

**ASX CODE:** MKL

#### CAPITAL STRUCTURE

Share Price <sup>1</sup>	\$0.145
Shares on Issue (m)	177.1
Market Cap	\$25.6m

#### MAJOR SHAREHOLDERS

Philip Mayes	30.1%
Phoenix Portfolios.	8.4%
iCandy Games Ltd	6.8%
Regal Funds Mgmt.	6.0%

#### BOARD & MANAGEMENT

**Michelle Guthrie**

*Chair*

**Philip Mayes**

*Managing Director*

**Tony Lawrence**

*Executive Director*

**Megan Brownlow**

*Non-Executive Director*

**Gabriele Famous**

*Non-Executive Director*

**Amy Guan**

*Chief Financial Officer*

**Kaitlin Smith**

*Company Secretary*

#### CONTACT

**T:** +61 8 7200 3252

**E:** hello@mightykingdom.com

**W:** www.mightykingdom.com

**A:** Lv4, 121 King William St,  
Adelaide SA 5000

**P:** PO Box 3106  
Rundle Mall SA 5000  
Australia

**ACN:** 627 145 260

<sup>1</sup> As per closing share price on 9<sup>th</sup> of February 2022

## MIGHTY KINGDOM SET TO RELEASE FIRST CONSOLE TITLE

### Highlights

- Co-developers Mighty Kingdom and Funcom to release *Conan Chop Chop* on 1 March 2022
- Conan Chop Chop* is the Company's first console game, developed for use on Nintendo Switch, Xbox, PlayStation and PC

**10 February 2022** – Mighty Kingdom Limited ("**Mighty Kingdom**" or the "**Company**") is pleased to announce the global launch of *Conan Chop Chop*, the Company's first console release. The game will be available on PlayStation, XBOX, Nintendo Switch and PC from 1 March 2022.

Mighty Kingdom partnered with Funcom Oslo AS ("**Funcom**") (together, the "**Developers**") in March 2019 to develop an online, multi-player action-adventure game utilising the globally recognised "Conan the Barbarian" intellectual property.

Mighty Kingdom and Funcom will share all revenue from *Conan Chop Chop* after cost recoup, with a strong marketing push to come over the coming weeks.

Mighty Kingdom leveraged its strong expertise in the target demographic to create 'the most epic and realistic stick figure game ever' to be set in the world of Conan the Barbarian. The result is a humorous, action-packed, rogue-lite party game that sees Conan and his friends take on the world of Hyboria, collect loot and hack'n'slash through a vast range of epic battles.

With trillions of combinations of weapons, armour and magical charms, and a procedurally generated world that makes no two run throughs the same, *Conan Chop Chop* is endlessly replayable.

Mighty Kingdom Managing Director Mr. Philip Mayes commented,

*"Conan Chop Chop offers a uniquely Mighty Kingdom take on Conan The Barbarian. Funcom has been a fantastic partner throughout the development of this, our first console game, and we've created an experience which will appeal to a broad audience with an ESRB E PEGI rating of 7+ suitable for parents and children alike. We can't wait to share it with the world! Its launch represents the first milestone in our deep pipeline of titles that has been scheduled for release in FY22 and FY23."*



The Developers will introduce Conan Chop Chop with hands on access to play the game through events including 'Steam Next Fest' from February 21 and a limited demo release with Nintendo Switch available on the same day. With its release on March 1st, Conan Chop Chop will be priced competitively for its market and Mighty Kingdom anticipates strong market demand as a result.

This announcement has been authorised for release by the Board of Mighty Kingdom Limited.

## For further information, please contact

### Philip Mayes

Managing Director  
Mighty Kingdom Limited  
T: +61 8 7200 3252  
E: [hello@mightykingdom.com](mailto:hello@mightykingdom.com)

### Duncan Gordon

Executive Director  
Adelaide Equity Partners Ltd  
T: +61 8 8232 8800  
E: [info@adelaideequity.com.au](mailto:info@adelaideequity.com.au)

## ABOUT MIGHTY KINGDOM LIMITED

Mighty Kingdom delights more than 7 million players every month and designs game experiences with the world's most recognised brands such as LEGO, Disney, Mattel, Funcom, Moose Toys, Spinmaster and more, as well as developing its own original games. Our portfolio of games is crafted from our Adelaide headquarters, with a diverse team of more than 140 developers from across Australia. Led by a desire to engage and delight players, we make exceptional experiences that connect our diverse talent with millions of people around the world. We make games with heart. We Love Fun. We want to share it with the world. We want you to be part of it.

## ABOUT FUNCOM

A wholly owned subsidiary of Tencent Limited, Funcom was founded in 1993. The Company has made over 25 games, from Casper on the original PlayStation to NBA Hang Time on the SNES to more recent titles such as Conan Exiles, The Longest Journey, and Secret World Legends.