



Next Generation Content To Global Audiences

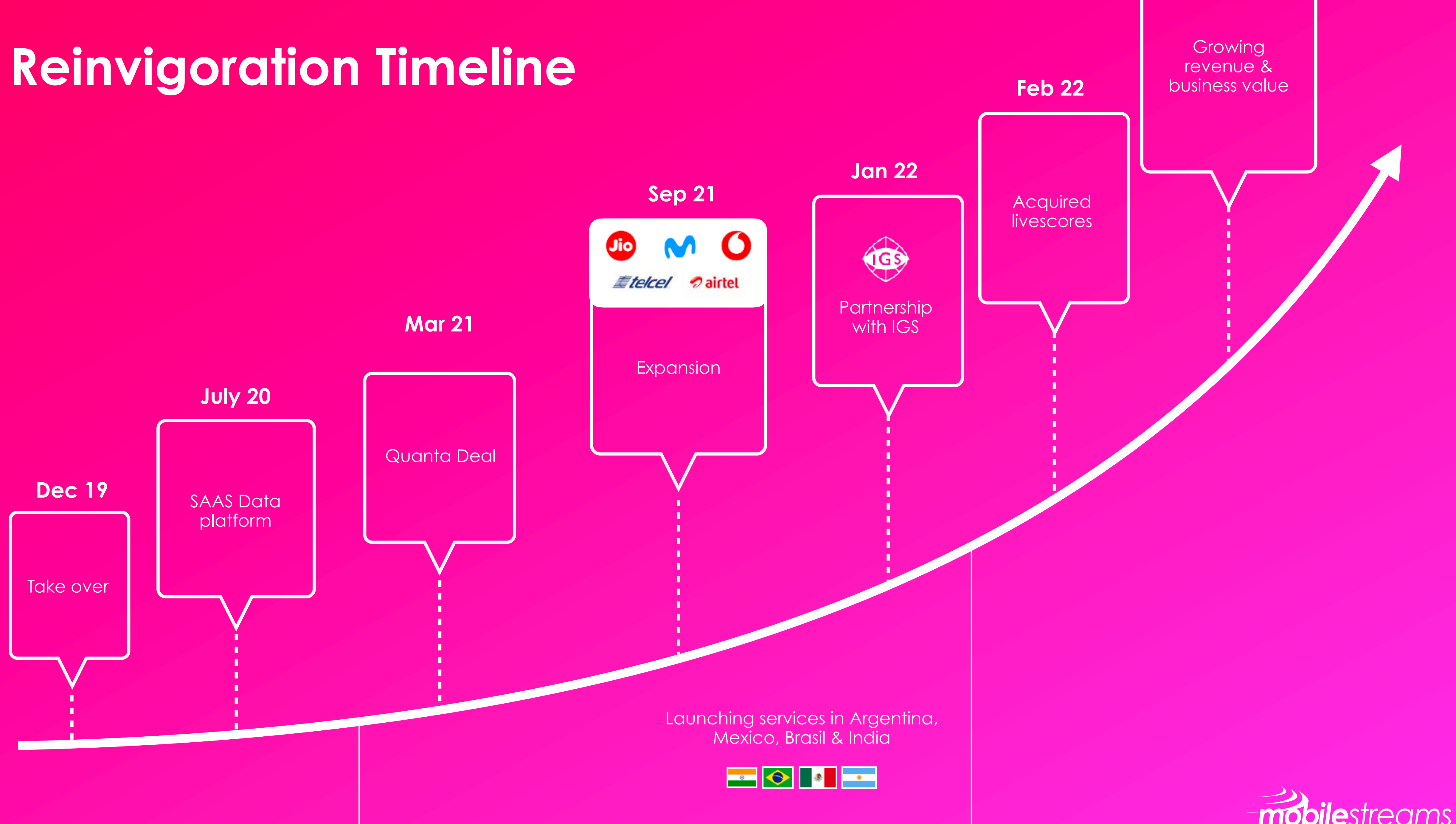
 *mobilestreams*

What do we do?

Our content group delivers **world class gaming content** via leading data intelligence to **our global audience** reach of over **800 million people**



Reinvigoration Timeline





The opportunity



The opportunity

Gaming industry now bigger than movies & music combined

\$200Bn

Market value



2.7Bn gamers

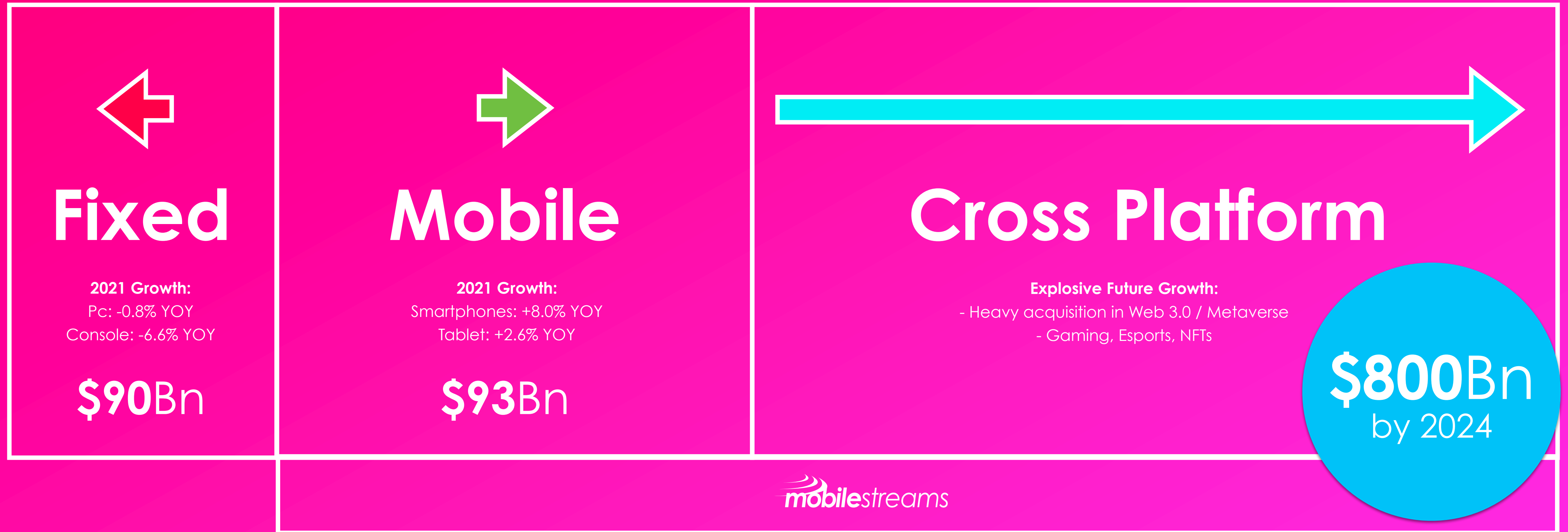
<https://www.nasdaq.com/articles/this-opportunity-for-investors-is-bigger-than-movies-and-music-combined-2021-10-03>



