

STRATEGIC CHANGE

IN ALL iN! GAMES S.A.

ALL iN!

GAMES

FOCUS ON GAME DEVELOPMENT



Reduced
commitment
in publishing



Further development
of production
competence



Production of games
in cooperation with
global publishers

Dear All,

I am pleased to present the results of our long term analysis, which has led the management of All in! Games S.A. to make key strategic decisions..

Following the publication of this strategy, All in! Games declares a new chapter in its development. Significant investments in production teams, numerous discussions with leading publishers in the global game market and economic analysis have reinforced our belief that the company's future lies in the other area of the market.

From now on All in! Games focuses on development of original IPs via our internal development studios / subsidiaries.

Sincerely,

Marcin Kawa

CEO of All in! Games S.A.



ALL iN!
GAMES

ACHIEVEMENTS:



GHOSTRUNNER

PUBLISHING SUCCESS



CHERNOBYLITE

PUBLISHING SUCCESS



IRONBIRD CREATIONS

DEVELOPMENT OF
THE PRODUCTION TEAM
AND BRAND



PHANTOM HELLCAT

OWN PRODUCTION/ CURRENT
NEGOTIATIONS WITH GLOBAL
LEADERS IN THE PUBLISHING MARKET

WHY DO WE TERMINATE OUR PUBLISHING ACTIVITIES?



Unsatisfactory sales
performance



High entry barriers in
markets dominated by
established players



Higher profitability
and quality of
internally produced
games

CURRENT STATUS OF ALL iN! GAMES IN THE PUBLISHING MARKET:

**Continuous monetization
of current All in! Games
portfolio**

**Gradual termination
of partnerships with
external developers**

All in! Games will continue to generate revenue from previously released games but does not plan to acquire additional titles.

ALL **iN! GAMES** HAS NO PLANS TO ACQUIRE MORE TITLES BECAUSE IT WILL FOCUS ON:



