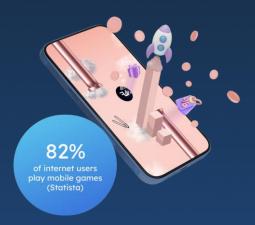
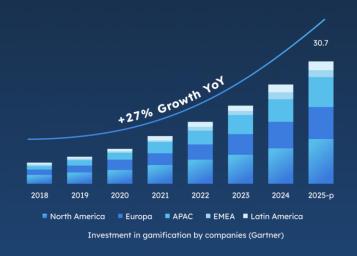




People are playing



Companies are evolving



60% Fortune 2000 co's (Forbes)













Premium Branded Games for Enga

For Marketing and CRM teams looking to level up their engagement

2 000+

Gamification experiences created by customers

30 million

Players have engaged with Flarie-powered games 40 countries

Flarie games are launched and running globally

Start Your 14 Day Trial

Book a Demo

Trusted by over 300 brands





















Cases Stories

Driving real business value



Most common Use Cases











Social - Engagement, Acquisition

Happier Travels With 3 Mobile

To promote Happier Travels, 3 used Flarie Studio to re-brand the popular hypercasual game "Grace" and distributed it across social media and transport networks. Users were encouraged to play and score 300 points for a chance to win a Samsung Galaxy S23. A simple form collected entries, boosting CRM, and follow-up emails were sent to re-engage participants and announce the winners.

9.3 min 170k

Average time per player (30 days) Game rounds (30 days)

"Telco and mobile gaming sit hand-in-hand. Flarie offered a natural and fun way to play and win, whilst also immersing people in our brand."







App - Retention and engagement

Wendy's Frosty Adventures: A Daily Reward Game

Wendy's has launched an interactive gaming experience, Wendy's Frosty

Adventures, within their app, designed to enhance customer engagement and drive repeat visits.

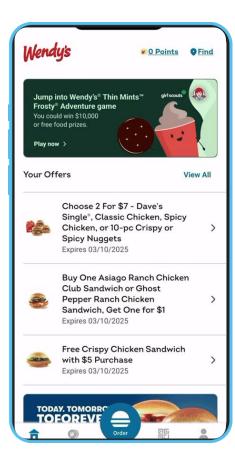
The game offers players the chance to win daily prizes, such as free burgers, milkshakes, and other menu items, while also giving them the opportunity to compete for a grand prize of \$10,000 in Wendy's credit.

450K

Players (30 days)

7 min

Average time per player





CRM -Engagement, Acquisition, Retention

Cathay Pacific Celebrate Culture & Boost Customer Engagement

Cathay Pacific used Flarie Studio to create a branded game inspired by the magic of the 'Mid Autumn Festival', to drive web engagement and strengthen their CRM efforts on email and organic social. Players who reached a certain score, were entered into a raffle to win two economy flight tickets and other exciting rewards.

17k 24 min

Players (30 days) Average time per player

10% 8%

Email CTR (vs 1.5% bench) FB Organic social (vs 2% bench)

"Flarie Studio added a fun, engaging element to our Mid-Autumn Festival celebration, which resonated well with our customers. We're looking forward to further developing our gamification strategy with



Tiffany Yiu Digital Sales Officer - Cathay Pacific





- 100+ Clients
 With an active Flarie Studio Subscription
- 13.5 MSEK ARR Trusted by leading brands
- +60% Growth YoY

 Growing steadily

Flarie's 5-Year Goal

- 馛 Reach 1,000 Clients
- >100 MSEK in ARR















Klarna.









































Looking for 10 MSEK
to accelerate our growth and
AI initiatives















Klarna.









































