

## PLATFORM



### GAMEZBOOST OVERVIEW



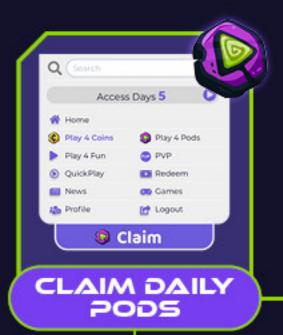




### CORE PLATFORM FEATURES Acquire Retain Users Users HTML5 **Tournaments** Complete Games **Prizes** Quests Redeem **Tournaments** (Gamification) or Player Loyalty Clashes (PvP) Points **ACQUIRE** MONETIZE ENGAGE INCENTIVIZE

### GAMEZBOOST FEATURES





INSTANT GRATIFICATION

#### AD SERVING

PRE-ROLL & **POST-ROLL** CONFIGURABLE ADS

#### ENGAGEMENT

TOURNAMENTS **QUEST GAMES** QUICKPLAY

#### CUSTOMIZATION

CONFIGURABLE **PROMOTIONAL ASSETS** 

**SKILLP®D** 

**Newest Games** 

000

PLAY NOW!

COMPLETE

QUESTS

SNAKE AND BLOCKS

PLAY

Curb the ZOMBIE

Attack

PLAY

GET ZUMBIFIED!

TREASURE HUNT

PLAY

#### PRIZES

CASH PRIZES, **VOUCHERS, PRODUCTS,** ETC.

#### BILLING

PAYPAL, CREDIT CARD, DCB, LOYALTY ETC.

### TOURNAMENT FORMAT

HIGHEST SCORE WINS, KNOCKOUT

#### ENGAGEMENT

PLAY TIME LIMIT DARK LEADERBOARD

#### COMMUNITY

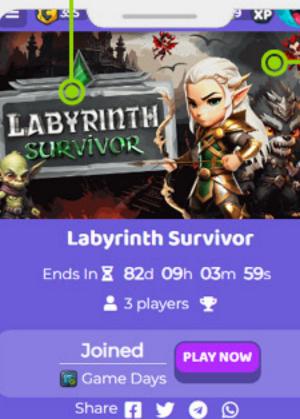
TOP PLAYERS, WINNERS, PRIZES & REDEMPTIONS

#### FULL A LEADERBOARD

HIGHEST SCORE SCORES

#### PERSONALIZATION

FULL FEATURED AVATAR PLATFORM, **ADD FRIENDS** 



PRIZES LEADERBOARD HOW TO PLAY

Your Score

Kat23

TOP PLAYERS FRIENDS

@ EdgarTshabal.. 365

Mohamadokal 💍

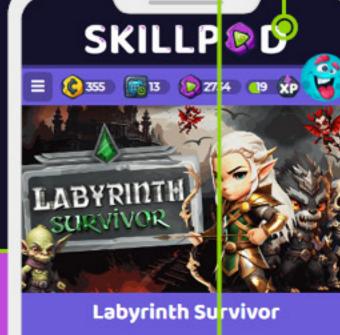
# Players

Kat23

### ENGAGEMENT

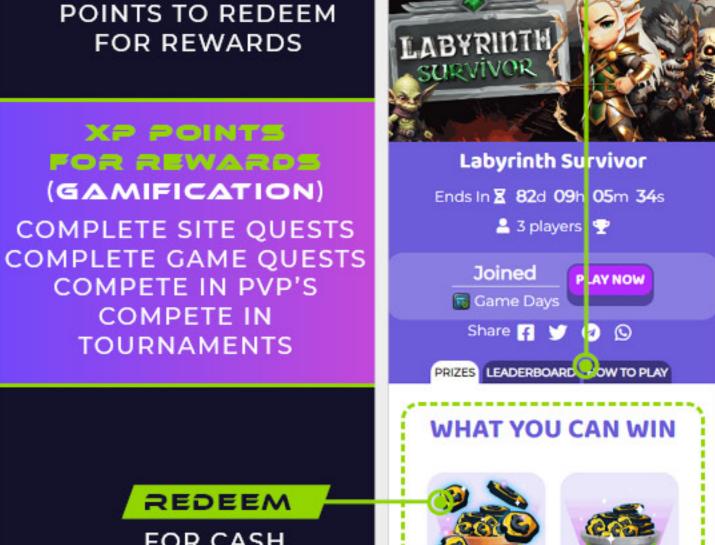
**CHAT & REAL** 

VOUCHERS, PRODUCTS, AIRTIME ETC.