mobilestreams

The opportunity

Gaming Industry Direction



\$10Bn this year

horizon
Worlds

FACEBOOK



Market Movers

Nike buys
RTFKT



\$69Bn
acquisition

\$1Bn
acquisition



Expansion Strategy

Our strategy

Harness the market direction to deliver next-generation content such as **Gaming, Esports & NFTs** to **our global audience**



GAMING

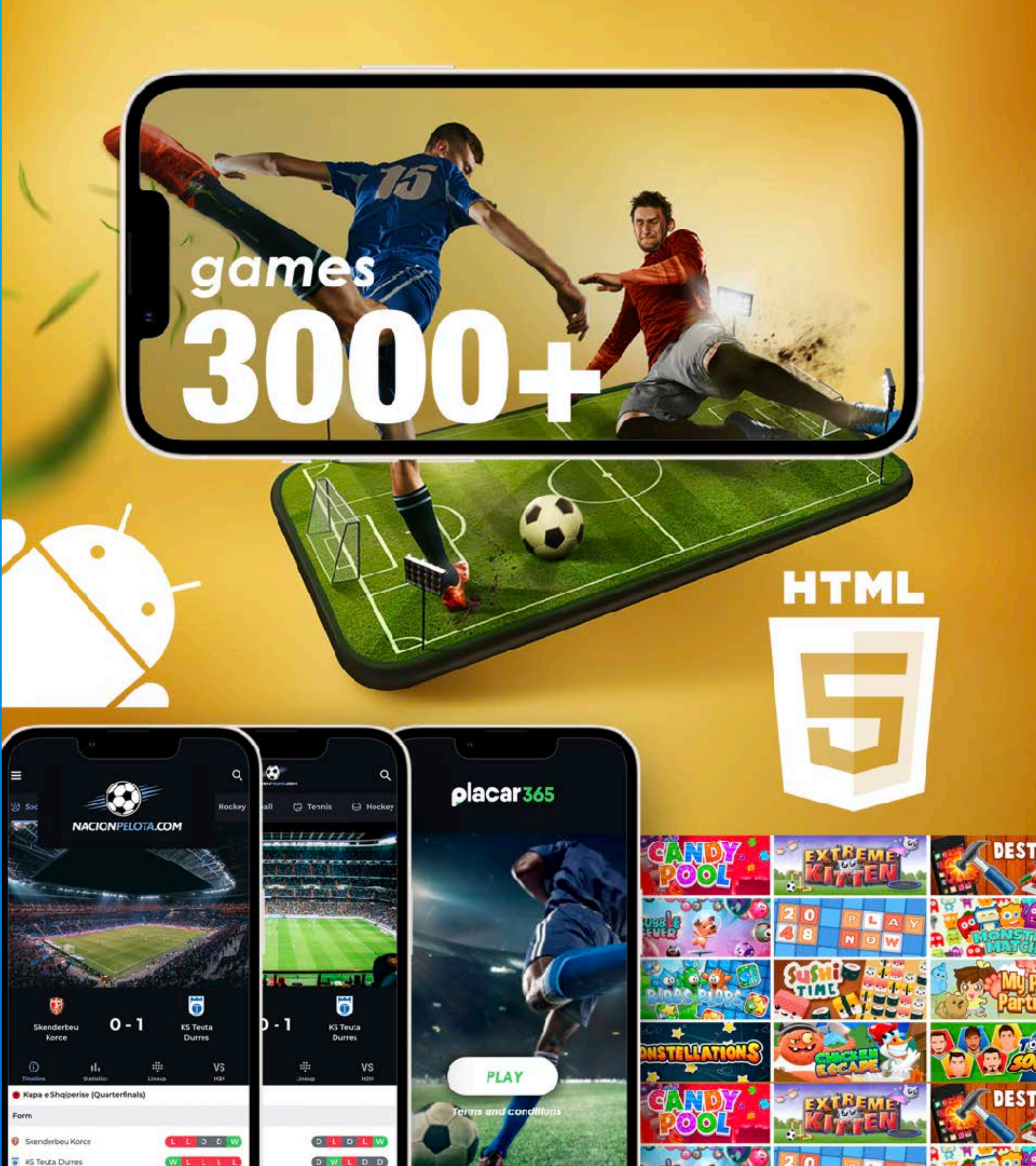
Expansion

Increasing gaming footprint

- We will grow further our premium game offer
- Acquisition of Livescores
- Increasing gaming reach with Vodafone India



