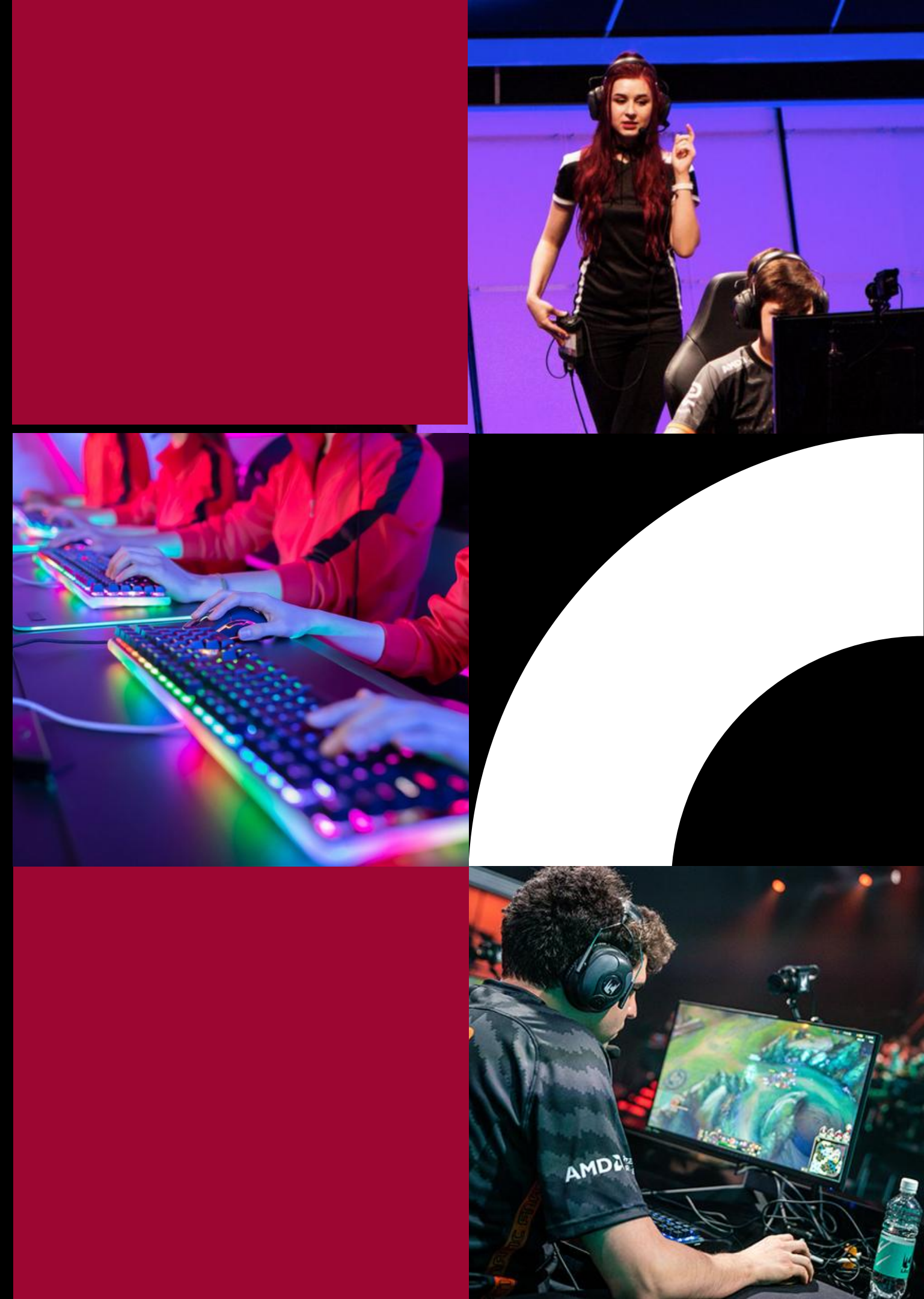




PITCH DECK

**Earn cash for every kill
playing the games you love**

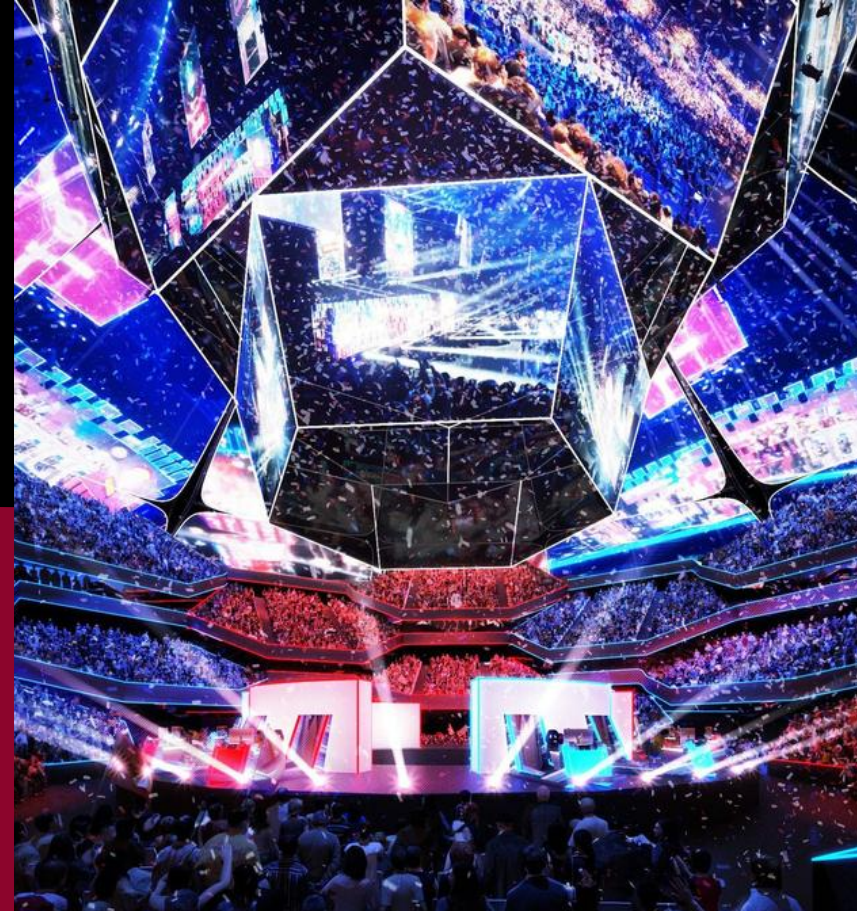




The Problem:

Everyday gamers are left out of the monetization of esports.

Sharing the Wealth



EXPLOSIVE GROWTH

Competitive gaming is the fastest-growing sport in the world.

THE 1% PROFITS

So far, only elite players have been able to profit from their skills. For example, in 2019, NINJA* had earnings of \$17 million.