🚨 3 players 🌩 Joined P AY NOW

& LIVE ACTIVE



### GAMES **PREMIUM HTML5 GAMES**

#### PVP(UGC)

FULLY CONFIGURABLE **PUBLIC & PRIVATE** PLAYER CLASHES

### AUDIENCE

TIME UPDATES TO **RANK & POSITION** INCLUDING **PROGRESSION** TRIGGERS

### REDEEM

LOYALTY

FRAMEWORK

**USERS EARN XP** 

**POINTS TO REDEEM** 

FOR REWARDS

XP POINTS

FOR REWARDS

(GAMIFICATION)

COMPLETE SITE QUESTS

COMPETE IN PVP'S

COMPETE IN

TOURNAMENTS

FOR CASH,



Highest Live

**ACCESS TO 70+ LANGUAGES** 

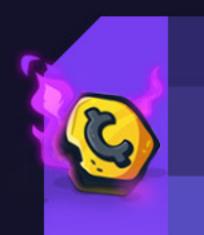


CLOUD BASED (RAPID SCALING) & SECURITY (PLAYER & ANTI-HACKING MECHANISMS)





The focus on the Coins is centered around the PlaynEarn business case. Users buy Coins & use them to play games, enter tournaments, setup player challenges and can be redeemed for Rewards.



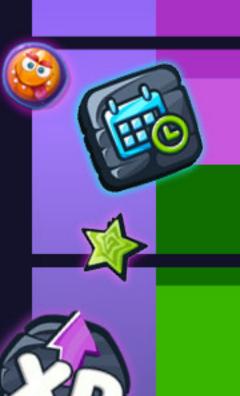
### PODS

Pods are used to participate in Free2Play tournaments, access games & setup fun PvP Challenges, users are gifted Pods on a daily basis & unlock additional Pods when completing Game Quests.



### GAME DAYS (SUBSCRIPTION)

Game Days, used for Subscription focused deployments, typically in the telco space where players subscribe to an AYCE service & have access to all games & tournaments as part of their subscription.

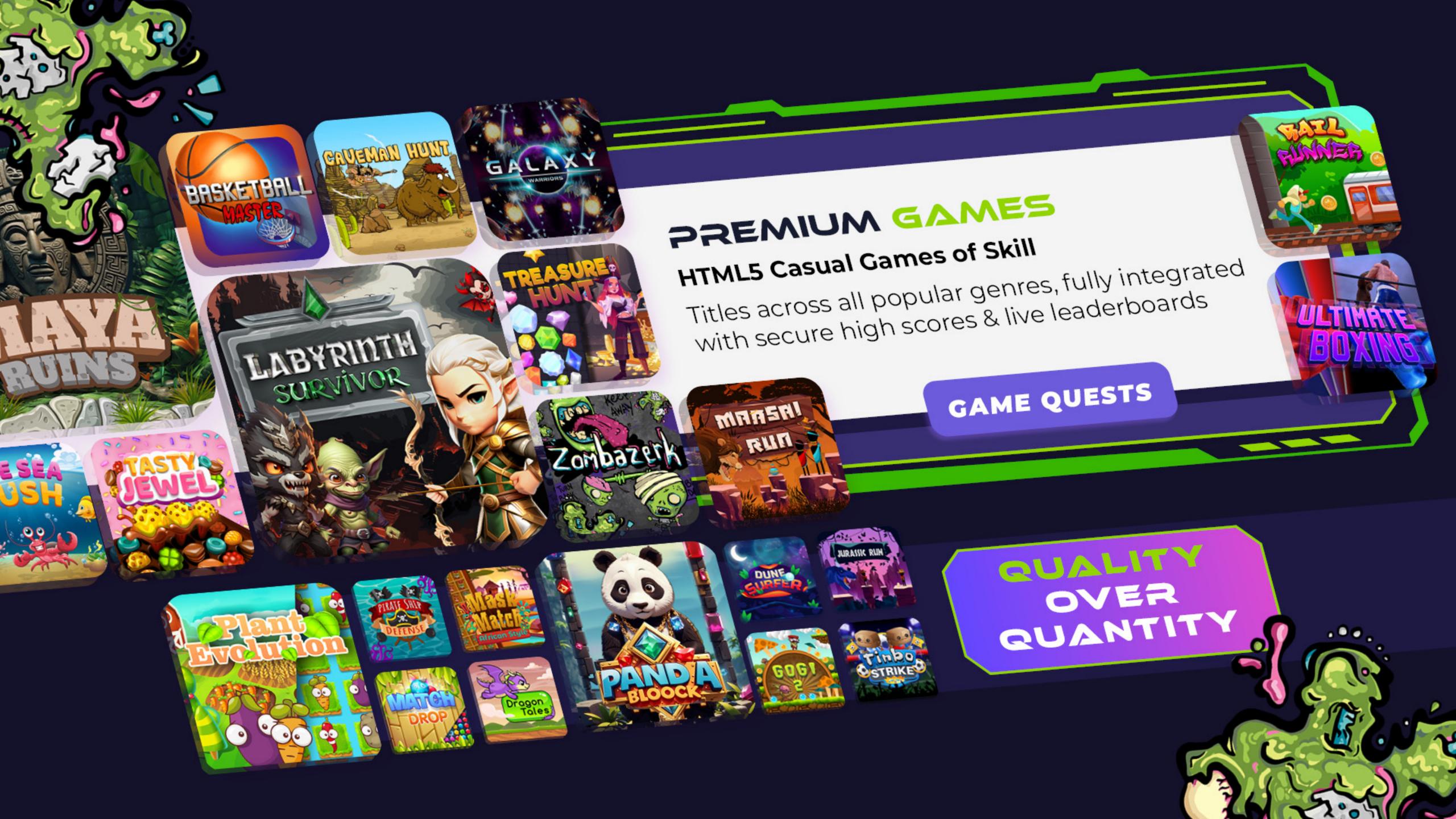


### PLAYER XP

Player XP (Experience) level is the loyalty component of the platform, players unlock XP by completing Site Tasks, Game Quests, participating in PvP Challenges & Tournaments. The XP can be redeemed for Rewards.