Huge advantage of Direct Carrier Billing technology

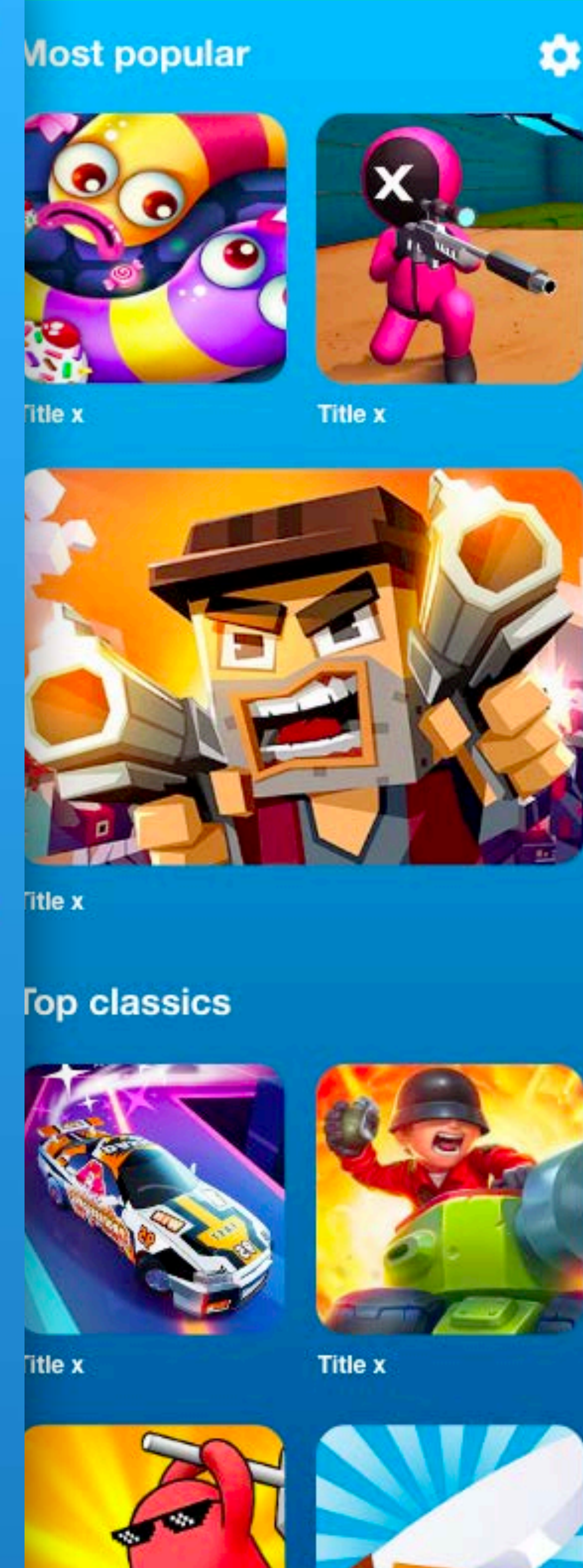


Expansion

Launching MGC Arcade App

Activating a premium app on the Google Play store. Players will have the ability to access a huge volume of high end mobile games

A foundation for blockchain, crypto & future play2earn gaming



Expansion

Relaunching mobilegaming.com

mobilegaming.com is going to become
a central hub for everything gaming

Players will be able to view esports
events, buy NFTs, see gaming news and
play games



ESPORTS



Expansion

Harnessing Esports

220.5m occasional viewers

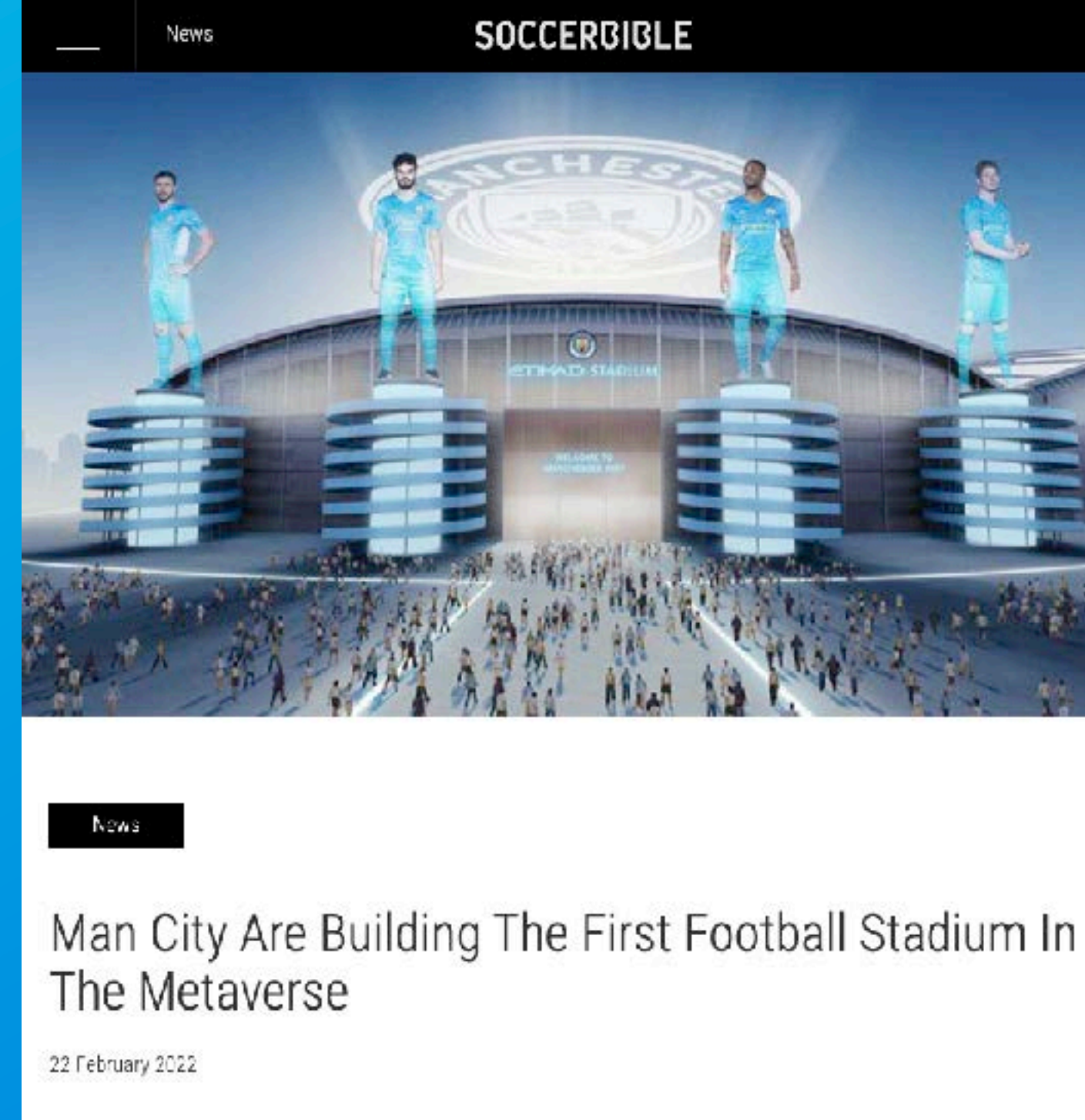
215.4m esports enthusiasts

Combined eSports audience of 435.9m

Mobile Gaming will “Transform Esports” By 2023

Forbes

In 2020, across all esports titles, four of the top five games were mobile,” he notes, pointing to titles including *PUBG Mobile*, *Garena Free Fire*, and *Mobile Legends*



