



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:	PLCRPJR00019
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);
- **Effective business model** which contributes to systematic growth in sales (over 3.5 million 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

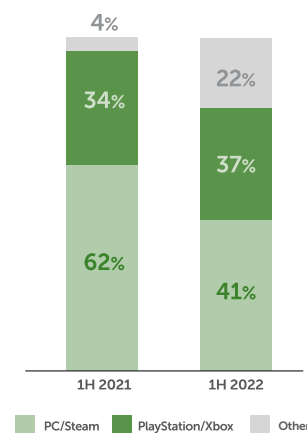
	2021
Number of outstanding shares at year-end	679 436
Capitalization at year-end	489
Share price at year-end (PLN)	795
Max. price during the year (PLN)	1 220
Min. price during the year (PLN)	670
Average price during the year (PLN)	852
Average daily trading volume (no. of shares)	1 141

Selected financial data (million PLN)

Balance sheet	30.06.2022	31.12.2021	30.06.2021
Total assets	84.7	74.4	54.3
Non-current assets	10.2	5.4	5.7
Current assets	74.5	69.0	48.6
Equity	78.3	71.0	50.7
Provisions for liabilities	1.4	0.6	0.9
Current liabilities	0.1	0.2	0.3
Non-current liabilities	4.8	2.5	2.3
Cash flows	1H 2022	2021	1H 2021
Net cash flows from operating activities	18.1	35.5	12.1
Net cash flows from investing activities	-10.3	-3.6	-1.9
Net cash flows from financing activities	-14.7	-0.2	-0.1
Cash and cash equivalents as at the end of the period	53.2	59.7	38.1
Income statement	1H 2022	2021	1H 2021
Net sales	28.1	46.1	22.1
Operating expenses	8.9	15.9	7.9
Profit/(loss) on sales	19.2	30.2	13.3
Operating profit/(loss)(EBIT)	19.1	30.2	13.3
EBITDA	19.5	31.8	14.6
Profit/(Loss) before tax	20.2	31.4	13.7
Net profit/(loss)	18.6	29.1	12.1

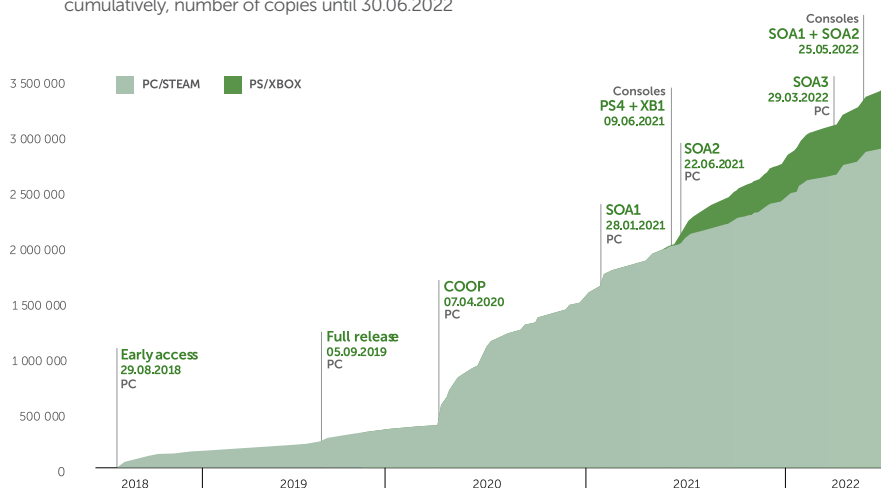
Diversification of sources of revenue

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 until 30.06.2022



3.5 million copies total

total copies sold on PC/Steam, PlayStation and Xbox since premiere in 2018

649 thousand copies

on PC/Steam, Sony PlayStation and Microsoft Xbox in 1H 2022

459 thousand copies

PC/Steam

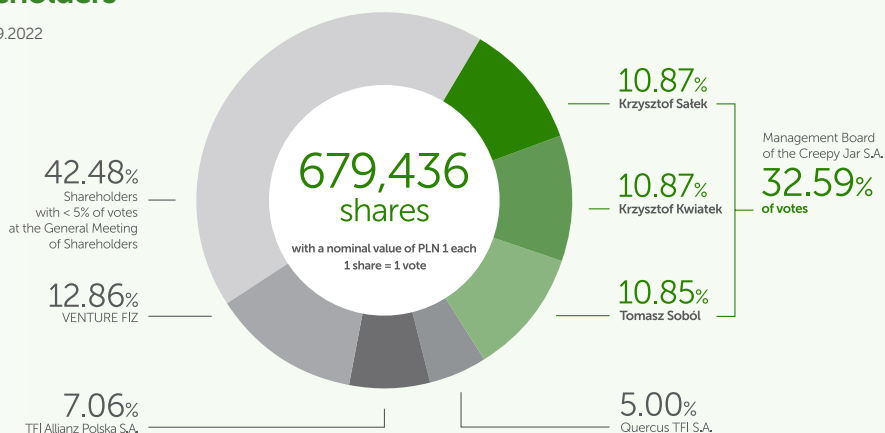
190 thousand copies

PlayStation i Xbox



Shareholders

As at 28.09.2022



The listing of shareholders with at least 5% of the share capital and votes at the General Meeting has been prepared on the basis of the notifications received so far from the issuer's shareholders in fulfillment of their obligations under the provisions of the Public Offering Act.

The data concerning the number of shares held by Venture FIZ has been presented on the basis of the number of shares registered at the Ordinary General Meeting of Shareholders of the Company held on 7 June 2022.

Management Board



Krzysztof Kwiatek

President of the Management Board



Krzysztof Sałek

Member of the Management Board



Tomasz Soból

Member of the Management Board

Strategy

Building a portfolio of high quality computer games based on own IP

LEADING DEVELOPER IN THE SURVIVAL SIMULATION AND BASE BUILDING SEGMENTS

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 PlayStation 4, Xbox One and Nintendo Switch.
- Striving to ensure availability of games on new platforms, including next-generation consoles.

Investor's calendar

3Q 2022 financial results
24.11.2022

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