FREEMIUM FOCUS
THROUGH A BLENDED CONFIGURATION



### TOP 12 GAMES BY PLAYERS

O HERE ARE 12 OF OUR MOST POPULAR AND PLAYED GAMES ON OUR PLATFORM



Line up your changing fruit with matching fruit below it to eliminate the row they are on. Don't let your fruit reach the top or its GAME OVER!



Position your pool cue, line it up with your ball of choice and take your shot. Take the WIN by sinking all your balls first.





Get the basketball through the hoop as many times as you can before the timer runs out. Change up your scene and balls for fun.



Collect coins and jump over obstacles as you dash your way to the top of the leaderboard. The more coins you collect the more players you unlock.







Throw your knives at the center of the fruit and cut them up as you become a professional knife thrower.



your dwindling time to

get the

highest

score!



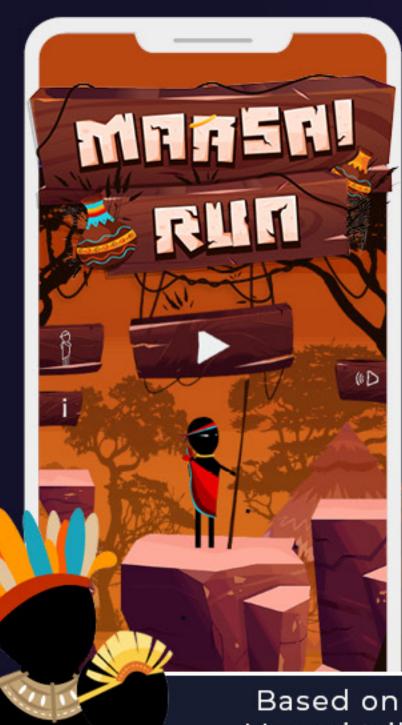




### GAME LOCALIZATION

### -O CUSTOM & LOCAL AFRICANIZED GAMES







SIDE SCROLLER

#### BOARD GAME

Morabaraba game based on the 9 mens morris game was reskinned to a local game played with bottle caps



through Joburg CBD
avoiding taxies and
roadworks while trying
to make it to their local
spaza shop.

SIDE SCROLLER

Originally a rail runner game,

to feature characters running

Spaza Dash, was africanized

Games can be chosen from our catalogue for possible branding/reskin.

# CASUAL GAMING TOURNAMENTS PLATFORM HIGHLIGHTS

#### HTML5 CASUAL GAMES

Fully integrated with the tournaments platform to offer real time head to head tournaments

- Directly invite family and friends to private rooms to compete against each other in real time
- Users to create friends based brackets tournaments
- Emphasis on quality over quantity for games

#### INSTANT GRATIFICATION

- Reward users daily / weekly / monthly with Vouchers and Pods to participate in practice tournaments to build skills and familiarity
- Fully configurable based on payout ratios, rewards per user and thresholds

#### WHY HTML5 GAMES?

- Cross device runs on all computers, tablets and smartphones
- No reliance on the app stores for approval and distribution
- No security warnings to users for direct download on Android devices
- We control the billing, can include multiple payment options
- Reduced transaction fees, not being levied 30% by the app stores
- New features and updates are delivered in real time
- Smaller file download sizes

#### REVENUE STREAMS

Subscription, Virtual Currency Purchases, Advertising & Sponsorship



- The Friends platform allows users to invite family and friends to join them in a multiplayer game or compete in a tournament
- The Friends invite takes place via email, WhatsApp, FB Messenger or Telegram
- Reward users with Pods to participate in practice tournaments to build skills and familiarity
- The live leaderboards are tabbed to give the users the option to view the public or friends scores

## AUDIENCE ENGAGEMENT

- Acquisition funnel to drive deeper audience engagement, with the intent that viewers convert to paying users
- Tournaments include live "ticker" style updates to scores, visual cues and prompts of position changes and outsider progression. Visual celebrations of achievements, without being overly intrusive. Live host and audience commentary, includes real time bad words filtering and moderator features