ONLINE ARENA FOR GAME EVENTS & COMPETITIONS

Community, Ranking, Livestreams and more — Your path as a pro gamer starts here.

SIGN UP TO PLAY

TAKEOVER TOURNAMENT

+ 2000 + EU

TAKEOVER

Expansion

Platforms that bring people together

Partnering with platforms that deliver exciting gaming events that monetise communities, competitions & livestreams



enabledware

PROFILE GODS STORE

NEW GOD: SUSANO

Subs: 365/400

SUSANO, THE GOD OF SUMMER STORMS

NEW BUNDLE: Unlock Joki Loki and rec...

LEGION HERCULES

ReinbDwSheep

Kuzuren: \$5.00

Kuzuren: \$85.00

NShadow

143





PLAYERUNKNOWN'S

BATTLEGROUNDS

MOBILE



Expansion

Top game in the world & European football

Esports collaborations to deliver every aspect of esports from events promotion and management, to influencer and content marketing

Rank	Game	Active Player	Developer	Released In
1	PUBG	100 Million+	PUBG Corporation	2018
2	Minecraft	95 Million+	Mojang Studios	2011
3	Apex Legends	50 Million	Respawn Entertainment	2019
4	Fortnite Battle Royale	45 Million	Epic Games	2017
5	CS: Global Offensive	35 Million	Valve Corporation	2012



<https://sportsbrowser.net/most-popular-online-games/>



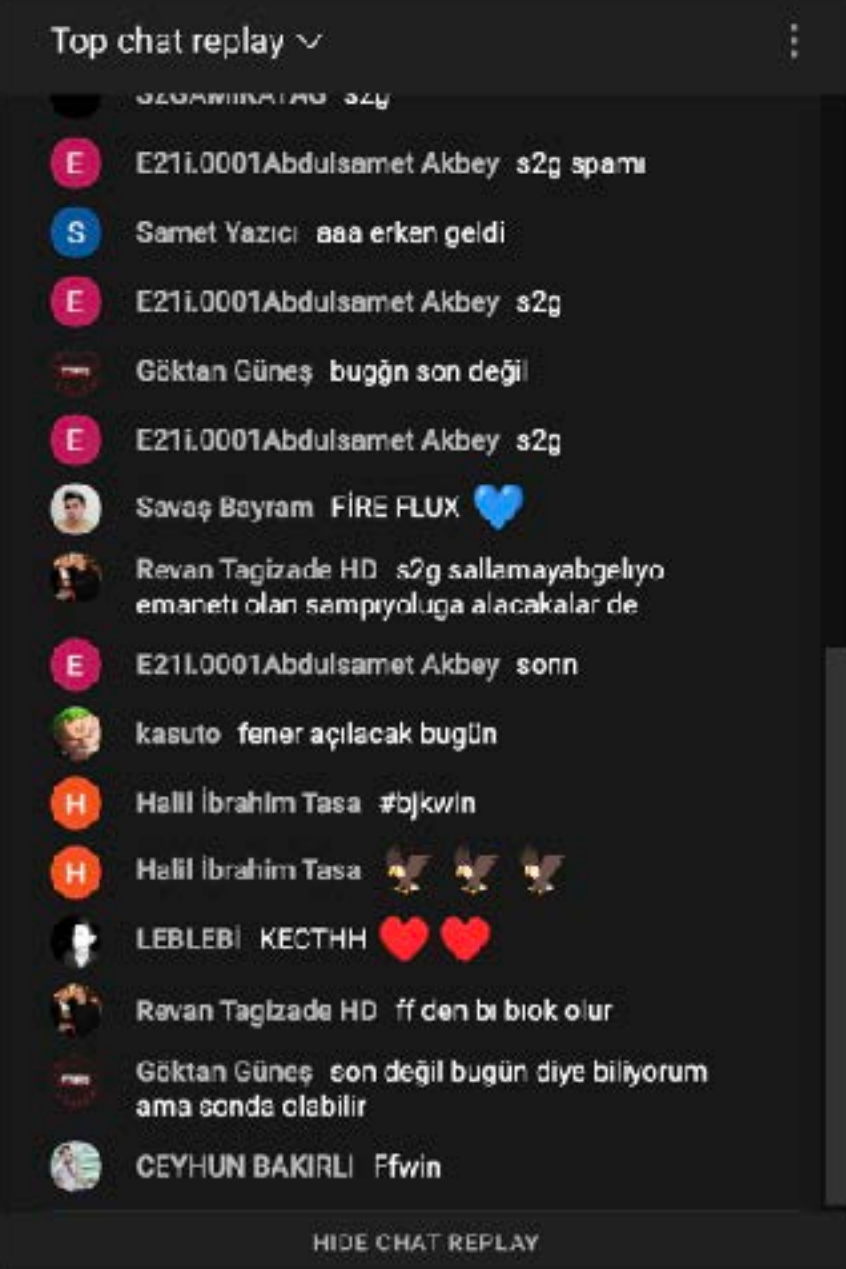
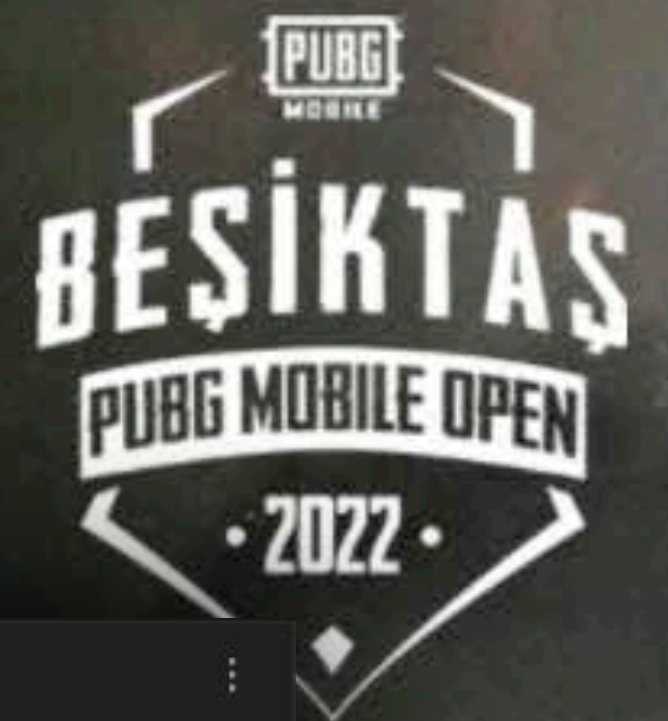
PUBG FT. BEŞİKTAŞ BATTLE

