

FACT SHEET

CREEPY JAR S.A. – Q1 2022 RESULTS

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.

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);

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

SELECTED STATISTICS

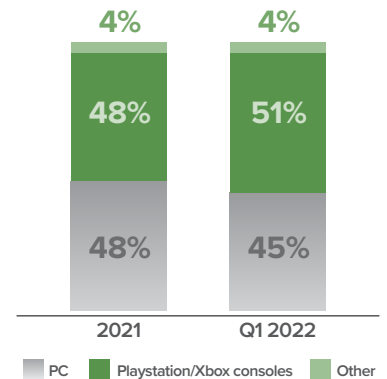
	2021
Number of outstanding shares at year-end	679 436
Capitalization at year-end (PLN million)	489
Share price at year-end (PLN)	795
Max. price during the year (PLN)	1 220
Min. price during the year (PLN)	670
Average price during the year (PLN)	852
Average daily trading volume (no. of shares)	1 141

SELECTED FINANCIAL DATA (PLN million)

	31.03.2022	31.12.2021	31.03.2021
Balance sheet			
Total assets	83.5	74.4	44.8
Non-current assets	7.0	5.4	4.3
Current assets	76.6	69.0	40.1
Equity	79.1	71.0	41.8
Provisions for liabilities	0.6	2.3	0.4
Current liabilities	0.2	0.2	0.3
Non-current liabilities	3.7	2.5	2.3
Cash flows	Q1 2022	2021	Q1 2021
Net cash flows from operating activities	10.9	35.5	8.8
Net cash flows from investing activities	-0.6	-3.6	-1.0
Net cash flows from financing activities	-0.04	-0.2	-0.04
Cash and cash equivalents as at the end of the period	69.9	59.7	36.2
Income statement	Q1 2022	2021	Q1 2021
Net sales	11.0	46.1	8.2
Operating expenses	4.2	15.9	3.6
Profit/(loss) on sales	6.8	30.2	4.6
Operating profit/(loss)(EBIT)	6.7	30.2	4.6
EBITDA	6.9	31.8	5.4
Profit/(Loss) before tax	7.2	31.4	5.2
Net profit/(loss)	6.5	29.1	4.8

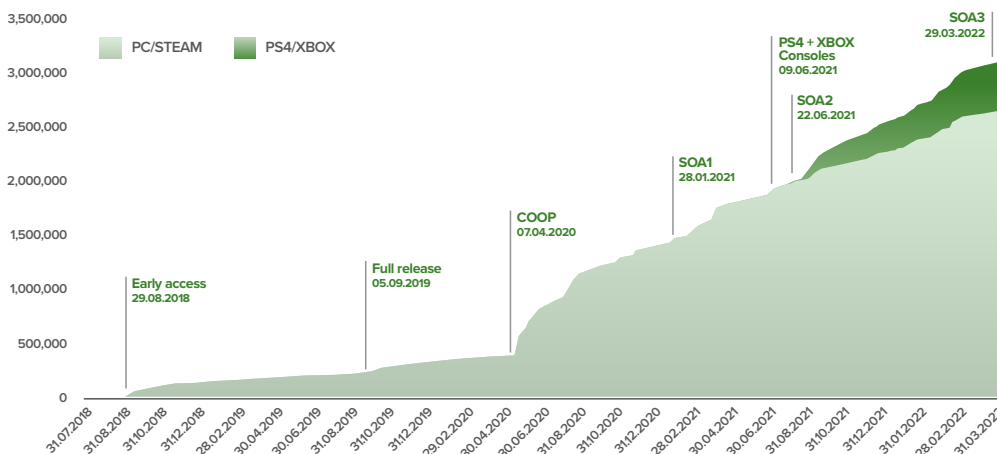
DIVERSIFICATION OF SOURCES OF REVENUE

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

305 k copies of Green Hell in Q1 2022

Gross sales on PC/Steam, PlayStation and Xbox in Q1 2022

203 k copies **102 k copies**



CREEPY JAR S.A. – Q1 2022 RESULTS

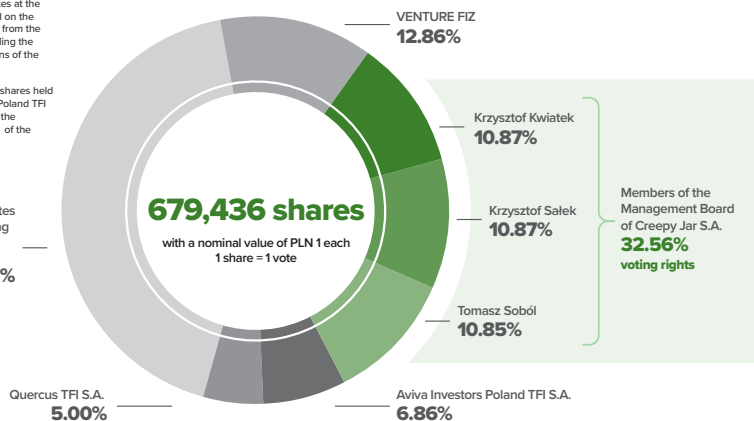
SHAREHOLDERS – as at 28/04/2021

The specification of shareholders holding at least 5% of the share capital and votes at the General Meeting has been prepared on the basis of notifications received so far from the Issuer's shareholders as part of fulfilling the obligations arising from the provisions of the Act on Public Offering.

The data concerning the number of shares held by Venture FIZ and Aviva Investors Poland TFI S.A. were presented on the basis of the number of shares registered at the of the Company held on 24 June 2021.

Shareholders with <5% of votes at the General Meeting of Shareholders

42.68%



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



07.06.2022 r.

General Meeting of Shareholders



08.06.2022 r.

Pekao Technology Conference

CONTACT

ir@creepyjar.com

Katarzyna Konieckiewicz

IR Manager

+48 530 502 264

www.creepyjar.com

