

1 MUNDFISH

COMPANY OVERVIEW



LEADERSHIP TEAM

- ROBERT BAGRATUNI CO-FOUNDER & CEO
- EVGENIYA SEDOVA CO-FOUNDER & CFO
- ARTEM GALEEV
 CO-FOUNDER & ART DIRECTOR

MUNDFISH TODAY

150+ EMPLOYEES









PREVIOUS TITLES MUNDFISH TEAM WORKED ON

INJUSTICE 2











BACKED BY REPUTABLE STRATEGIC INVESTORS

Tencent



#1 MOST DISCUSSED PCGAME OF 2023



ATOMIC HEART • AT A GLANCE

GENRE: A

ACTION/RPG

ENGINE:

UNREAL ENGINE 4

PLATFORMS:

PC • XBOX SERIES X/S/ONE • PLAYSTATION 4/5

PLAYERS:

SINGLE-PLAYER

AUDIENCE:

MID AND HARDCORE PLAYERS, 18+

REFERENCES:

BIOSHOCK, DOOM, FAR CRY, FALLOUT, DYING LIGHT

PLAYTIME:

25+ HOURS

BASE PRICE:

59\$

RELEASE:

FEB 2023

DLCs:

4-6





OUR FIRST RELEASE - SETTING HIGH EXPECTATIONS FOR OUR FANBASE

86% STEAM®
VERY POSITIVE REVIEWS (15k+)







Atomic Heart is a deeply ambitious, highly imaginative, and consistently impressive atompunk-inspired attempt at picking up where the likes of BioShock left off – something it's done with a lot of success.

— IGN.COM



8/10

Atomic Heart is a game that confidently weds weds progressive themes found in science science fiction literature from the likes of Philip Philip K Dick and Isaac Asimov with adrenaline-adrenaline-fuelled set pieces synonymous with synonymous with action movies from the 80s

80s and 90s.

— THETIMES.CO.UK



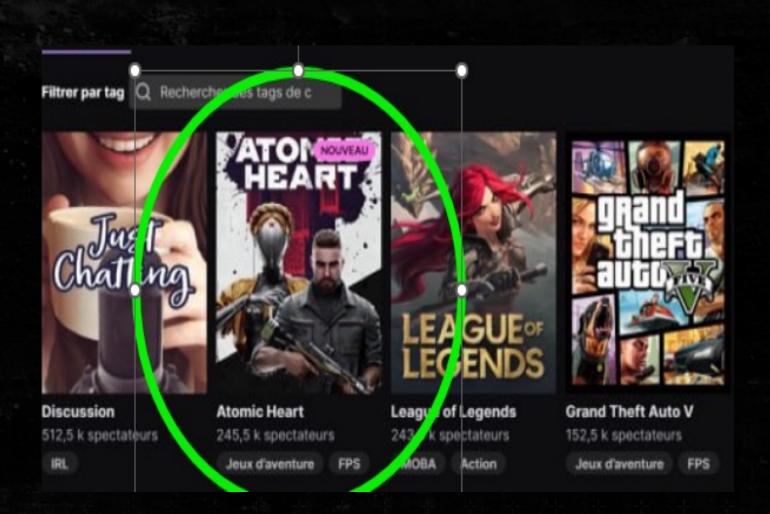
8/10

For a first game from a new studio, Atomic Heart Heart executes many of its ideas very well, delivers a solid story, and actually manages to manages to innovate in a genre where it would would be easy to remain stagnant.

— <u>DEXERTO.COM</u>

ATOMIC HEART • OUR GLOBAL FANBASE Players in 3 weeks **PLAYERS AGE** 35% 30% 26% 11% 18-24 25-34 35-44 45-50 **DAY-1 GAME PASS PUBLISHERS** FOCUS **≭⊙** VK Play GAME PASS 4 DIVINITY BEEP 1,5 BN MEDIA COVERAGE 11 VOICED LANGUAGES 13 SUBTITLED 4 WORLDWIDE **MAKETING PARTNERS**

UGC CONTENT





MERCHANDISE







3rd PARTY COLLOBORATIONS











ATOMIC HEART • ENGAGEMENT HIGHLIGHTS & ACHIEVEMENTS

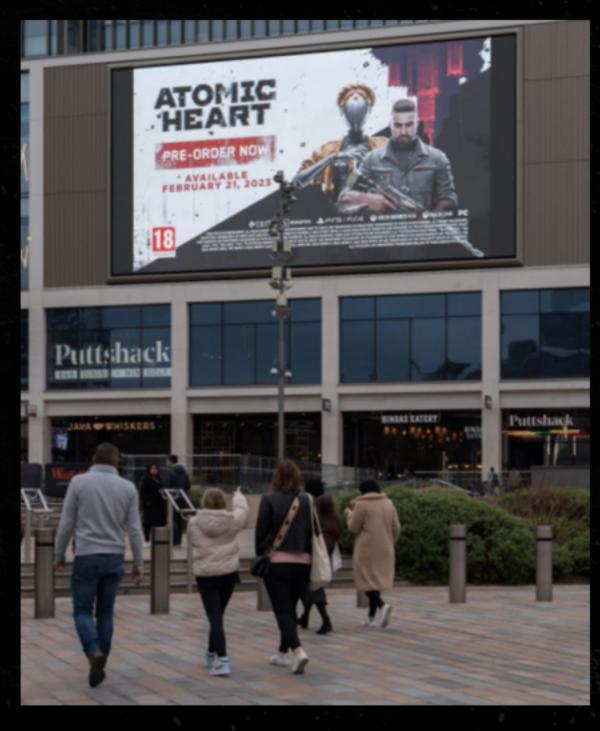
WORLDWIDE EXPOSURE







BERLIN



LONDON



ATORE

ASIA
(TAIPEI, BANGKOK, SINGAPORE ETC.)

COLLABORATION OPPORTUNITIES

ЛИЦЕНЗИЯ НА ІР

Передача прав на использование персонажей из игры на продукции или в промо-кампаниях







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