STREAMING LIVE IN: 2D 4H 38M
19/20 FEB - QUALIFIERS





MOBILEGAMING.COM



- GROUP A
- Getso Esports
- Papara SuperMassive Blaze
- Surreal Esports
- Zero Zone
- GROUP B
- Besiktas Esports
- Futbolist
- GameBedel Esports
- Team Demiral Esports
- GROUP C
- Fenerbahçe Esport
- Fire Flux Esports
- Galatasaray Esport
- Şahangiller
- GROUP D
- fastPay Wildcats
- GoodGuys
- Regnum Carya Esports
- S2G Esports



NFTS



Expansion

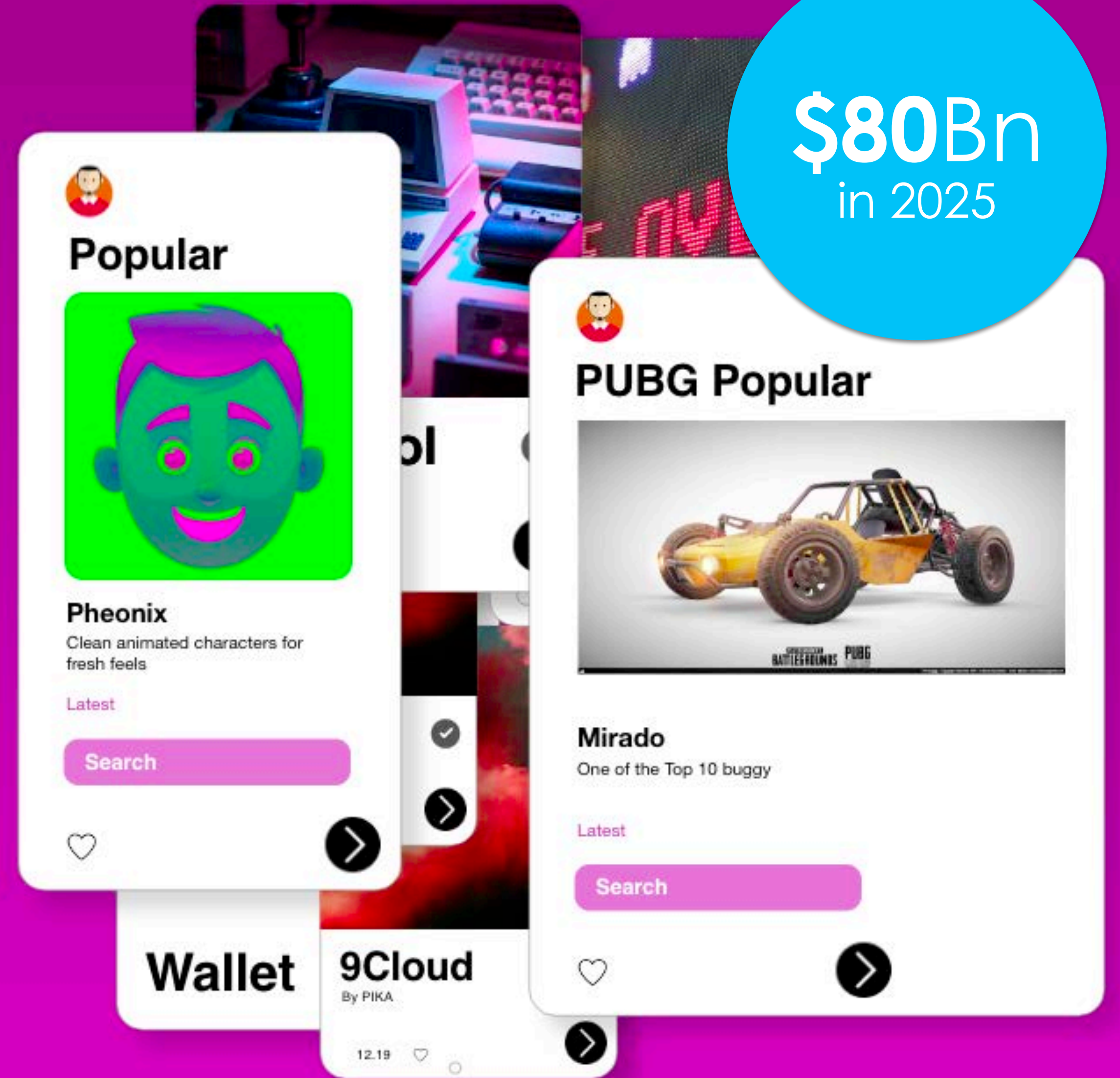
Harnessing NFTs

An NFT is an asset that is one of a kind. Examples can be music, video, trading cards and in-game items. They are bought and sold online with cryptocurrency

- NFT market **surpassed \$40Bn in 2021**
- We plan to use them to drive engagement & revenue whilst reducing churn
- We are building our own platform IP in this space