Own development studios

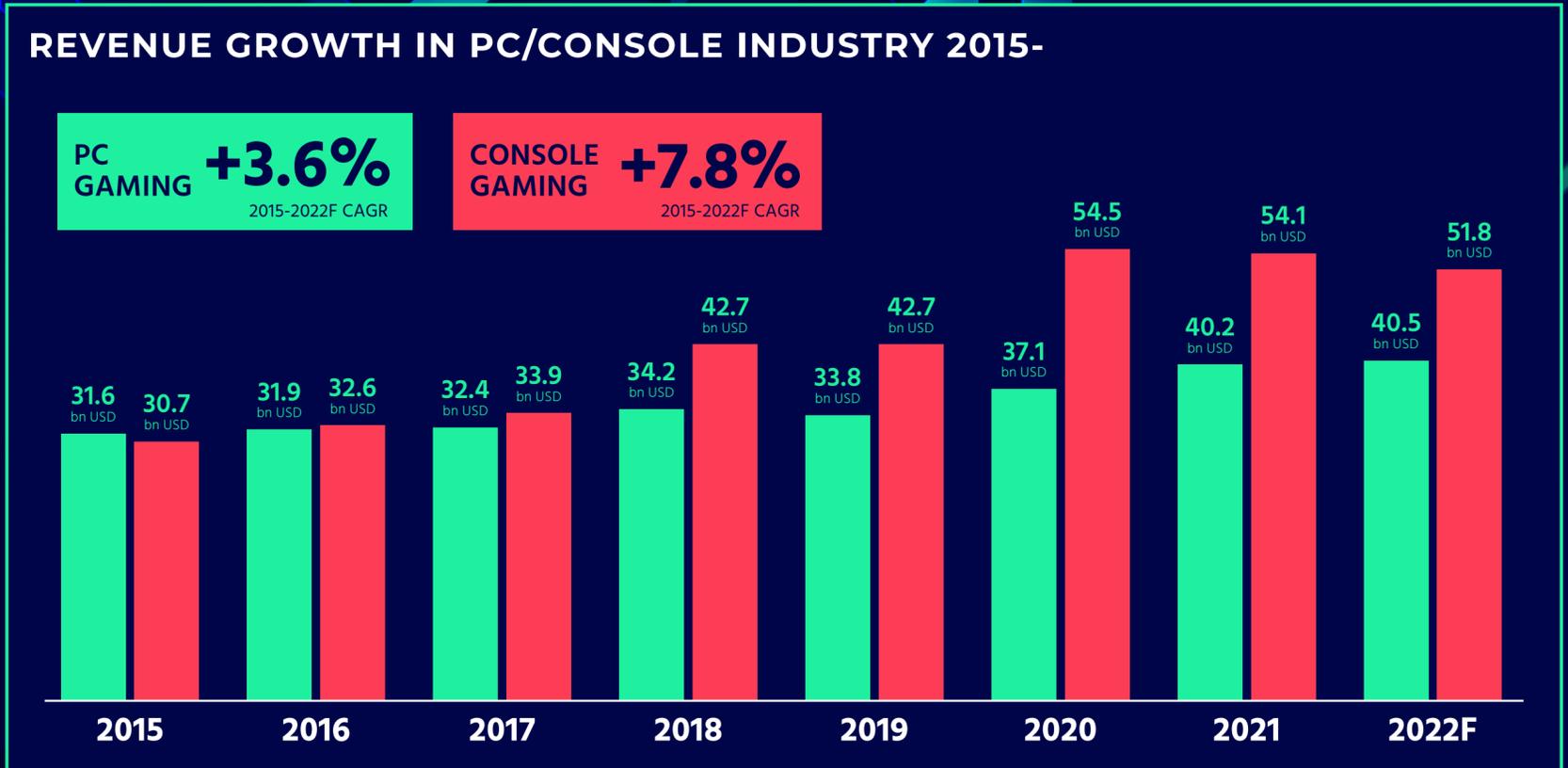
