

Translation of the Investor chat of 24/04/2024

- **Management Board of Creepy Jar:** Good morning, welcome to the investor chat and feel free to ask questions.
- **Mateusz Zelek:** Will Green Hell 2 offer a similar amount of content that Green Hell currently offers with all expansion packs? Players will probably expect a lot of new features, given the huge amount of content provided in the original.

Management Board of Creepy Jar: At the moment, we do not know yet, we have only just started conceptual work on GH2. We assume that there are some necessary elements like co-op mode, but it is too early to be more specific.

- **Jake:** In terms of StarRupture marketing, do you plan to cooperate with external agencies such as Evolve, as was the case with GH, or do you intend to conduct all marketing activities with your own resources ?

Management Board of Creepy Jar: When it comes to the production of marketing materials, we rely primarily on our own team, in terms of PR activities we still plan to work with Evolve – they already support us with the communication accompanying StarRupture.

- **Gość:** As we can see, there will be different types of weapons available in the game. How well developed will this element of the game be?

Management Board of Creepy Jar: Fighting enemies and defending the base will be important gameplay elements in SR.

- **H:** Please provide us with a few words of comment on the sale of shares by Tomasz Soból – is this sale related to the reduction of his operational involvement in CRJ ? Do the other Board Members also intend to sell shares before the launch of StarRupture ?

Management Board of Creepy Jar: We do not comment on private decisions of board members. Tomasz Soból's involvement in Creepy Jar's operations has not changed.

- **tom:** Are you considering showing StarRupture to third-party publishers before launch? If Microsoft offered favourable terms for participation in GamePass, would you take it into consideration ?

Management Board of Creepy Jar: At the moment, our baseline scenario is self-publishing. We want to continue the model that has already proven itself in case of Green Hell.

- **tom:** Forever Entertainment has recently reported on the conclusion of a contract for the execution of port and the release of Green Hell on the next generation Nintendo consoles. The question is: do you contribute to the production costs and what is the percentage distribution of revenues ?

Management Board of Creepy Jar: The contract terms are subject to confidentiality clause.

- **trudno100:** Hello, a few questions: 1. Will there be a story mode in the EA version? 2. Once you said that the StarRupture world/map would be several times larger than in Green Hell. Is this up to date? 3. When will the next devlog appear? Is it still in Q2? 4. Is the extension of the coop mode up to 8 people even an option as part of the full release of StarRupture? 5. Have Green Hell sales already exceeded 5.5 million? Thank you and best regards.

Management Board of Creepy Jar: 1. No, there won't be. 2. Yes, the SR map is many times larger than in GH. 3. We are planning to publish the next devlog later in Q2. 4. No. 5. As previously said, the next sales threshold we will announce will be 6 million copies.

- **Gość:** I watched the conference briefly and if I missed this information, sorry for repeating the question. You are talking about Gameplay and milestones you have to reach to prepare it. I get it. But how does the date work out in this case? Is it more June/July or maybe September/October/November?

Management Board of Creepy Jar: We are waiting for the moment when the game build will be at the right level enabling the preparation of material with gameplay.

- **investor2k:** I know this is the dividend policy, but is PLN 9 million not too much to pay? Green Hell's monetisation stops, and a new game is always an unknown. Wouldn't it be better to have some buffer?

Management Board of Creepy Jar: In our opinion, the recommended dividend for 2023 is adequate to the financial situation and further investment plans of CRJ.

- **Gość:** How did the switch to Unreal 5 go? Smoothly or with adventures?

Management Board of Creepy Jar: Making games is always an adventure, regardless of the engine :) In our opinion, the switch to UE5 went quite smoothly.

- **Gość:** My question is rather unimportant, but worth asking as it has a very negative impact on the company's image. What about the Green Hell Board Game? The company responsible for the project raised a lot of money and the project was abandoned despite the supposed continuous work on it. Does Creepy Jar have any insight into this situation and the fact how it reflects on the Green Hell brand?

Management Board of Creepy Jar: We are aware of this situation, it is also uncomfortable for us, but at the moment we are not in a position to tackle this problem.

- **Gość:** For the record – how is the work on StarRupture going? Is everything going according to schedule?

Management Board of Creepy Jar: Yes, we are pleased with the progress. We are during the second of our four milestones that are to lead us to the EA build.

- **Andrzej z gamedevu:** What is the risk that the game – announced to be ready in the last quarter of 2024 – will not be completed this year? Or I will ask directly – is there a risk of delay or failure to meet this deadline?

Management Board of Creepy Jar: We maintain that our goal is to prepare the EA build later this year and all our efforts are focused on this.

- **Marcin:** Hello. Will the console version of Green Hell appear in any subscription?

Management Board of Creepy Jar: At the moment, we do not foresee such a scenario.

- **księgowy:** In the fourth quarter currencies were unstable. How did the company deal with hedging?