<https://www.bloomberg.com/news/articles/2022-01-06/nft-market-surpassed-40-billion-in-2021-new-estimate-shows>
<https://www.coindesk.com/business/2022/01/20/jefferies-sees-the-nft-market-reaching-more-than-80-billion-in-value-by-2025/#:~:text=The%20bank%20raised%20its%20NFT,in%20the%20report%20published%20Tuesday>

\$80Bn
in 2025

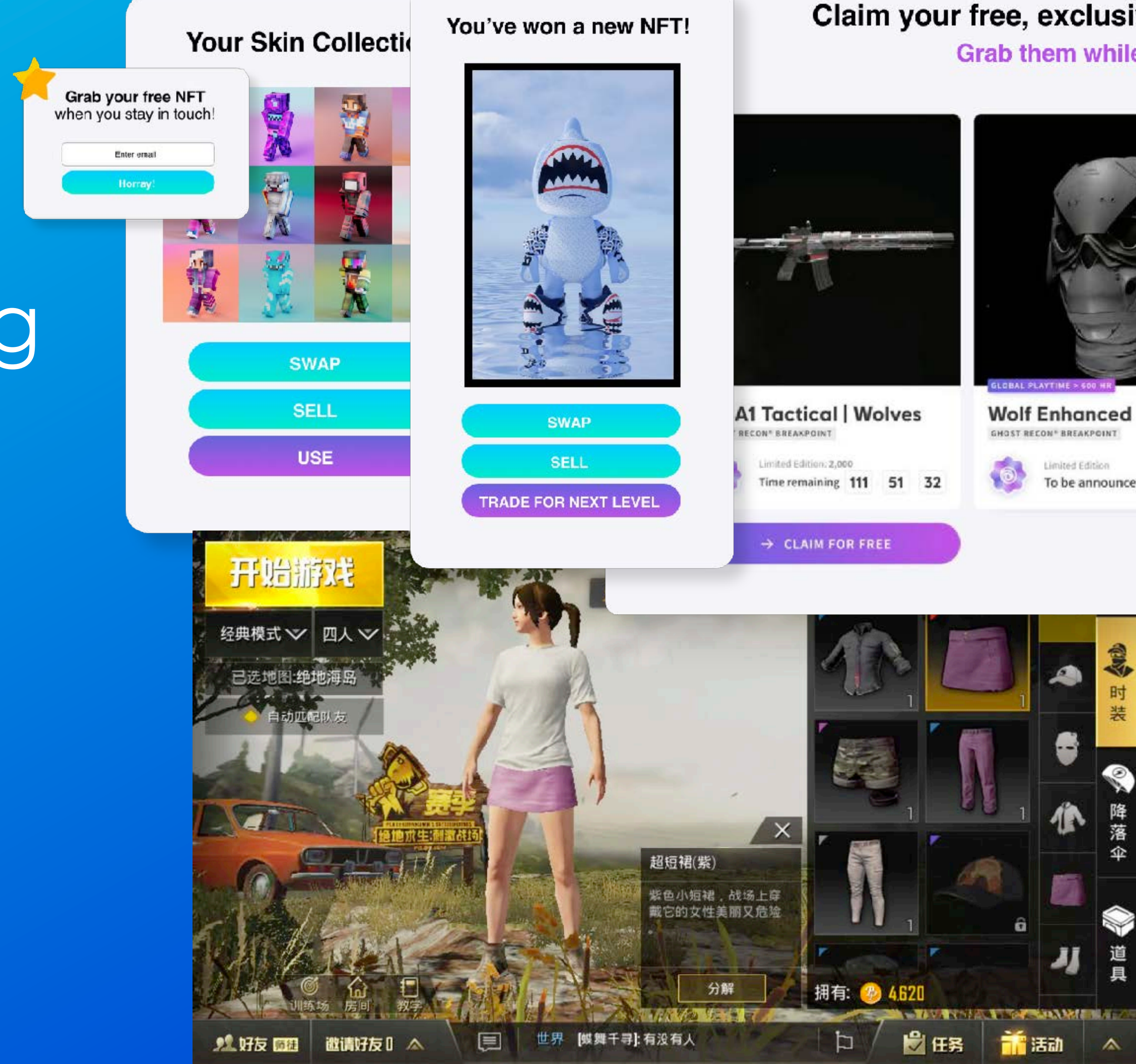


Expansion

Powering gaming with NFTs

- Helping players and brands to engage via digital collectables
- Our blockchain based solution provides a rich mixture of rewards, cards, tokens, skins and subscription services

We are planning to introduce cryptocurrency where players & brands can trade in gaming NFTs for extra benefits



Expansion

NFTs on your own platform

- ✓ Branded for you
- ✓ Automatic wallet
- ✓ Privilege features
- ✓ Enable buying & bidding
- ✓ Enhanced filters & browsing
- ✓ Multi language
- ✓ Secure
- ✓ Full support

Our white label solution will provide brands with safe and secure access to building their NFT portfolio

The screenshot displays the MGC NFT marketplace interface. At the top, there are navigation links for 'Collections', 'My Wallet', and 'FAQ', along with a 'CONNECT' button and social media icons. A 'RECENT ACTIVITY' tab is active. Below the navigation, there are search and filter options. The main area shows a grid of NFT items, each represented by a digital image of a t-shirt. Two blue circles highlight the text 'YOUR BRAND' overlaid on the items. A yellow starburst callout box contains the text 'Grab your free NFT when you stay in touch!' and a form with an 'Enter email' field and a 'Hurray!' button. At the bottom, there are logos for 'SOLANA' and another blockchain logo, along with a 'BUY NOW' button and a list of metadata fields: Overview, Creators, Address, Mint Authority, Update Authority, Website, and Seller fee. The 'mobilestreams' logo is visible in the bottom right corner.