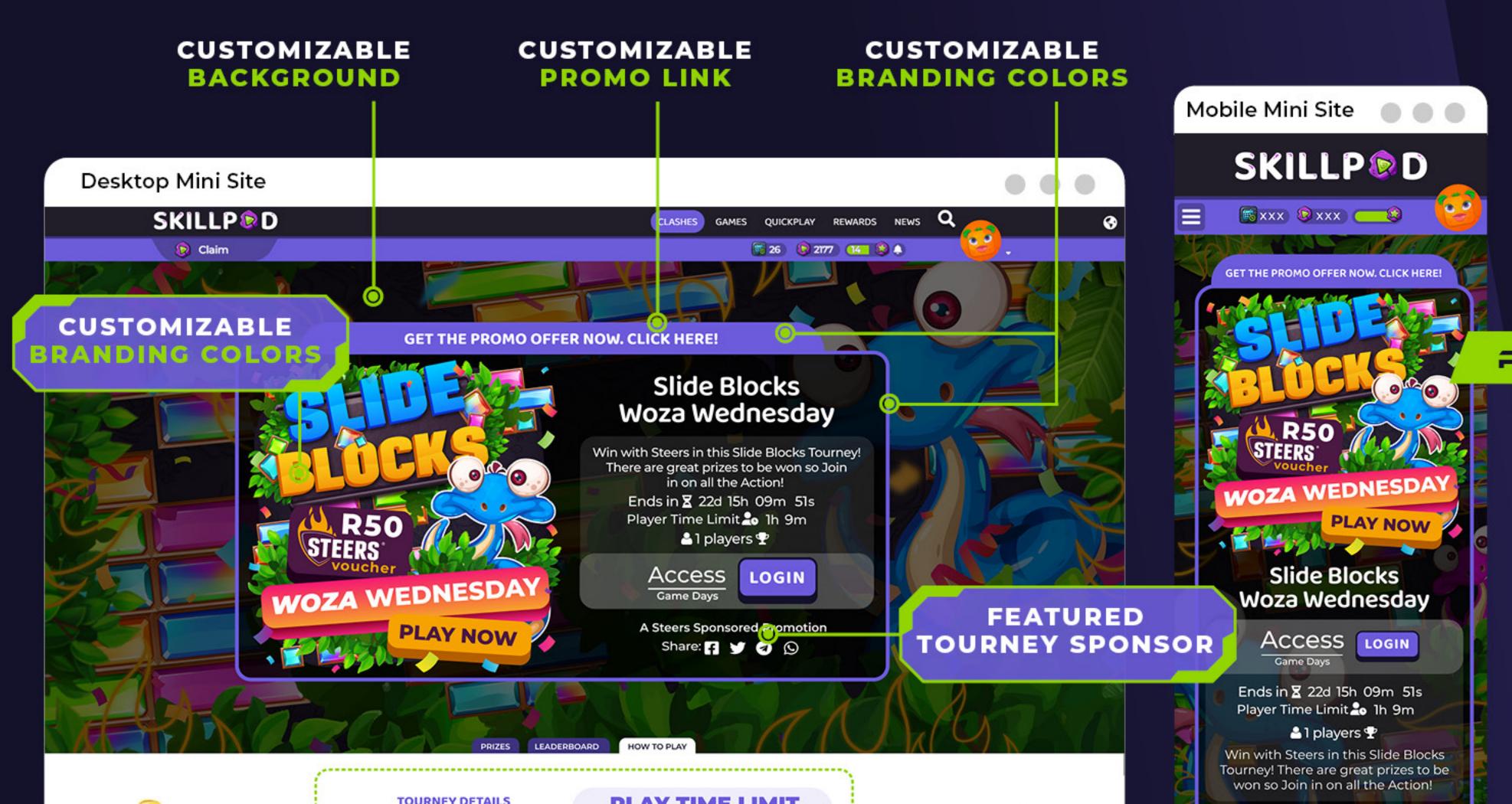
## TOURNAMENT



### BRANDED TOURNAMENT FEATURES



### - BRANDING & PROMOTIONAL OPTION



### **Tourney Formats:**

Highest Score Wins Single Eliminator

### **Access Options:**

Free or Paid Subscription or Loyalty Level

### **Config Options:**

Dark Leaderboard Play Time Limit

#### REVENUE OPTIONS

- Pre-Roll Ads •
- Prize Sponsorships •
- Branded Mini Site

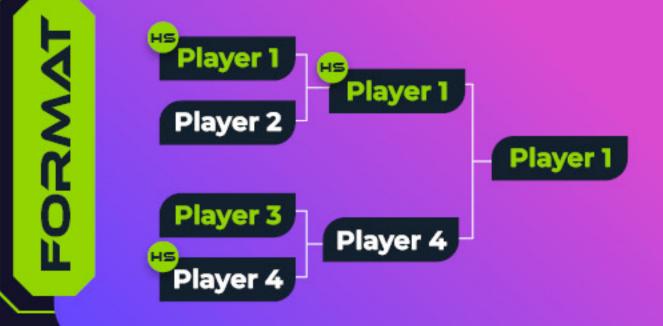


### TOURNAMENT FORMATS





The user with the highest score advances to the next round. If you do not achieve the highest score when the time limit has ended, you will be eliminated from the tournament.





### PLAYOFF

TOURNAMENT

The playoff is similar to the grand finale of a tournament/s. These players are made up from the qualifying rounds and gain exclusive access to the playoffs for the main prize.





