

**ASX CODE:** MKL

#### CAPITAL STRUCTURE

Share Price <sup>1</sup>	\$0.14
Shares on Issue (m)	177.1
Market Cap	\$24.7m

#### MAJOR SHAREHOLDERS

Philip Mayes	29.6%
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

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<sup>1</sup> As per closing share price on 18<sup>th</sup> of February 2022

## MIGHTY KINGDOM ACQUIRES LICENCE FOR AUSTRALIAN FILM 'CARNIFEX'

### Highlights

- 👑 Mighty Kingdom has acquired the global gaming licence for Australian horror film 'Carnifex', scheduled for international release
- 👑 Game currently in development and will capture the film's unique style
- 👑 Game scheduled for PC and console release during mid FY23

**21 February 2022** – Mighty Kingdom Limited ("Mighty Kingdom" or the "**Company**") is pleased to announce it has secured the global game's licence for the film '**Carnifex**'.

Produced by Helen Leake AM and Gena Ashwell and directed by Sean Lahiff, the film is based on an original concept from Dancing Road Productions and is currently in post-production. Arclight Films will handle international sales.

Carnifex is described as an environmental thriller/horror set in the Australian outback.

*Plot Summary: "As Australia recovers from unprecedented bushfires, Bailey (Alexandra Park) an aspiring documentary filmmaker joins conservationists Grace (Sisi Stringer) and Ben (Harry Greenwood) as they travel deep into the Australian outback to track and record the animals left displaced by the fires. As night falls, the trio discover a terrifying species and quickly become the ones being tracked"*

Mighty Kingdom is extremely excited to introduce this IP to gaming audiences and expand the world set up by the film.

Currently in development, the original game will capture the anxiety-ridden exploration of Carnifex. Set against the equally beautiful and brutal backdrop of the Australian landscape, the game will be a narrative-driven experience as players are stalked by the iconic terrifying species.

The game is set for release in FY23 across PC and console.

Philip Mayes, Managing Director and CEO of MK, said, *"It's been fantastic working with Adelaide based Dancing Road Productions to explore new aspects of the world they've created. They've truly captured that thrilling sense of environmental dread in the tradition of Australian cinematic horror, and we cannot wait for gamers to dive into the interactive experience we bring to this terrifying story."*

Gena Ashwell, Director of Dancing Road Productions, said, *"We have very much enjoyed collaborating with Mighty Kingdom to bring Carnifex to gamers around the world. For our audiences, this means a bigger experience – the game does not re-tread the paths of the film but will take players on an expanded adventure to uncover more of the Carnifex story."*

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

**For further information, please contact**

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**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 DANCING ROAD PRODUCTIONS**

Dancing Road Productions is headed by creative producers / company directors Gena Ashwell and Helen Leake AM. It specialises in the creation of intellectual property for a global audience across multiple platforms.