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Press Release

Baked Games announces new title *Ready for Riot*

Baked Games, a New Connect-listed developer and publisher of mobile and PC games from the PlayWay Group, has announced a new project: *Ready For Riot*. In the action simulator, the player will take on the role of a member of the police force of an American prison and attempt to reclaim the facility. The title will be available on PC platforms. Since January this year, in *Prison Simulator*, the flagship project of Baked Games, players have had new functionalities at their disposal.

'We have released a card for our new project, *Ready For Riot*, on Steam. This production is a continuation of the development of our publishing portfolio, set in a prison climate. The plot of the game takes place in American prisons. The player, controlling members of a police assault team, will attempt to recover the facilities. *Ready For Riot* will be available in five language versions: Polish, English, French, Italian, and German. We hope that the title will appeal to players and, like our flagship project, *Prison Simulator*, will be successful in the global market. The release depends on player interest. If it is high, we will be closer to setting a release date for the game,' says Przemysław Bieniek, CEO of Baked Games.

The game *Ready for Riot* will be available in two modes: single-player and possible co-op with up to four players. Players' success will depend on mutual assistance in cooperative missions against computer-controlled prisoners. Firearms will be at their disposal to allow them to rescue hostages and retrieve prisoners.

Baked Games is acting as producer and, together with PlayWay, is co-publisher of *Ready for Riot*.

This year, in January, Baked Games added the latest update to its flagship *Prison Simulator* project.

'We prioritise player satisfaction and enjoyment. In order to meet their expectations and excite them even more, we added new features to *Prison Simulator* earlier this year, such as night patrol routines, TV room, laundry room, rifle and shotgun weapons, and new inmate behaviors. The number of downloads, currently at 100,000, confirms the continued interest in our flagship project. At the same time, to reach even more players, we prepared a version of the game for the Steam deck at the beginning of this year. Our long-term goal is to make the title available on Sony and Microsoft consoles and VR platforms,' adds Przemysław Bieniek.

Prison Simulator has been available on the Steam platform since November 4th, last year. Within 72 hours of its release, the title had sold 21.5 thousand copies. The game was also ranked 11th in the Steam Global Bestseller sales classification.

The title was created in consultation with US prison personnel. The Simulator plot takes place in a fictional jail in Nebraska, USA. The player, who assumes the position of a prison guard, is responsible for maintaining order and developing the prison. While on duty, the player is confronted with a variety of moral decisions.

Baked Games is currently working on several pre-production projects. The company has been listed on the NewConnect market since September 7, 2021.

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About Baked Games:

Our team has 10 members. Graphic designers, programmers, animators, and level designers - it's us. Video games and board games have been our passion for many years. We have university education in new technologies and advanced programming. In Baked Games we bake games with not only good gameplay and excellent plot but also advanced graphics. Our three main rules are code, visuals, story. We want to make our games remembered for a long time.