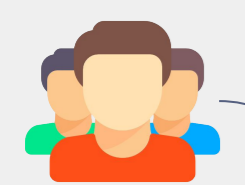
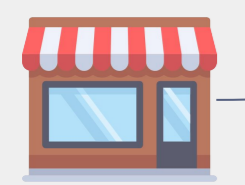
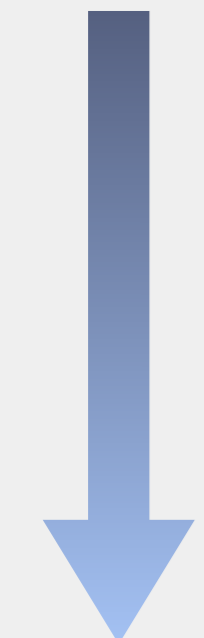


USER ACQUISITION FROM BUSINESS MARKETING (Businesses Marketing)



1.5M USERS



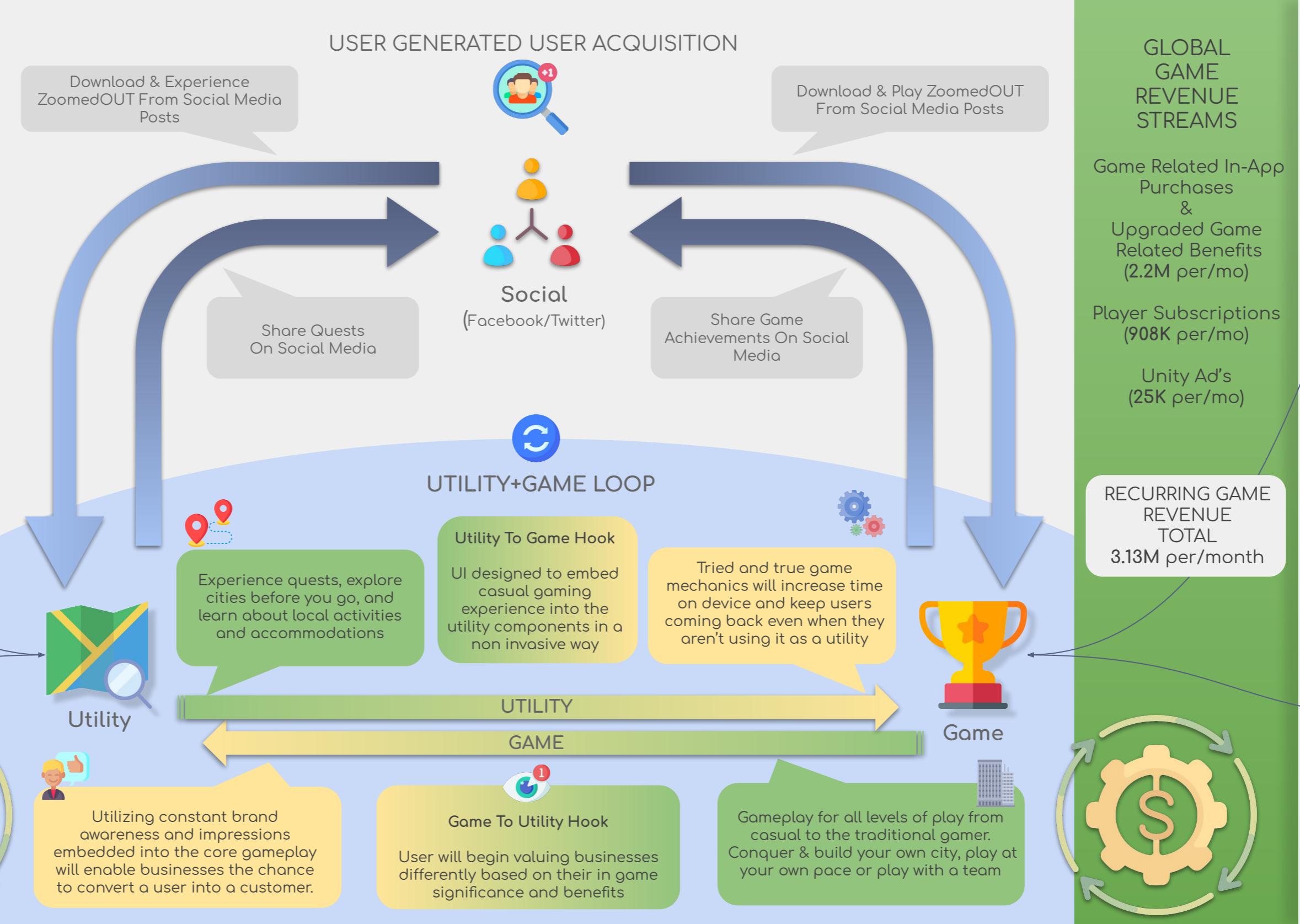
BUSINESS USER ENGAGEMENT

Businesses can interact and transact directly with their customers without OTA or similar services.

LAS VEGAS UTILITY REVENUE STREAMS

Advertisements + Custom Business + Business Listings + Featured Quests (47.6K Subscriptions) (per/mo)
VIP (30k per/mo)

RECURRING UTILITY REVENUE TOTAL 77.6K per/month



GLOBAL GAME REVENUE STREAMS

Game Related In-App Purchases & Upgraded Game Related Benefits (2.2M per/mo)
Player Subscriptions (908K per/mo)
Unity Ad's (25K per/mo)

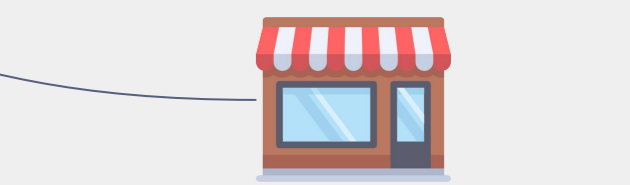
RECURRING GAME REVENUE TOTAL 3.13M per/month



USER ACQUISITION FROM DIRECT MARKETING (Google Ads/Facebook Ads)



2M SOCIAL USERS



BUSINESS USER ACQUISITION

Businesses can leverage their in game value to change the users perception of a business in the real world.