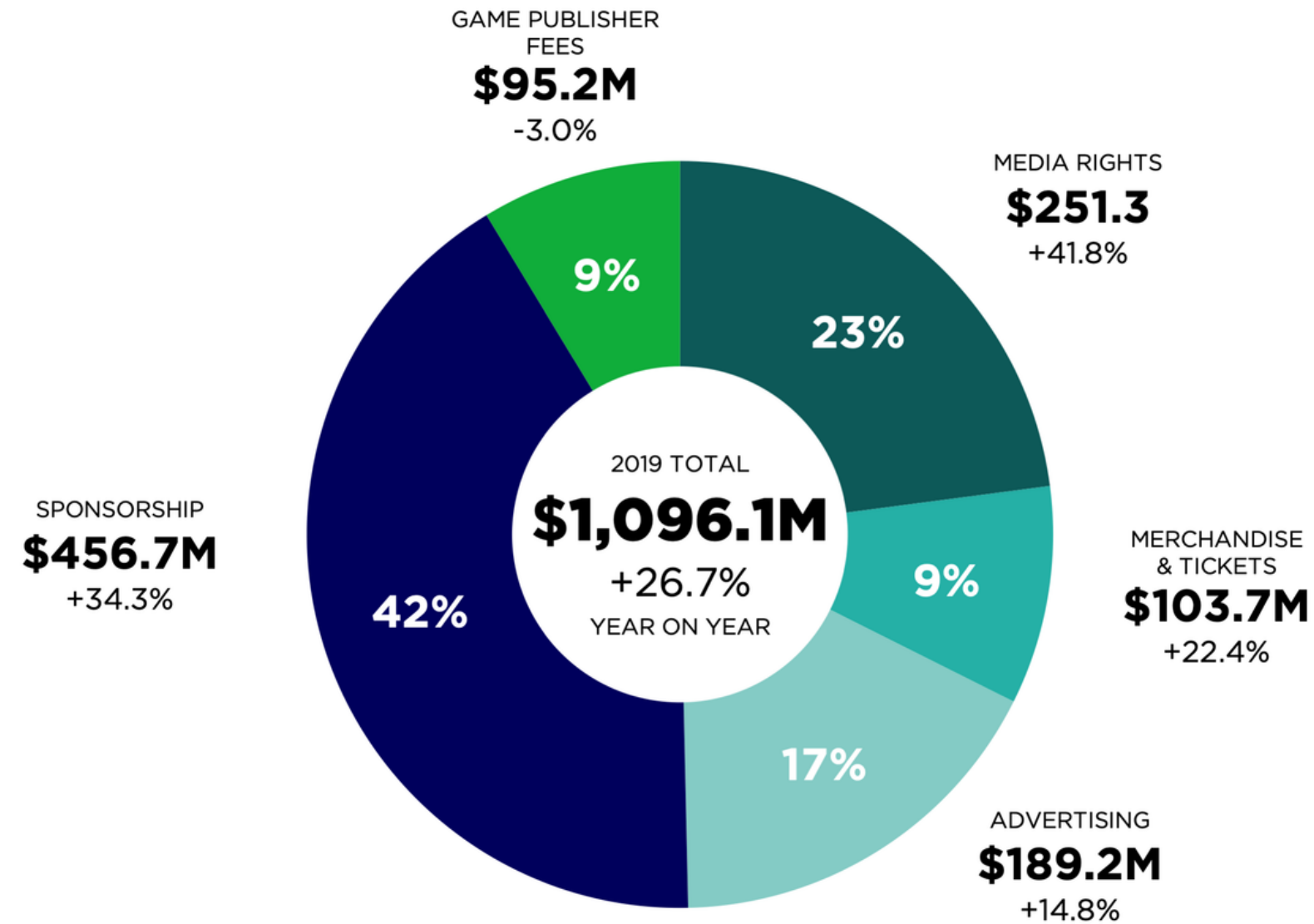
LIMITED REACH

No platform allows Everyday Gamers to profit from their skills in real time, 24/7 and worldwide while playing the most popular games.



2019 ESPORTS REVENUE STREAMS | GLOBAL

INCLUDING YEAR-ON-YEAR GROWTH



Newzoo's esports revenue figures always exclude revenues from betting, fantasy leagues, and similar cash-payout concepts, as well as revenues generated within games.

©Newzoo | 2019 Global Esports Market Report

The industry's popularity and revenue has risen at an unprecedented rate

The Solution: A platform for us all



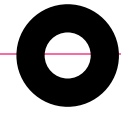
A Multi-Step Solution



STEP 1

Gamebling hosts a platform for everyday gamers to participate in 24/7 arenas

Always stay up to date (game agnostic) with the most popular PC games including Counterstrike and League of Legends.



STEP 2

Empower players to earn money based on their skills

Gamebling's proprietary algorithm creates matches based on skill level. Allow users to bet up to \$1 per kill. In real time. Competitive Arena. Safe environment.



STEP 3

Recognize the achievement of Everyday Gamers

Esports Leagues build celebrities and promote a passive audience. In contrast, Gamebling empowers the audience with a safe and accurate platform to become the celebrity themselves.



Mission



To empower everyday gamers to profit from their skills just like their heroes.

To do so in a safe, competitive, and entertaining gaming arena where they are the heroes that earn the profit.

Company Overview



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ORIGINS

Gamebling is brought to market by Blackwood Productions (<https://blackwood.productions>), based in West Virginia. The team has over 17 years of experience in the SaaS and over 50,000 website customers.

COMMUNITY COLLABORATION

The programming team developed the Gamebling offering in collaboration with key members of the esports gaming community.

FUNCTIONALITY

Platform and arena technology is at Beta testing functionality. Demos are welcome and encouraged.

FUNDING

Stage 1 of Gamebling's core software and organizational structure was self-funded by founders.

