





01 Cooking Simulator

- 1. Cooking Simulator focus on bringing the quality back on track in order to keep leveraging strong IP in revenue generation
- a. Sushi DLC ongoing improvements to drive positive reviews
- a. BBQ DLC high quality of the DLC as key to rebuild trust and interest among the CS's fans
- c. New DLC in H2'25 (content tbc) + focus on LiveOps
- to generate and maintain consistent engagement
- d. Refresh CS on consoles (including PS5 & Switch 2)
- e. Keep CS VR as high priority for the business
- (potential for VR DLCs under review)
- f. CS mobile version H2'25
- g. Revive social media & community management

02 Cooking Simulator 2

- 2. Cooking Simulator 2 game release planned for H2'25
- a. Game presentations to start in early 2025
- b. Active involvement of the fanbase in development process
- c. Post-release roadmap to be presented in H1'25

03 Dividend

3. Optimal management of ongoing projects aimed at respecting the shareholders' expectations regarding dividend payments





Business Development **05**

Team 04

5. Potential publishing deals aimed at leveraging CS's fanbasea. First publishing deal confirmed (Chinese Frontiers, developer: SolidGames)b. Ongoing collaboration prospects



China 06

6. Relaunch of distribution in China (H1'25)a. Release on WeGameb. Relaunch on Steam China

IP Development 07

Ongoing collaboration prospects within Cooking Simulator and Cooking Simulator 2



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Game	Platform	Role	Timing
Chinese Frontiers	PC	Publishing (Global) Developer Solid Games	Q1′25
Chinese Frontiers	Console (PS, Xbox, Switch)	Publishing (Global) Developer Solid Games	H2′25
Cooking DLC BBQ	PC	Self-publishing	Q2′25
Cooking China Relaunch	PC	Publishing (with Silkroad SA)	Q2'25
Cooking Simulator 2	PC	Self-publishing	H2′25
Cooking DLC -Content TBD Cuisine	PC	Self-publishing	H2′25
Cooking VR Pizza	VR	Self-publishing	H2′25
Cooking Simulator Mobile	Mobile	Self-publishing	H2′25
Cooking Simulator 1 & DLCs (PS5 & PS5 PRO)	Console (PS5)	Self-publishing	H2′25
Cooking Simulator 1 & DLCs (Xbox X Series – Experience)	Console (Xbox)	Self-publishing	H2′25