Management Board of Creepy Jar: Taking into account the volatility of PLN against USD, we try to keep as few funds in currencies as possible.

- **Gość:** What's the situation with GH VR? Does Creepy Jar have any decision-making power as to the quality of the release of GH VR COOP or can Incuvo, which is responsible for this project, decide independently and we can expect a repeat of Bulletstorm, which should never see the light of day in such a release? Once GH Coop was considered the dark horse of both companies, how is it now? Is there any faith in this project?

Management Board of Creepy Jar: We still believe that co-op in GH VR will have a positive impact on the sales of this title. We will do our best to ensure that the quality of this product is as high as possible.

- **player_one:** Will (and possibly when) there be a Green Hell version on Switch 2?

Management Board of Creepy Jar: The release time and even the name of this console have not yet been revealed, so it is definitely too early to talk about any dates for the release of GH.

- **player_one:** What will the StarRupture promotional campaign look like? How long will it take, what budget do you prepare for that? Do you already have any arrangements or goals?

Management Board of Creepy Jar: We want to base the SR promotional campaign primarily on gameplay materials produced internally. We no longer plan any significant external expenditures such as CGI trailers. The main goal for us is to build as much player interest in SR as possible at the time of

its release, but also in later periods, just like it was in the case of GH. When it comes to the game release in the EA version, the moment when the gameplay materials are of the appropriate quality for publication is relatively close to the release. We do not want to release earlier the materials that are not ready for publication.

- **investor:** Will the release date of StarRupture be revealed at one of the holiday gaming events?

Management Board of Creepy Jar: We are not planning such activities.

- **Gość:** Which company is responsible for the GH nextgen port? Mataboo or have you decided on someone else?

Management Board of Creepy Jar: We decided to cooperate with another entity.

- **Paweł:** What criteria will you take into account when choosing the release window for SR?

Management Board of Creepy Jar: First of all, the number of potential competitive launches and discounts of competitive titles.

- **Gość:** How many Devlogs are you planning? Can we expect the first gameplay around the summer industry shows?

Management Board of Creepy Jar: As we said before, we don't know yet when we will release the gameplay. We are currently working on the next devlog, with which we will reveal our next steps.

- **Dawid:** StarRupture early access release in the Q4 2024 – to what extent is it a rigid plan? What – apart from, for example, delay in production – may change this deadline (what will you pay attention to?)

Management Board of Creepy Jar: Our baseline scenario is to complete the EA build in Q4. The subject of setting the release date depends on our assessment of this build and finding an optimal release window.

- **Gość:** Will StarRupture be supported as long as GH1? Are you planning versions for the latest generation consoles?

Management Board of Creepy Jar: We don't know yet how long we'll be developing StarRupture. For sure we want to make the game available in the version for the current generation consoles.

- **S:** How is the work on GH for new consoles and coop for VR going? Are the launches still planned this year ?

Management Board of Creepy Jar: When it comes to the launch for current consoles, we assume Q2/Q3 2024. Regarding GH VR, the question should be addressed to Incuvo.

- **Devid:** StarRupture 2mln copieS in 2 YearS Posslble?

Management Board of Creepy Jar: Everything is possible :)

- **greggame:** What does your attrition rate look like? What is the current demand and supply for game developers? After switching to UE, are you free to choose your talents?

Management Board of Creepy Jar: Rotation in the team is relatively low, and at the same time the situation in the industry (redundancies) makes it easier to hire specialists than in previous years, regardless of technology (engine).

- **Bartek:** What does the situation in gamedev look like from your point of view? Valuations of many companies have fallen, studios are slowing down, competition among games is gigantic. Is there a positive trend you are observing here?

Management Board of Creepy Jar: This is a complex issue that is difficult to answer in a few words. A bit more on this topic you can find in our recent interview for the Investor Zone.

- **Gość:** Is there a coop planned for more than 4 players for GH2?

Management Board of Creepy Jar: It's too early to make such decisions.

- **Gość:** A few questions about the console versions of StarRupture: 1) in your opinion how long will it take from the StarRupture debut in EA to the release of the console version of the game? 2) is there a chance that this will happen sooner than in the case of Green Hell ? 3) do you plan the porting to consoles with your own resources or will you use external entities (e.g. Mataboo) ?

Management Board of Creepy Jar: At the moment we are planning all these activities, we are analysing all potential scenarios, including internal work and using the help of an external entity.

- **Prezes:** It will soon be two years since the switch from NC to the main floor. Has this change given you anything? Has it somehow translated into any interest, e.g. from funds, institutional investors or is it the same as before, just the costs are higher?

Management Board of Creepy Jar: We definitely see a lot more interest from institutional investors, but also from individual investors.

- **Management Board of Creepy Jar:** Thank you very much for taking part in the chat and we invite you to the next one, on 23 May 2024.