MERCH

\$15Bn
in 2026

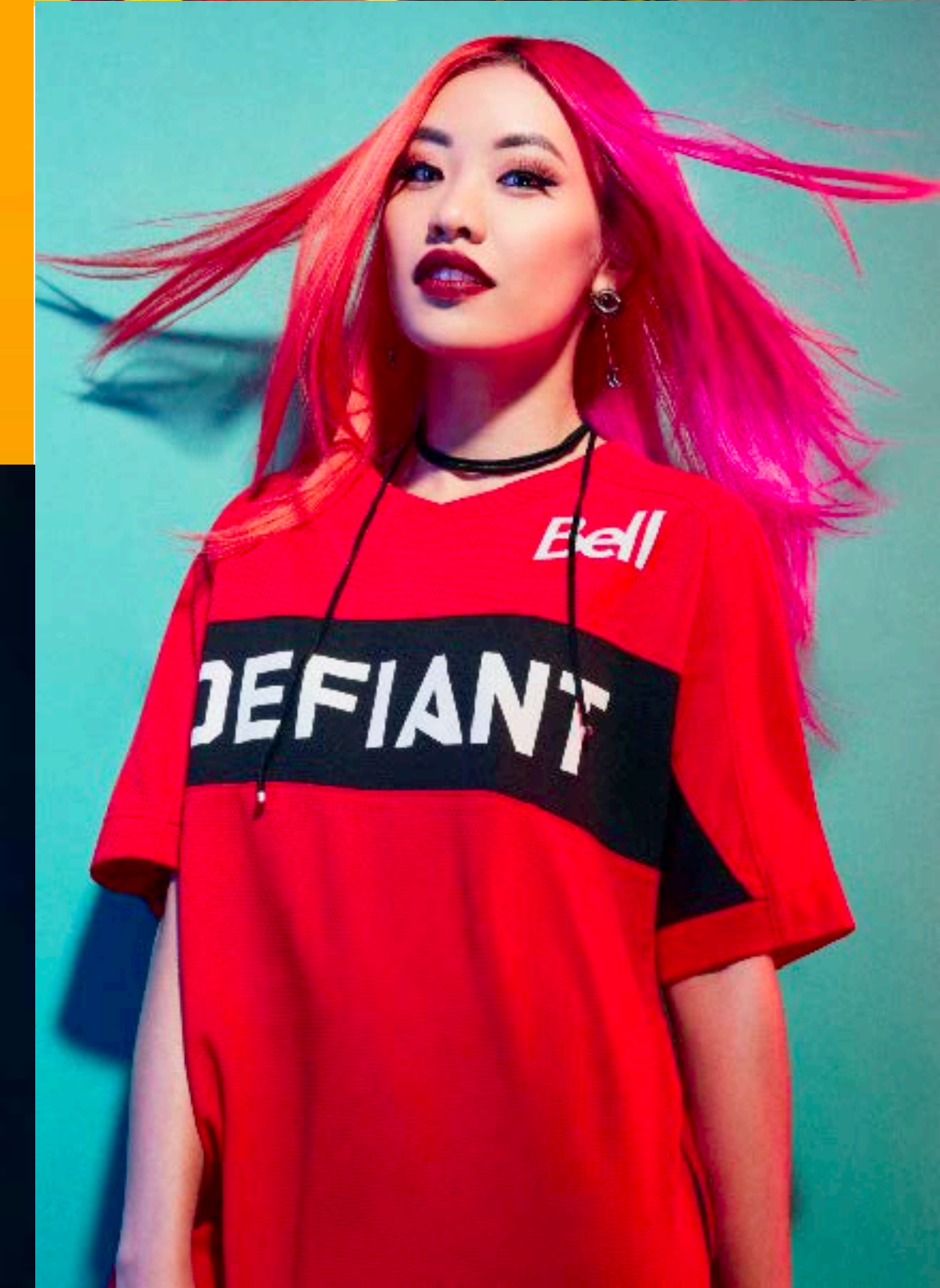
What?

Licensing & Merchandising

We can access world class content for licensing & support merchandising revenue needs

We make content experiences possible by securing the licensing that brands need to bring their vision to reality

The Global Gaming Accessories Market was valued at \$8Bn in 2020, and it is expected to reach \$15Bn by 2026



DATA

SEO



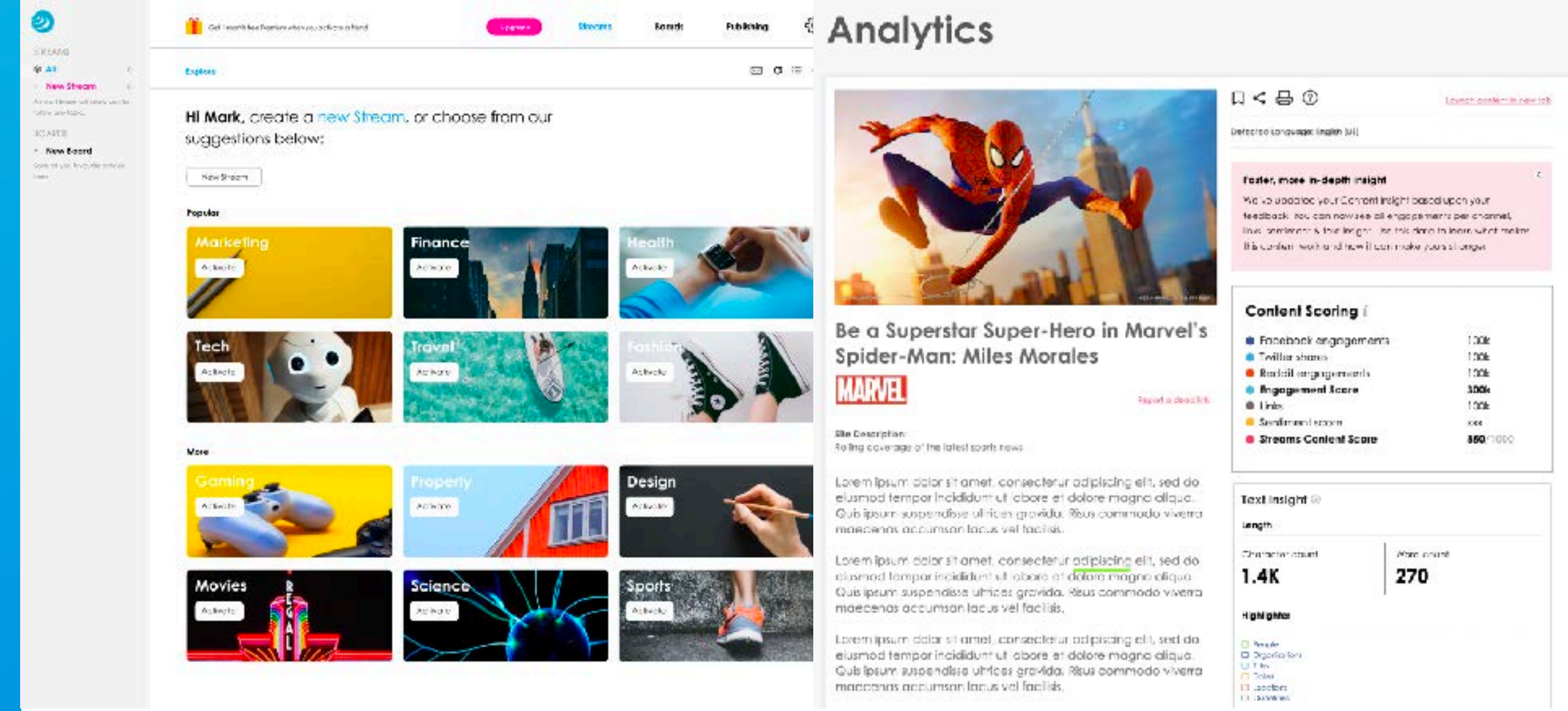
What?