### HIGH SCORE

TOURNAMENT

The user or users with the highest scores on the leaderboard will win the tournament and will win prizes as per the configured prize pool.main prize.

FORMAT

1st	Player 1	5386
2nd	Player 2	5274
3rd	Player 3	4821
	Player 4	3615
	Player 5	3072

### TOURNAMENT FORMATS

# PLAY TIME LIMIT TOURNAMENT

This feature can be added to any tournament format.

A certain time limit is allocated to playing to ensure each user has a fair chance of participating in the tournament. Once you have used your time limit, your play time is up.

In the Redeem section on the platform, players can use their Coins to redeem Rewards, Vouchers, etc.



### DARK LEADERSOARD TOURNAMENT

The leaderboard is not visible to users. This keeps them in suspense and also creates fair play as users won't sit and watch other users score. The leaderboard can be revealed by scheduling it for a chosen date and time.

The Tournament's start and end times are flexible and can be set to the clients' preference.

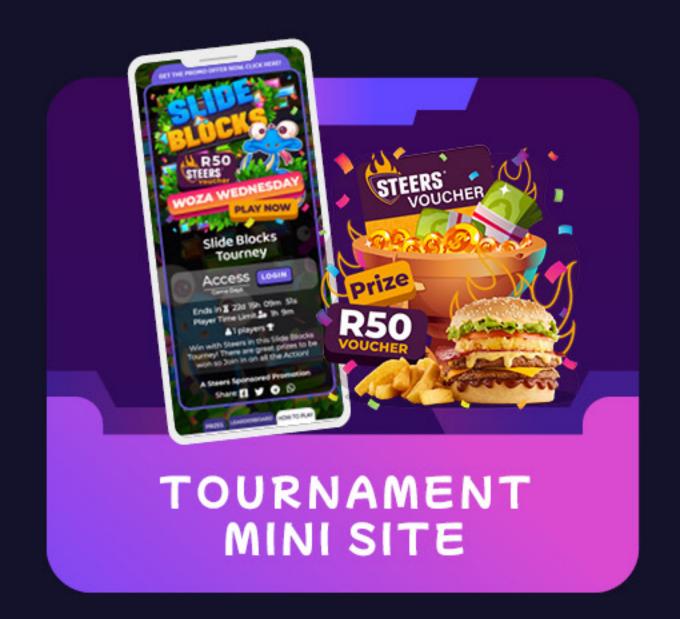


# FEATURE/ PRODUCT





## PLATFORM OVERVIEW







### OVERVIEW OF THE SOLUTIONS

- Catalog of Premium HTML5 Games Content, including QuickPlay Hyper-Casual HTML5 Games.
- Tournament Format High Score, Qualifier Rounds & Playoffs.
- Tournament Prizes as Coins, Progressive Jackpot and Prizes.
- Hidden Leaderboard feature and Play Time Limit option

- Tournament Mini Site Configuration Option for High Value Events.
- Redemption of Coins or XP (Chinese Wall) for Rewards.
- Localisation through 80+ Languages and Right to Left Orientation.
- Extensive JSON API's for user Onboarding, Auto Login and Transaction Updates.



INCREASED USER ENGAGEMENT AND RETENTION RATES

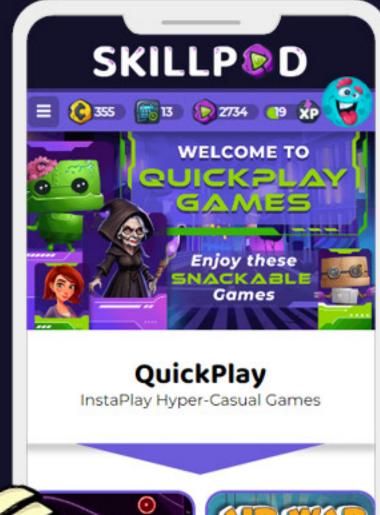


### WHITE LABEL CASUAL

### GAMES SITE

**SKILLP®D API CONTROLLED** Commercial Model the ZOMBIE 3 2x 15 PLAY Subscriptions PLAY NOW! GET OR COMPLETE ZOMBIFIED! QUESTS REGISTRATION **Newest Games** SNAKE AND BLOCKS PLAY 000