The Market Opportunity



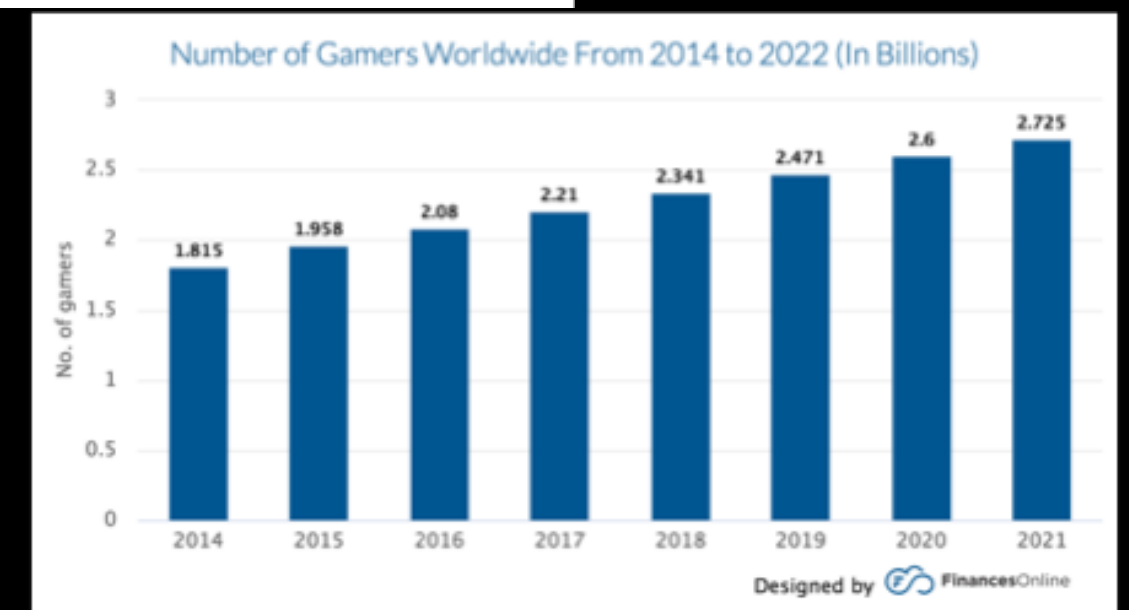
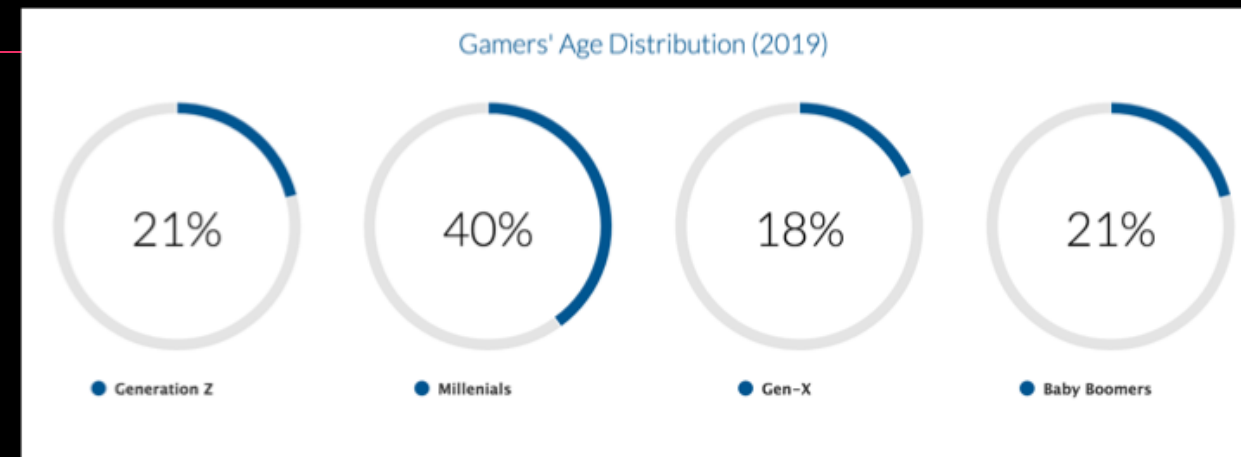
- Over 90k channels on Twitch
- 7.4 million monthly Twitch streams

- 200 million daily views on gaming videos
- 2 of the Top 5 channels are video game related

A 50 MILLION GAMER SKILL PLAY MARKET THAT IS UNDERSERVED

Out of the 2.5 billion gamers worldwide who have made competitive gaming a \$2 billion industry, no less than 30% of users have the age, income, and enterprising profile to pursue a skill-based gaming income on a safe platform.