Data Intelligence

Our content intelligence platform underpins our understanding of how people are using content

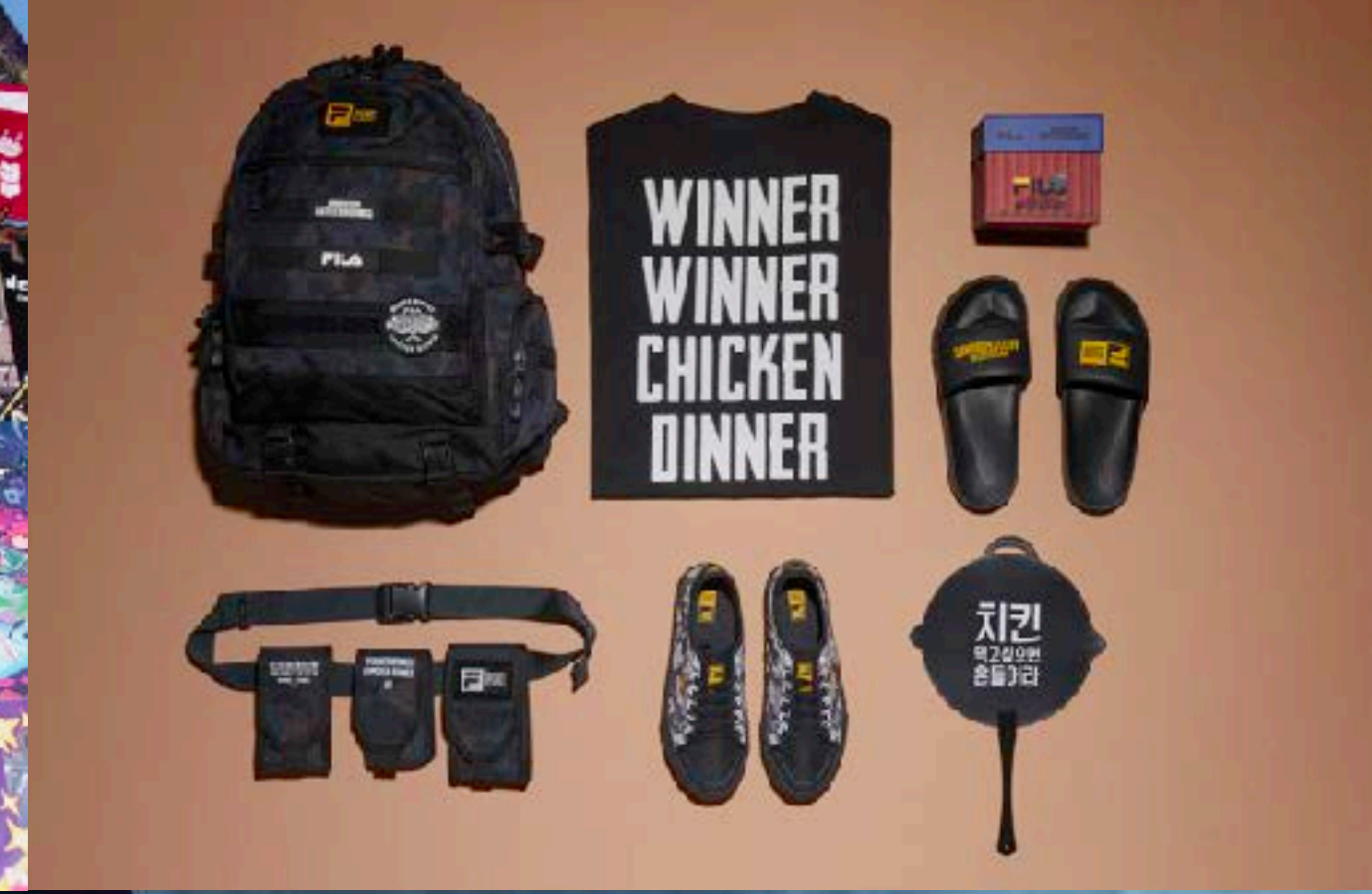
We're launching a service where the best gaming content will be filtered and fed to cross platform audiences

Our insight platform was awarded
Best Digital Content Marketing Platform 2021



VISION





VISION



Headline Metrics



Market size
\$800Bn by 2024



Audience reach
Increased to 800m



Revenue
Since Dec 21
monthly revenue up
87.5% to \$150k

A close-up shot of a soldier's head wearing a dark, reflective helmet. A hand is gently touching the side of the helmet. In the background, another soldier in full combat gear is seen from behind, standing on a hill overlooking a city. The sky is bright with scattered clouds.

Thank you

mobilestreams