

## **Improbable Statement, 29 March 2021**

Improbable has invested and focused on growth within the last few years, and its revenues increased significantly in its last published accounts. Improbable's accounts for 2020 will show further growth, reflecting its market expansion.

Improbable has over 800 employees across three continents, including a number of long-serving, high-profile experts serving in its leadership team. Improbable's vision remains unchanged - to build virtual worlds. These may be multiplayer online games, large-scale social experiences, or simulations of the real world for training and planning.

Millions of users play games supported by Improbable's multiplayer games technology and services, and some of the best-known studios in the world work with Improbable.

Several years ago, Improbable worked with a small number of developers to test an early version of SpatialOS, a product initially conceived as a tool for building massively multiplayer online games (MMOs). SpatialOS today is a high-performance, scaling networking solution for a wide range of game types, including large worlds and MMOs, as one part of Improbable's technology and services for multiplayer games.

Statements focused on hearsay or anecdotes about the alpha or pre-alpha state of Improbable's first product are wildly out of date and do not reflect the reality of Improbable's current business or its technology.