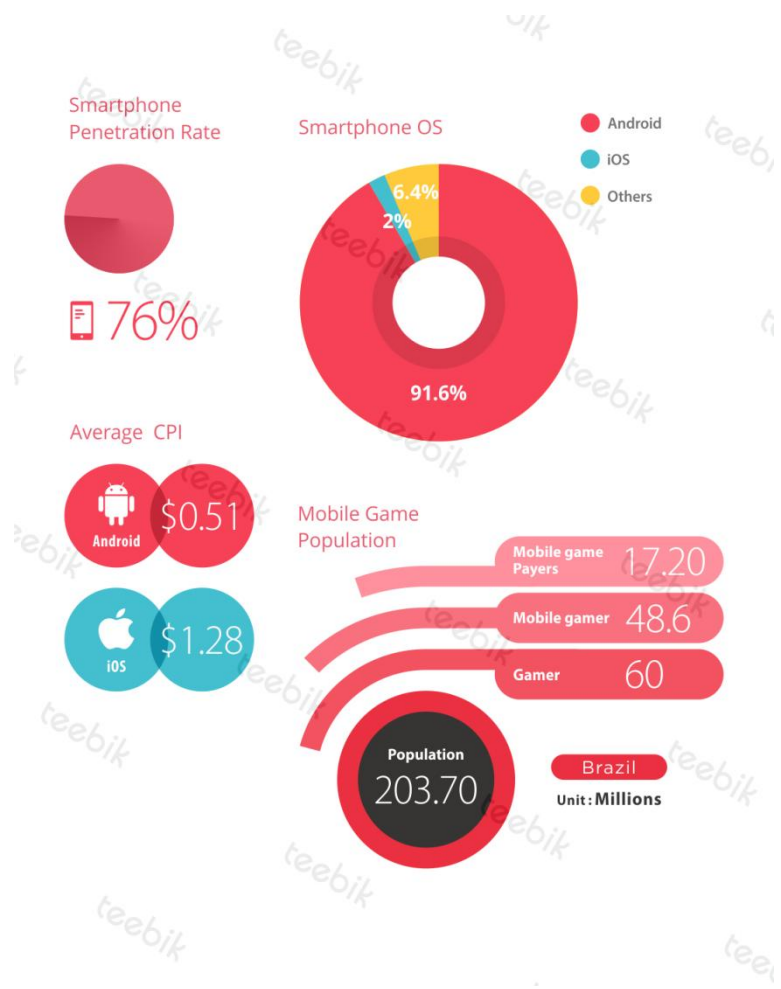


Teebik:2015 Global Mobile Game Industry Report

--Brazil



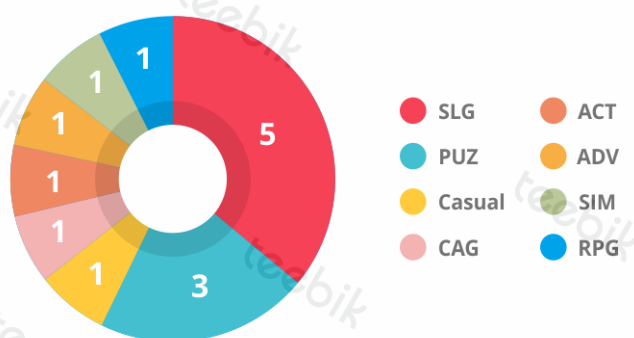
What happened to mobile game industry in 2015? Which game made big bucks? Which game lose popularity? By reviewing the mobile game markets of 2015 in Brazil, Teebik will tell you the answers.



IOS & Google Play Mobile Game Revenue BRA TOP 10 during 2015

Game	Genre	Developer	Publisher
Clash of Clans	SLG	Supercell (FI)	Supercell (FI)
Candy Crush Saga	PUZ	King (UK)	King (UK) Tencent (CN)
Game of War - Fire Age	SLG	Machine Zone (US)	Machine Zone (US)
Candy Crush Soda Saga	PUZ	King (UK)	King (UK)
Summoners War	RPG	GAMEVIL (KR)	GAMEVIL (KR)
Clash of Kings	SLG	ELEX Technology (CN)	ELEX Technology (CN)
Hay Day	Casual	Supercell (FI)	Supercell (FI)
Marvel Contest of Champions	ACT	Marvel (US)	Kabam (US)
Farm Heroes Saga	PUZ	King (UK)	King (UK)
Hearthstone: Heroes of Warcraft	CAG	Activision Blizzard (US)	Activision Blizzard (US)
Boom Beach	SLG	Supercell (FI)	Supercell (FI)
SimCity BuildIt	SIM	Electronic Arts (US)	Electronic Arts (US)
Minecraft – Pocket Edition	ADV	Mojang (SE)	Microsoft (US)
Magic Rush: Heroes	SLG	ELEX Technology (CN)	ELEX Technology (CN)

14 games made it to iOS & Google Play Mobile Game Revenue GER TOP 10 during 2015. SLG and PUZ were popular.



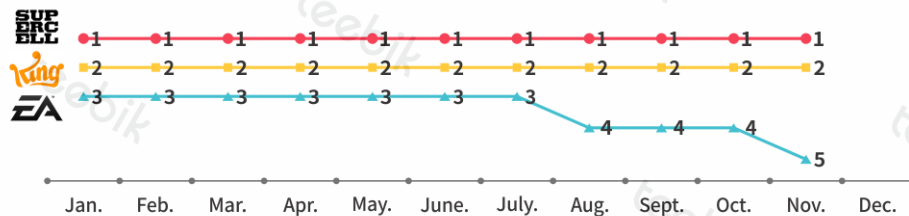
European and American games are still trendy in Brazil, only 3 Asian games were on the chart.

2015 iOS & Google Play Publisher Revenue BRA TOP 10

Name	Game	Country
Supercell	Clash of Clans	FI
King	Candy Crush Saga	UK
Electronic Arts	The Simpsons: Tapped Out	US
GAMEVIL	Summoners War	KR
Gameloft	Despicable Me: Minion Rush	FR
Kabam	Marvel Contest of Champions	US
ELEX Technology	Clash of Kings	CN
Machine Zone	Game of War - Fire Age	US
Time Warner	MORTAL KOMBAT X	US
Activision Blizzard	Hearthstone: Heroes of Warcraft	US

□ Supercell and King were TOP 2 on 2015 iOS & Google Play Publisher Revenue BRA.

No. 3 was Electronic Arts from US.



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Machine Zone	Game of War - Fire Age	US
Time Warner	MORTAL KOMBAT X	US
Activision Blizzard	Hearthstone: Heroes of Warcraft	US
Zynga	Zynga Poker - Texas Holdem	US
Social Point	Dragon City Mobile	ES
Outfit7	My Talking Angela	CY
Miniclip	8 Ball Pool™	CHE
Pipa	Praia Bingo + VideoBingo FREE	UK

❑ 15 publishers made it to iOS & Google Play Publisher Revenue BRA TOP10 during 2015, 6 were from US, accounting almost half.

None of local publishers were on the chart. Local publishers are Maiworm Digital Strategy, Rodrigo kolb, Tapps games and etc.

Mobile Game Globalization TIP:

1. Overseas developers should transfer their focus from PUZ to other genres.
2. Local publishers are incapable, overseas games could cooperate with Teebik on entering Brazil.

For more information please visit www.teebik.com

Business Cooperation please contact us via avern.chen@teebik-inc.com