

Warsaw, December 2nd 2021

Current Report No. 32/2021

Subject:

Execution of licensing agreement with Epic Games

Legal basis:

Art. 56.1.2 of the Public Offering Act – Current and periodic information

Text of the report:

The Management Board of 11 bit studios S.A. (the “Company”) announces that it has entered into a non-standard licensing agreement with Epic Games (“Epic”) setting out the terms and conditions under which the Company may use Unreal Engine, the game content creation framework developed by Epic.

Under the agreement, the Company has the right to produce up to ten new games based on Unreal Engine. The agreement covers both proprietary titles and games created by external developers to be released by 11 bit publishing. The Company has a free choice which generation of the tool (Unreal Engine 4 or Unreal Engine 5) it wants to use for a particular project and can also choose the preferred payment option. The provisions of the agreement with Epic allow the Company to extend the licensing arrangement to other titles in the future.

For the Company:

Przemysław Marszał, President of the Management Board

Grzegorz Miechowski, Member of the Management Board