the development of two titles simultaneously

BUSINESS MODEL

ASSUMPTIONS

1 STRONG IP

production of high quality computer games based on own IP

using the potential of the built player base to promote future titles

2 LONG GAME LIFE CYCLE

development of games through updates containing additions extending the content of the game

ensuring continued support for games in cooperation with the gaming community

3 PRESENCE ON KEY PLATFORMS

availability of games on major platforms - PC and consoles PlayStation4, Xbox One, Nintendo Switch and Oculus Quest 2

striving to ensure availability of games on new platforms, including next-generation consoles and VR

INVESTOR'S CALENDAR



26.05.2022

Q1 2022 financial results



08.06.2022

Pekao Technology Conference

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