





#### **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