HOME





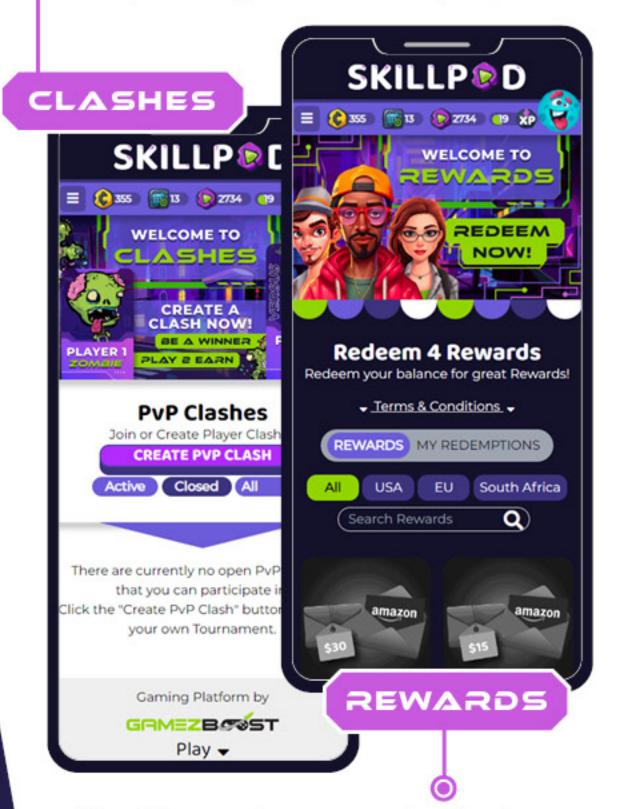
### QUICKPLAY

All QuickPlay games are open to all visitors to try

All Casual Games include Live Leaderboards and game Quests, need Active Subscription to access **SKILLP®D ■ (6)** 355 **(5)** 13 **(6)** 2734 **(19) (7) Quest Games** High Scores | Complete Quests | Earn XP CREATE PVP CLASH **Newest Games** PLAY PLAY GAMES

### User Generated Content (UGC)

Users can configure PvP's to compete against other players



Configure for users to Redeem their XP Points for Rewards

BILLING METHODS

(CARRIER/TRADITIONAL/LOYALTY/ALTERNATIVE)

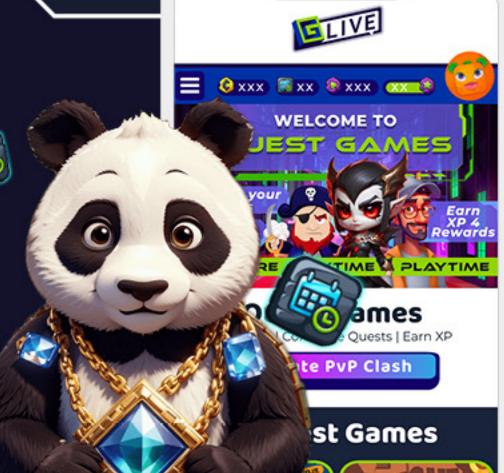
### GAMES & TOURNAMENT SITE

### -O SUBSCRIPTION FOCUS



#### All Casual Games

include Live Leaderboards and game Quests, need Active Subscription to access



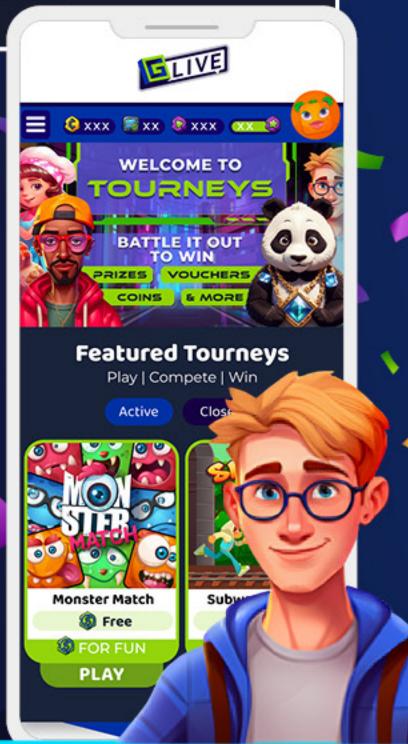
### QUICKPLAY

GAMES

All QuickPlay games are open to all visitors to try

#### Tournaments

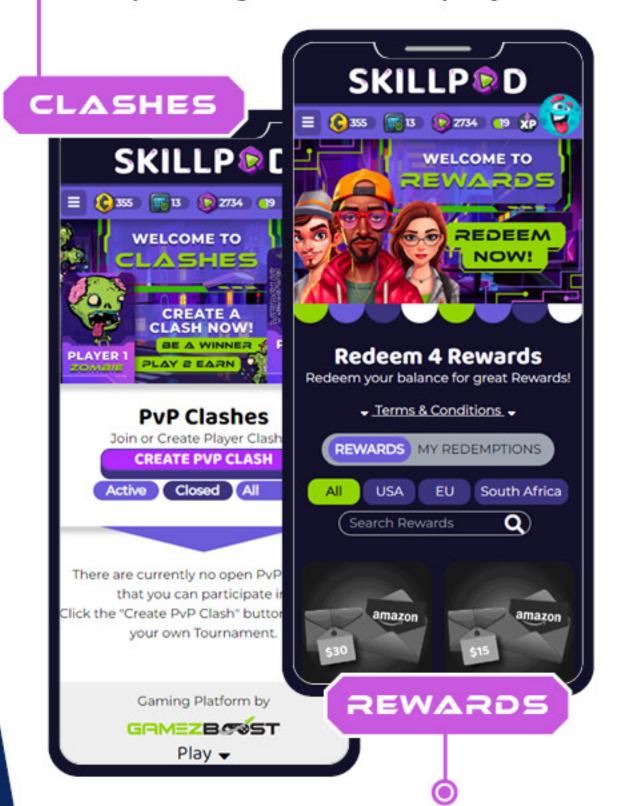
access to all Tournaments, prizes configured as Coins and / or Prize / Vouchers, need Active Subscription to access



