

**ASX CODE: MKL****CAPITAL STRUCTURE**

|                               |         |
|-------------------------------|---------|
| Share Price (\$A)<br>(9/6/22) | 0.052   |
| Shares on Issue (m)           | 182.3   |
| Market Cap                    | \$9.47m |

**MAJOR SHAREHOLDERS**

|                    |       |
|--------------------|-------|
| Philip Mayes       | 28.8% |
| Phoenix Portfolios | 9.9%  |
| iCandy Games Ltd.  | 6.5%  |
| 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  
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## Ava's Manor Update

### Highlights

- 👑 Mighty Kingdom makes decision to cease development on Ava's Manor and move development resources to other high-potential projects
- 👑 Uken Games to take responsibility for Ava's Manor moving forward

Mighty Kingdom Limited ("MK" or the "Company") and its publishing partner Uken Games ("Uken") have made a decision to terminate their co-development partnership for mobile gaming title 'Ava's Manor'.

With the co-development contract expiring on 21 June 2022, Uken will take over all responsibilities for Ava's Manor. This decision was made as Mighty Kingdom embarks on significant partnerships which take much of MK's technical expertise in casual games and applies it towards games with the potential for significantly better economic returns.

### Expanding Our Capabilities

Working on Ava's Manor allowed the Mighty Kingdom team to fully utilise its proprietary Narrative Engine, a tool designed to help developers quickly and effectively build animated cutscenes involving characters, props and dialogue sequences.

At its peak, the engine held over 1000 cutscenes for Ava's Manor. It is anticipated that the Mighty Kingdom Narrative Engine will be used for future projects as the Company looks to further grow its storytelling capabilities for both mobile and console games across Licenced and Original IP.

### Managing Director and CEO of Mighty Kingdom, Philip Mayes commented:

*"Working on Ava's Manor really helped us grow as a company, and we've learned a lot throughout this partnership. It's been a difficult decision to make, but ultimately the best one. Our relationship with Uken is still as strong and we wish them all the best as they take on Ava's full development."*

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

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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, Spin Master 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.