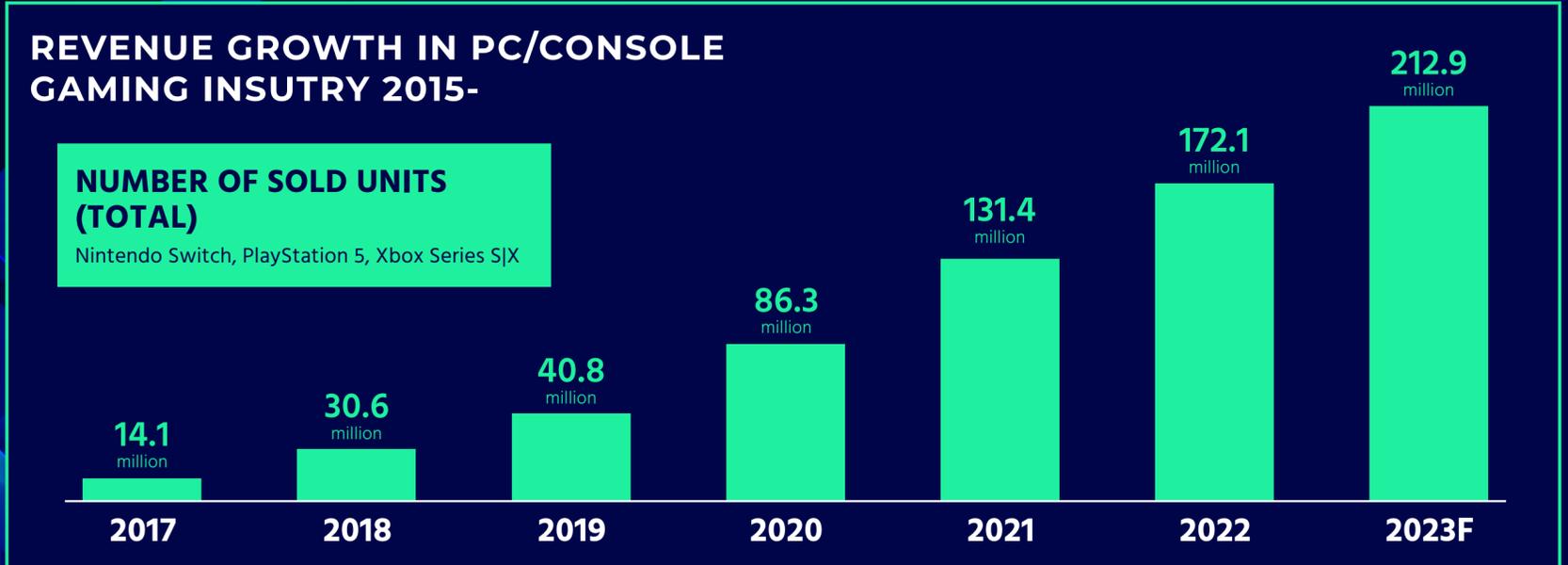
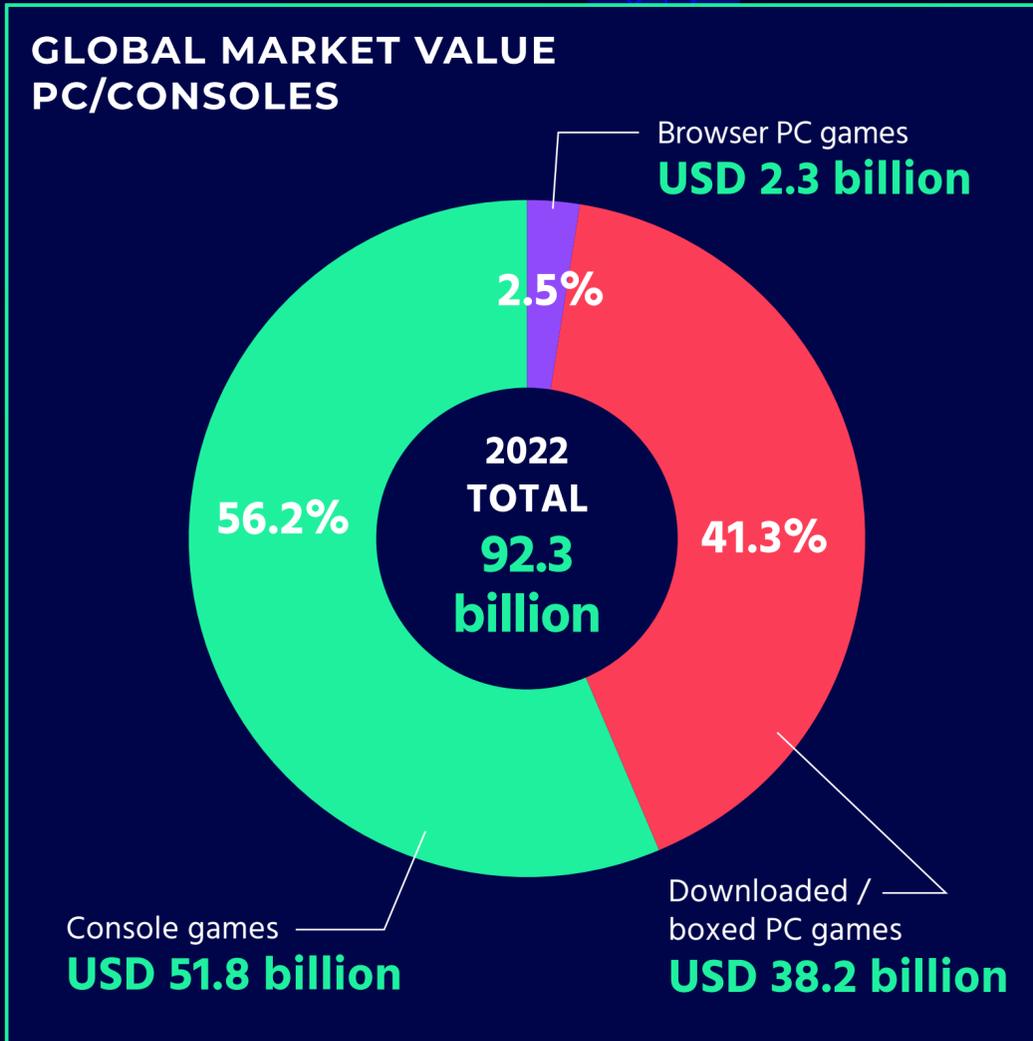