TOURNAMENTS

## User Generated Content (UGC)

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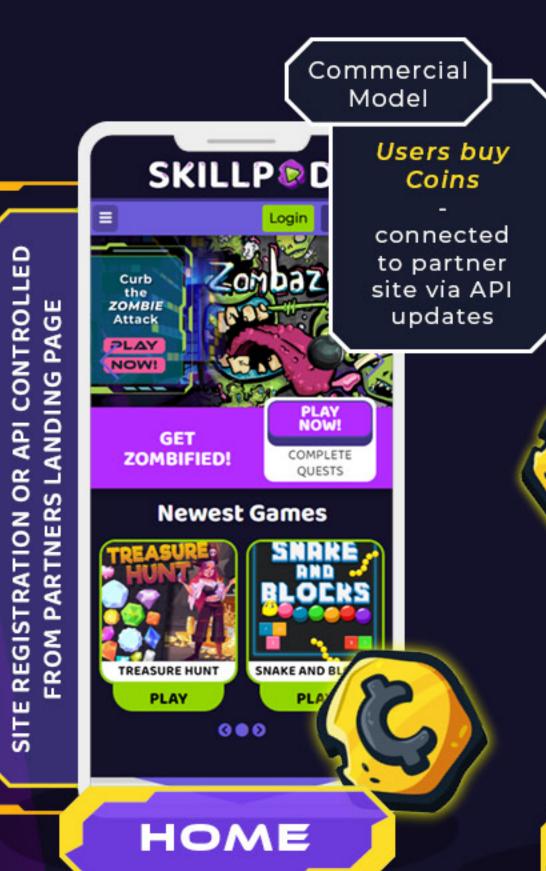
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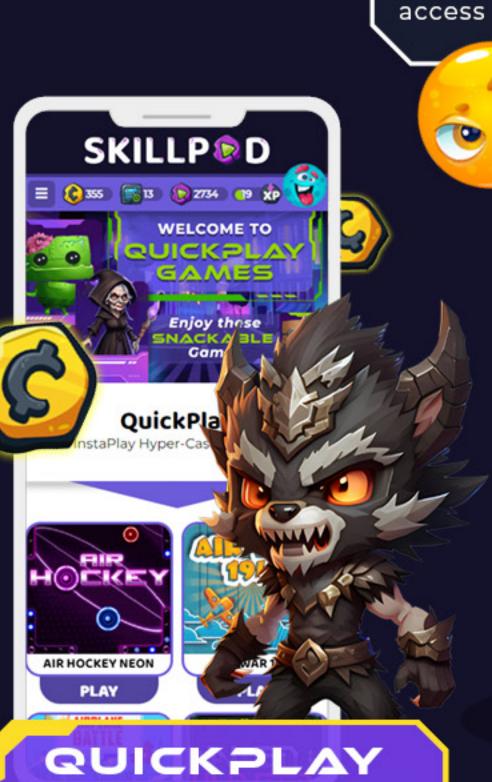
BILLING METHODS

(CARRIER/TRADITIONAL/LOYALTY/ALTERNATIVE)

### GAMES & TOURNAMENT SITE

### -O VIRTUAL CURRENCY (COINS) FOCUS

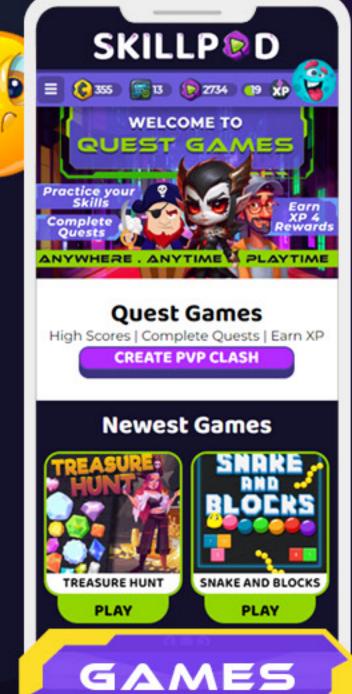




All QuickPlay games are open to all visitors to try

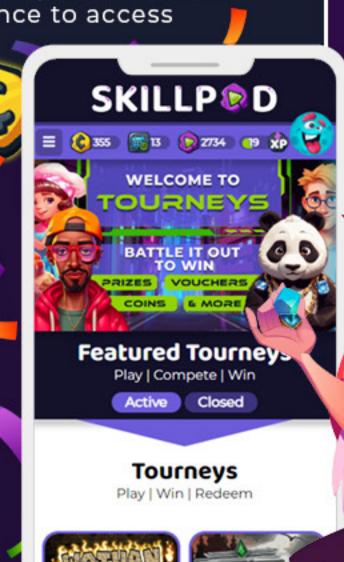
### All Casual Games includes Live Leaderboards

and game Quests, need a positive Coins balance to



#### Tournaments

access to all Tournaments, prizes configured as Coins and / or Prize / Vouchers, need a positive Coins balance to access



### OPTIONAL

### REWARDS

Configure for users to Redeem their XP Points and / or Coins for Rewards

### CLASHES

users can configure PvP's to compete against other players and win Coins and / or Pods (optional)



WOTHAN THE... LABYRINTH...