These users can find a home at Gamebling. We aim to be the dominant supplier to serve this population. Casinos and arcades take your money for time spent being entertained. Gamebling matches players of similar skill, offers data-driven insights to help players improve, and rewards the winners.



Jaime- Update first paragraph baed on Eric's comment

Target Games and their Audience:

Platform's first supported games match the most popular titles but future capacity will grow to support hundreds of games



VALORANT

- 3 million + monthly active players
- #6 in viewership
- 5.5% share of Twitch
- \$1.2 billion in expected revenues for 2020



LEAGUE OF LEGENDS

- 115 million active monthly players
- \$1.5 billion in revenue for 2019
- 10+ years in the market



PUBG

- 600 million global downloads for mobile version
- 50 million daily users
- \$790 million in revenue for 2019



COUNTERSTRIKE GO

- 24 million monthly active players
- \$35 million monthly revenue
- 12 hrs played/week
- Power users are 5% of total



DOTA 2

- \$18 million monthly revenue
- 11 million monthly active players
- 25% of players account for 96% of total play time

The Product



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THE FIRST ESPORTS DEDICATED PLATFORM THAT OFFERS:

- The ability to play 24/7 and get paid based on skill
- Fair and reliable statistics and competition
- Instant cash rewards generated upon win
- Ability to play the most popular games with a lineup that is always updated
- Proprietary Gamebling developed player training tool with data rich feedback
- Proprietary Fair Competitive Cash Exchange Mechanism for Multiplayer Online Battle Arenas (FAIRBATTLEXchange) to ensure fairness. (Potentially patentable IP)
- No waiting, tournaments are automated and spun up on request
- Affiliate commission program built for gaming influencers that can be pushed to earn profit on gamers that join below them

WHAT MAKES GAMEBLING UNIQUE?

Our product is focused on helping players, not on selling games, attendance, sponsorships or anything else. At Gamebling we reward and improve the skills of dedicated players.

Product Demo



v1] You (rating 1891, +2.4) beat rivortrashH
v1] GameBling: 82 kills, 1 deaths, \$8.10 gained
v1] GameBling: \$18.10 remaining
v1] You are in arena 1, facing off against riv
v1] GameBling: 82 kills, 1 deaths, \$8.10 gained
v1] GameBling: \$18.10 remaining