Internally created original IPs, including **Phantom Hellcat**



Publishing of **own games** in partnerships with global publishers

GAME MARKET CONDITION:



ALL IN! GAMES BUSINESS MODEL



GROUP STRUCTURE

ALL IN! GAMES S.A.

**IRONBIRD
CREATIONS S.A.**

**TAMING
CHAOS S.A.**

**HAPPY LITTLE
MOMENTS S.A.**

OUR DEVELOPMENT STUDIOS

IRONBIRD CREATIONS

Creating action-adventure games with a unique graphic style and particular focus on gameplay mechanics, targeting wide audiences.

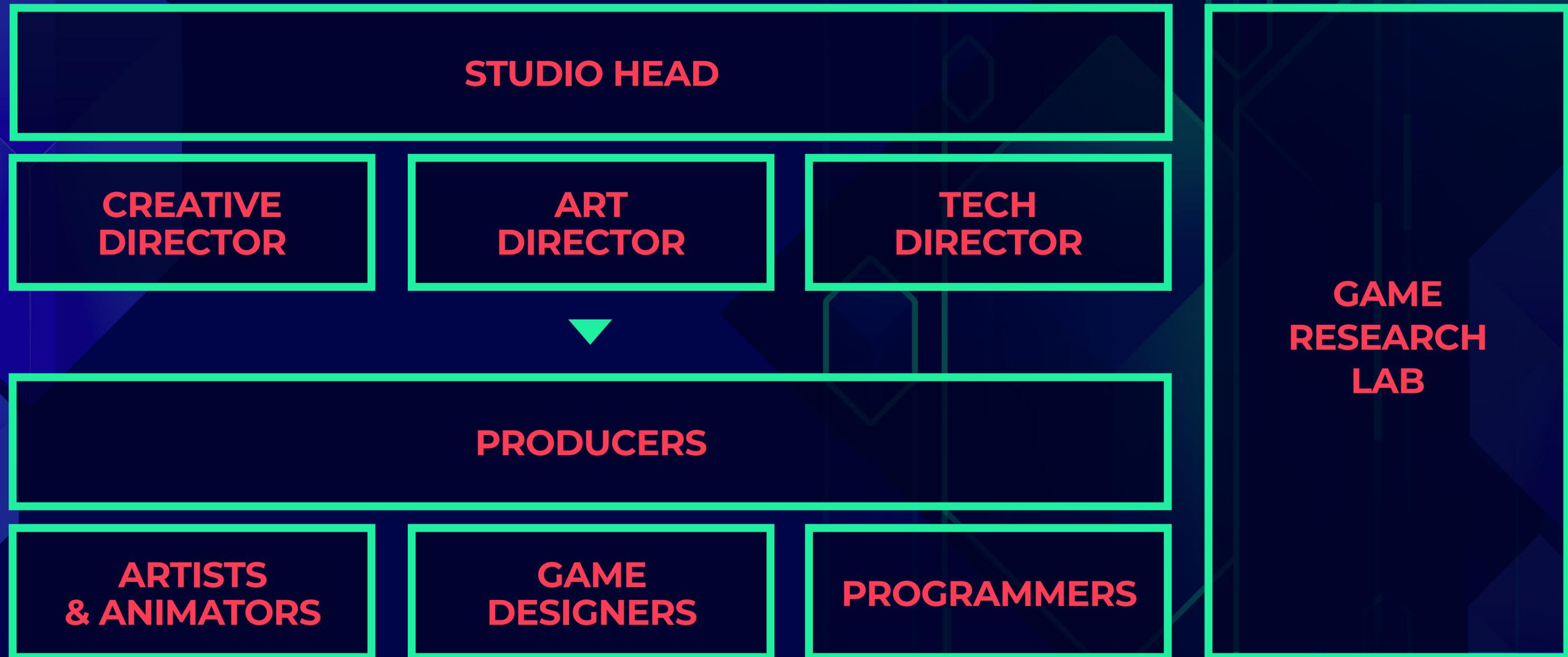
TAMING CHAOS

Working on games with experimental gameplay mechanics for PC, PlayStation, Xbox and Switch consoles.

HAPPY LITTLE MOMENTS

Reaching new users primarily through the Nintendo Switch platform

STRUCTURE OF IN-HOUSE STUDIOS



PHANTOM HELLCAT:

All in! Games' **most advanced** title in production

At the “vertical slice” stage - a **fully playable** part of the game

Game dedicated to a **wide audience**

Advanced discussions with global publishers



KEY EVENTS IN 2022-2023:

- ✓ **March 2022** - redefinition of All In Games' current development path, changes in the board of directors, new CEO Marcin Kawa
- ✓ **August 2022** – presentation of Phantom Hellcat game trailer at GamesCom in Cologne - significant interest from gamers and specialized media
- ✓ **October 2022** – first talks with global publishers regarding Phantom Hellcat
- ✓ **Q1 and Q2 2023** – Ironbird Creations studio continues to develop Phantom Hellcat and invests in the further growth of internal production team
- ✓ **April 2023** – Rafal Kalisz invests in All in! Games and becomes the new key shareholder

2023 OBJECTIVES

- ✓ Publishing agreement with a global publisher regarding **Phantom Hellcat**
- ✓ Further production of **Phantom Hellcat** by **Ironbird Creations** studio
- ✓ **Taming Chaos** studio continues to work on the pre-production of the **Project Rush** game and will begin talks with interested publishers
- ✓ Early conceptual work on **upcoming titles**

!N!

ALL!N! GAMES

www.allingames.com

ir@allingames.com