



CHERRYPICK GAMES

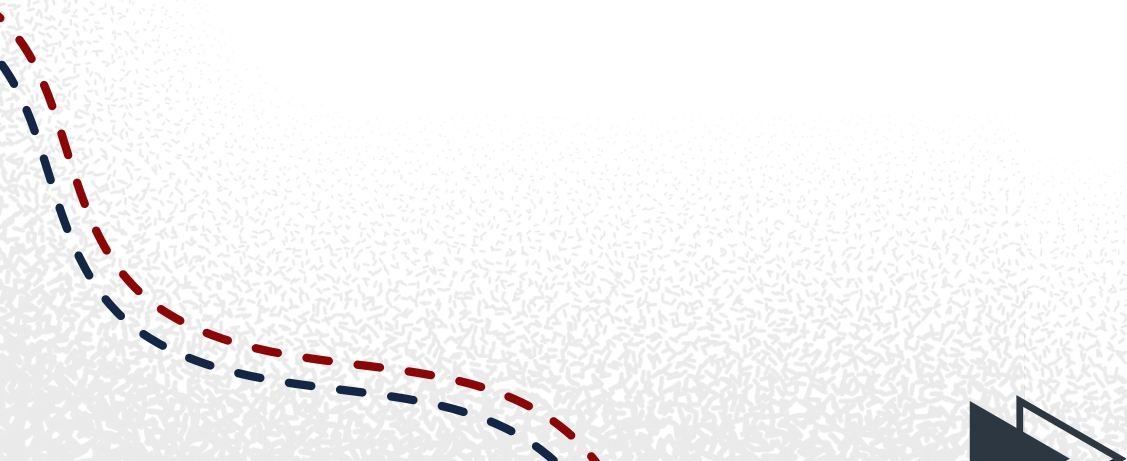
STRATEGY 2024 – 2027

January 2024



CHERRYPICK GAMES TILL 2023

- We focused on mobile games in just one segment
- We were not doing what we love, blindly following investors' expectations
- We prioritized short-term decisions compromising long-term development
- We made decisions under great financial pressure



CHERRYPICK GAMES FROM 2024

- We expand the production of mobile games with premium games for PC and consoles:
 - Steam
 - Epic Store
 - Nintendo Switch
 - PlayStation
 - Xbox
- The goal for 2024-2027 is to produce and publish at least two new multi-platform premium games
- We will publish new games independently or in cooperation with a partner
- We are strengthening the team
- We are developing cooperation in the games subscription model, such as Apple Arcade, Google Play Pass and others
- We will release on new platforms selected mobile games from our back catalog

NEW PRODUCTIONS

- The first multi-platform game - the "Papillon" project:
Survival genre (works have already started)
- Release planned in 2024/2025 for PC, consoles and
mobile devices





DEVELOPMENT OF THE TEAM

- Collaboration with talented creators who value creative development
- Full control over the creative layer
- Combining freedom of decision-making and responsibility
- High product quality has been and will be our priority

LEGAL DISCLAIMER

The information included in this document is up-to-date as of the date of its publication and may contain forward-looking statements, in particular those indicated as goals and planned activities, but do not constitute a guarantee or assurance that they will be achieved. The actual results and future operations of Cherrypick Games may differ from the provisions expressed herein.





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