
Translation of [Investor chat 24/11/2022](#)

- **Kuba:** Good morning. Do the teams producing survival, base building games come to you with a request for advice/cooperation?
Management Board of Creepy Jar SA: It happens, but we mainly focus on our own projects.
- **Kuba:** When will Chimera be revealed?
Management Board of Creepy Jar SA: With regards to making the first marketing materials available, we plan to decide on that in Q1 2023, whereas the release date of the game has not yet been set.
- **Kuba:** Will you manage to update Building in 2022?
Management Board of Creepy Jar SA: We are finalising the production of BU, at the beginning of December we plan to make the game available for testing on Steam to get feedback from players and be able to introduce any improvements to the game before its release. We would like to release the BU in January 2023.
- **Kuba:** Are you considering dedicated servers for the Chimera game? Solutions are getting cheaper.
Management Board of Creepy Jar SA: Yes, we are.
- **Kuba:** What reference titles can you name for Chimera when it comes to the appearance of the game, the characters, the world? Do you focus more on realism or do you go into a certain convention?
Management Board of Creepy Jar SA: We focus on realism, the teaser will show our graphical style.
- **Kuba:** When will you start porting Chimera to consoles? According to your previous announcements, are you considering an earlier start of porting the game, even before releasing it on PC, to have e.g. its full release on consoles and PC at the same time?
Management Board of Creepy Jar SA: We have decided to release Chimera in the PC version first.
- **bakster:** Does the company plan to buy its own shares? There is sufficient cash to pay dividends and buy shares, but the share price is unfortunately already more than 50% down from the peak.
Management Board of Creepy Jar SA: We do not plan to buy our own shares.
- **Roman:** How come we've been waiting for a simple teaser for over a year since the first announcement and we haven't seen it?
Management Board of Creepy Jar SA: We have decided to increase the scope of the first materials made available, among others, by launching the Steam card and the product website. We are not under time pressure – we want to make more materials available for the beginning, which will make it easier for players to understand what our new production is and will also increase the visibility of the project. Plus, we'll start building a community around Chimera.
- **Gość:** Please tell us something to calm our nerves after a year of waiting for the teaser :) Is the production of Chimera going smoothly? Is everything all right, Mr. President? :)
Management Board of Creepy Jar SA: We are pleased with the progress of Chimera's production as well as the appearance of the prepared marketing materials (CGI teaser and key art).
- **Taki Rafał:** When will the Roadmap for Green Hell for 2023 be presented? Will it include both PC and consoles?
Management Board of Creepy Jar SA: We plan to make the new Green Hell roadmap available early next year, after all activities planned for 2022 have been completed.
- **Taki Rafał:** Will the Spirit of Amazonia 3 according to the information in the report be released for consoles later this year?
Management Board of Creepy Jar SA: Yes, in December.
- **Taki Rafał:** When does the Company plan to start applying greater promotion on Green Hell?
Management Board of Creepy Jar SA: We observe the situation on various platforms and it is possible that greater discounts will appear on the selected ones.
- **Taki Rafał:** First conclusions from the mechanics in Chimera? What could be a gamechanger compared to other similar titles?
Management Board of Creepy Jar SA: We will introduce Chimera to players in accordance with our marketing and release plan. At the moment, we don't want to reveal any details.
- **Taki Rafał:** What opportunities do you have to advertise Chimera thanks to Green Hell? Information in the game menu? On a Green Hell steam card? In what other form?



Management Board of Creepy Jar SA : Cross-promotion opportunities on various platforms depend on the rules and restrictions that apply to them and are additionally subject to cyclical changes. We want to take advantage of all available opportunities to promote the title.

- **Jake:** Do you already have concepts for further GH updates? When is the GH roadmap for 2023 planned to be available?

Management Board of Creepy Jar SA: Yes, the new roadmap will be available at the beginning of next year.

- **Jake:** How many people from the production team are currently involved in the development of GH and how many in the work on Chimera ?

Management Board of Creepy Jar SA: Definitely the majority of the production team is working on Chimera.

- **Zośka:** Is there a chance that the next game after Chimera will not be Green Hell 2? Considering how amazing the sale of GH is, that you even have plans for its graphical refresh (info from today's post-result conference), maybe a third IP would not be such a bad idea?

Management Board of Creepy Jar SA: It seems natural for us to produce Green Hell 2 after Chimera. However, we would like to emphasise that the development of Chimera will take many years (just like the development of Green Hell). We will observe when there is some space for a new project.

- **Zośka:** At present, your nature of work is based on working on 1 new title and supporting the older one. When can we expect Chimera to be treated as a supported product, i.e. when can you start working on another new game? Will it be after Chimera's EA release? After its full release? I think you know what I mean :)

Management Board of Creepy Jar SA: As in the previous question – we will observe when there is space for a new project.