TOURNAMENTS

### SUPER ARP CASUAL GAMES COMMUNITY

**PvP Clashes** 

Join or Create Player Clashes

**CREATE PVP CLASH** 

Active Closed All

**Top Clashes** 

xmsCNEnITD\_ ::

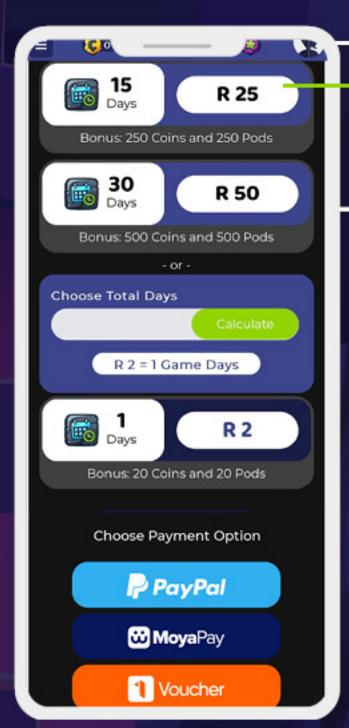
8 For Fun

Win 16

SLIDE BLOCKS...

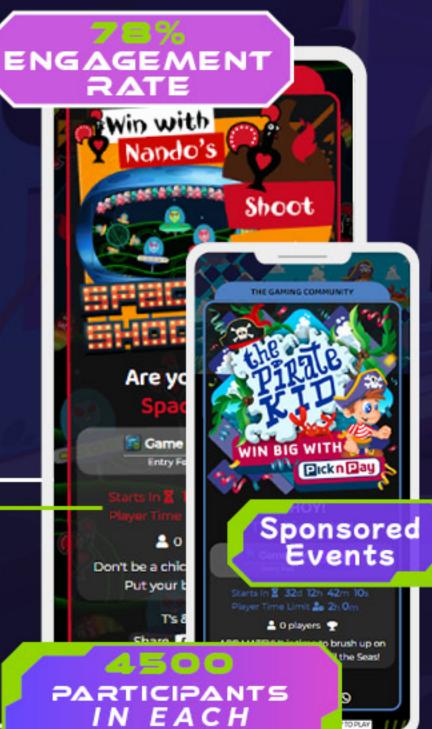
zysysoqobe\_ 🕮

O NATIVE APPINTEGRATION



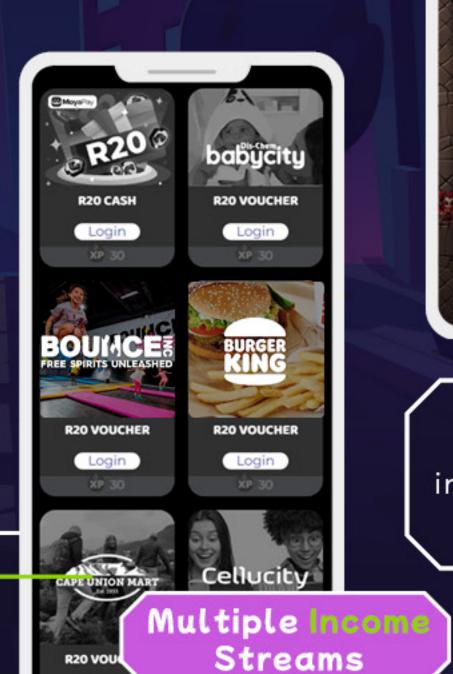
### PAYMENT OPTIONS

Other billing Providers, through API integration



### O PVP CLASHES

600+ events created a month and users create their own PvP's



R20 VOU

#### **ADVERTISING** CAMPAIGNS

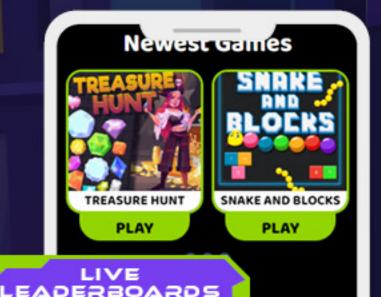
Unlocking free Games and Events



04:04

10 Seconds Remainin

CTA



One Click User onBoarding Flow



### TOURNAMENTS Multiple, every month,

TOURNAMENT

with weekly events. Limited free access and Premuim acces

BRANDED

### LOYALTY REWARDS

Vouchers from 35+ Retailers

#### GAMES

Over 100+ games in different categories to be played

> Powered by FFM=ZBG9ST



### GAMING WITH HEART

