

February 2, 2026

PRESS RELEASE

CEO LETTER: A NEW CHAPTER FOR SOZAP

Following our delisting and a comprehensive restructuring, we enter 2026 with a clarity we've previously lacked. We've stopped spreading our resources thin. We've streamlined the organization, closed our Serbian studio, and moved away from running multiple parallel teams. What remains is a lean organization with full cost control and a clear path to scaling the business in Fishing Tour.

We've channeled all our experience into Fishing Tour. We're building the game as an entertainment service with a subscription-based business model. This creates long-term customer relationships and predictable cash flows – a product with significant potential for live operations and long-term value creation.

We've developed design, functionality, and content in line with this model. The February update ties it all together with a fully dynamic fishing mechanic – every cast, catch, and session is unique.

Throughout spring, we'll release planned updates with content and functionality. We've already developed lures, new rods, dozens of realistic fishing locations, and fish species. We're introducing day-night cycles – morning to evening – and a new version of Metafish, where each bite generates a unique fish. Fishing Tour in both visuals and gameplay an experience we haven't seen in the category before – a user experience that will capture the interest of millions of players worldwide.

By summer, we expect Fishing Tour to reach a critical milestone: a version ready for investment in user acquisition. From there, we can measure how long users stay, how they convert to subscribers, and how every marketing dollar translates into growth.

As an unlisted company, we now meet investors and partners on terms that reflect our business, our results, and our actual potential. Our strategy is to prove the business with every update and deepen the dialogue with external parties. This could mean an external investment that provides resources to accelerate growth, or a publishing deal that finances continued development and launch. Regardless, our ambition is to continue building value within the company and let the subscription model strengthen the business before any major decisions are made.

On this basis, the company plans to raise capital through two smaller share issues. The capital requirement is significantly lower than before, due to an adapted organization, strict cost control, and a more focused business model. I stand behind this plan and will participate in the issues myself.

As the largest shareholder, I share your interest – return on invested capital. The journey with SOZAP has been long and has led us to Fishing Tour – a point where product, business, and organization are now aligned in a single focus. From here, we continue.

Rade Prokopovic
Chief Executive Officer

FOR ADDITIONAL INFORMATION, PLEASE CONTACT:

Rade Prokopovic, VD
Email: rade@sozap.com
Telefon: +46 708 800 558

ABOUT SOZAP

SOZAP is a Swedish digital entertainment company that develops qualitative and innovative games with the ambition of building a product portfolio which appeals to a broad target group. SOZAP was founded in 2014 and shortly after established its first development team, focusing on games in the shooter genre. SOZAP has offices in Nyköping.

ATTACHMENTS

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