



iCandy Interactive Limited
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ASX and Media Announcement

Operational Update – iCandy’s New Game Hellopet House Successfully Launches into 65 countries

Highlights:

- Hellopet House has been successfully launched
- Hellopet House is a game from iCandy’s collaboration with South Korean game studio Nanali Inc
- In previous announcement Hellopet House was to launch in 45 countries, it now launches into 65 countries instead due to positive response from pre-launch campaign
- iCandy has 3 years exclusive right on Hellopet House globally

Following our announcement dated 27 October 2020 on iCandy's new mobile game Hellopet House (“**Hellopet House**”), iCandy Interactive Ltd (“**ICI**” or “**Company**”) is pleased to announce that its new game Hellopet House has been successfully launched yesterday.

In previous announcement Hellopet House was planned for launch in 45 countries initially, but following positive response from pre-launch campaign the management of iCandy has decided to expand the coverage of the launch. Hellopet House has been launched into 65 countries instead, on Apple IOS Appstore and Google Play.

Hellopet House is developed by South Korean game studio Nanali Inc in collaboration with iCandy. iCandy has 3 years exclusive rights to publish the game worldwide.

This announcement has been authorized by the Board of Directors of iCandy.

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About iCandy Interactive

iCandy Interactive Limited (ASX: ICI) is an Australian publicly traded company that has its core business in the development and publishing of mobile games and digital entertainment for a global audience. iCandy Interactive runs a portfolio of mobile games that have been played by over 350 million mobile gamers worldwide and has won multiple awards in various coveted international events. For more information visit www.icandy.io

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