- **Zośka:** Why have you not started working on GH for the current generation of consoles yet? The old generation is already old, every quarter the number of GH pieces sold there decreases, updates do not help to stop it or improve the ratings. Players simply shift to the current generation and it's hard not to notice... With each passing quarter the competition on PS5 or the new Xbox will only get bigger and GH will only have a harder time breaking through... On the old generation (due to technical limitations) GH has no chance to dazzle the player with beautiful graphics in 4K and 60fps... And still, the fact that GH can be run in backward compatibility mode doesn't change anything here (as we can see from the falling sales every quarter), a specific version for PS5/XBox is needed :(

Management Board of Creepy Jar SA: In our opinion, the installed database of old-generation consoles is larger than the current one, we want to make the most of this potential as long as it is possible in terms of technological limitations. At the same time, we do not want to put this off for too long, we are already wondering how to include these activities in our production process.

- **Michał:** How many employees/collaborators do you currently have?

Management Board of Creepy Jar SA: 45 people.

- **Jakub Szlęk:** Good morning. With the development of the company, and thus with access to an ever-increasing budget for subsequent productions, do you plan in the long term to move to the AAA game segment or to stay in the premium indie segment and release new games more often with a wider staff?

Management Board of Creepy Jar SA: We plan to remain in premium indie. Looking, among others, at the results of GH, we believe that the profitability of projects in this segment is at least satisfactory.

- **inwestor_2k:** Hello, will "Chimera" be announced at some major industry event in 2023?

Management Board of Creepy Jar SA: We are considering this option.

- **Ignacy:** Years go by and Green Hell, apart from expansion packs, could have some graphic lifting. Is there any chance of that?

Management Board of Creepy Jar SA: We are taking such a possibility into consideration.

- **Piotr C.:** What about cash in the company? Do you use these "famous" deposits with an interest rate of 8 per cent per year?

Management Board of Creepy Jar SA: Most of our funds are held in deposits, we look at other investment possibilities, with the security of assets being our primary objective.

- **Michał:** Will this delay in the Chimera project (you have mentioned that you want to have more materials to start with) affect the development budget?

Management Board of Creepy Jar SA: Chimera's production is not delayed. Additional marketing materials would have been prepared anyway, but we thought it would be better to provide more information about our new project.



- **Gość123:** Are you also considering being a publisher of survival/base building games? This could be an additional source of revenue for the company.
Management Board of Creepy Jar SA: Not at the moment.
- **Sven:** At the conference, you mentioned a graphical refresh of Green Hell. Could you tell us something more on that? Are you considering switching to Unreal 5?
Management Board of Creepy Jar SA: Green Hell is developed for Unity and will remain on this engine.
- **Adam:** Hello, is the slogan "Chimera Project" a kind of dev magnet? Do people come to you because they want to work on this project? What does the HR situation look like? Are there any major deficiencies?
Management Board of Creepy Jar SA: We already have a core team for Chimera. For some devs, SCI-FI projects are an additional advantage when choosing an employer.
- **Gość:** Hello, will Chimera be released in EA? And when we can expect the first playable version (whether EA or full)
Management Board of Creepy Jar SA: Yes, we are planning the Chimera's EA release. The release date has not yet been set.
- **Leo:** Where do you see the company in 5 years?
Management Board of Creepy Jar SA: We see ourselves producing Green Hell 2 and supporting the development of Chimera.
- **Stanowski:** Is this "delay" in publishing Chimera's materials somehow related to the progress (or lack thereof) in production?
Management Board of Creepy Jar SA: No, the production of Chimera takes place independently of the preparation of marketing materials.
- **inwestor_2k:** Coming back to the "Chimera announcement at some major industry event". What events are you taking into account?
Management Board of Creepy Jar SA: We do not want to disclose such information at the moment.
- **-Tomash-:** When can we expect a co-op mode on VR?
Management Board of Creepy Jar SA: This question should be asked to Incuvo.
- **player_one:** The dollar exchange rate is gradually falling, with levels of PLN 5 being only a nice memory. Does the company protect itself against this circumstance?
Management Board of Creepy Jar SA: We do not currently have open foreign exchange transactions.
- **Zośka:** Can we expect that the next Incentive Scheme (I assume, of course, that there will be one) will be based on a significant increase in revenues and profits and will be really ambitious and showing the development of the company?
Management Board of Creepy Jar SA: Yes, we are planning another incentive scheme, but it is still too early to make detailed assumptions.
- **Analitik:** When can we expect Chimera beta tests already with the participation of players (quarter, mid-year)?
Management Board of Creepy Jar SA: It is far too early to talk about Chimera beta tests.
- **J:** Do you plan an open event for investors in 2023?
Management Board of Creepy Jar SA: We are considering such a possibility.
- **Michał:** Please comment on the increased PM write-downs compared to previous quarters
Management Board of Creepy Jar SA: The increase was due to the update of the list of participants in the incentive scheme. We assume that in Q4 the cost level should be similar to Q2.
- **Management Board of Creepy Jar SA:** Thank you for taking part in the chat. Should you have any questions, please feel free to contact us at ir@creepyjar.com