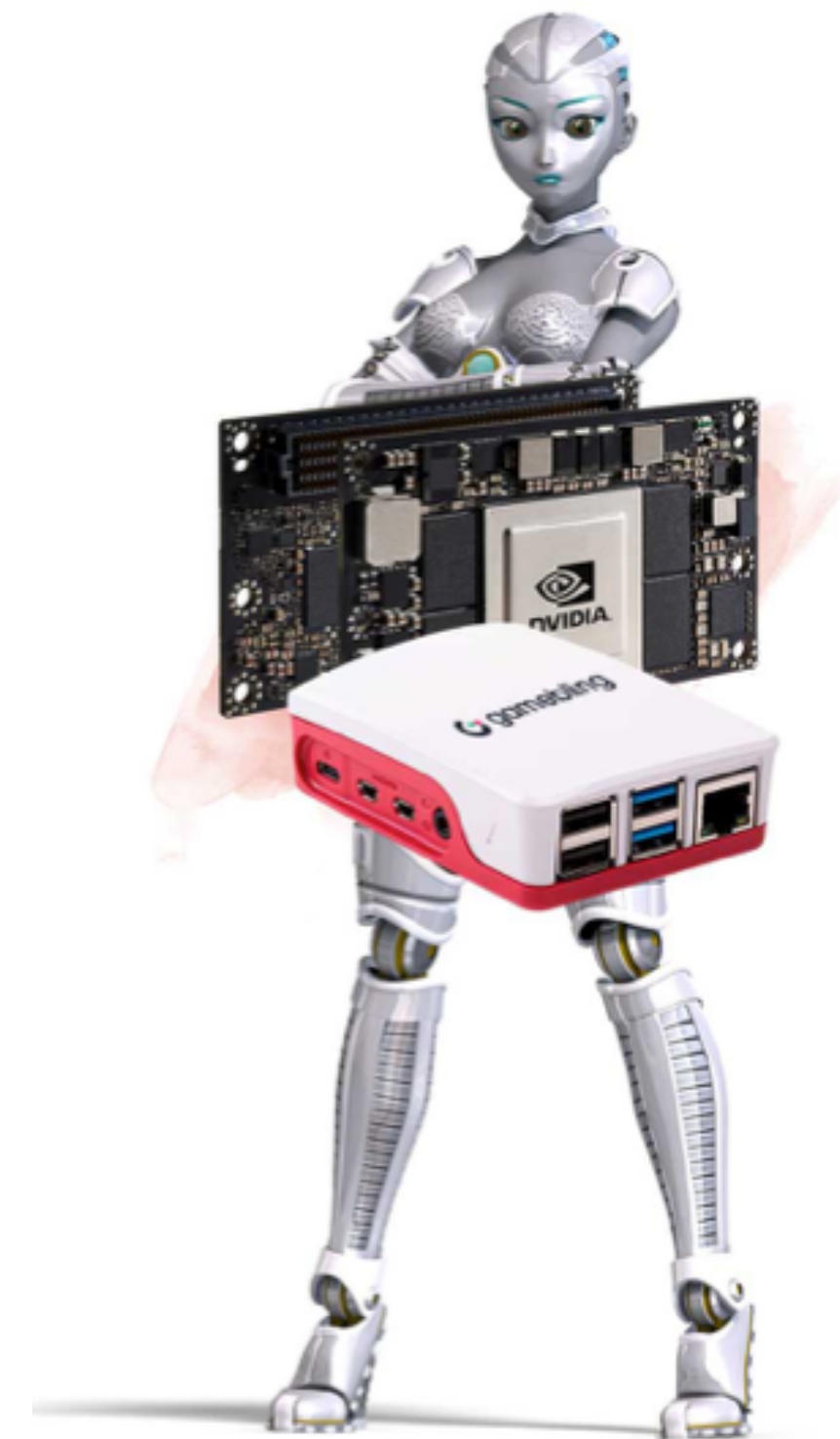
[Click below for viewing](#)
[PRODUCT DEMO LINK](#)

Technological Architecture

Proprietary matchmaking, level skill matching, automated training, and anti-cheat safeguards

Our arenas are built to provide a safe and reliable experience. Some architecture highlights are:

- Users verified with "Connect with Steam" API plugin
- Adapted ELO skill matching technology
- Automated data-driven insights for improved play that are tailored to each player. These insights include heat maps and tips to improve game play.
- Anti-cheat in game mechanism to ensure fair play including Known Cheats Scan, Raspberry Pi Anti-Cheat Live Recording Monitoring, God Mode Server, Oath Protocol Dispute Resolution, Jetson TX2 Nvidia, and Artificial Intelligence directed insights to detect cheaters.



Business Model Based on Hosting



SUBSCRIBERS

- Target membership is \$9.95 per month plus 10% of any winnings
- Will optimize fee and percentage of winnings in beta testing, but current rates represent significant evolution from market offerings

DAY VISITOR

- No monthly membership, but pay up to 33% of any winnings
- Can create intro packages to showcase the benefits, but focus is on getting conversion to subscription model

The Team



ROBERT BIBB
CEO



PETER THORPE
CTO



JAKEB BIBB
President



JORGE JORGE
FINANCE

Competitive Analysis



PRO

- Established in 2003
- Strong following
- Great Livestream Support

CON

- No pickup games for cash
- Must wait for scheduled tournaments
- Only elite players make money in tournaments
- No large instant cash
- More expensive fees



PRO

- 2nd biggest competitor
- Partnerships with YouTube and Valve
- Loyalty program

CON

- No pickup games for cash
- No large instant cash
- Only elite players make money in tournaments
- More expensive fees



PRO

- Allows users to create own tournaments
- Supports 3 top games
- Focused on average gamer

CON

- No pickup games for cash
- No large instant cash

CHALLENGER

PRO

- Not up and running
- Aiming at similar space as Gamebling
- No Beta launch to date
- Also focused on average gamer but with wider set of games in mind including COD and Fortnite

Marketing Plan

Resources will be marshalled to creating an affiliate system of influencers which will reward them for attracting players.

We will be laser focused on using these influencers to bring in players at this stage.

The Ask

Gamebling has self funded its development until now using founders' resources. As it enters a new milestone with the advent of the operational software with the capacity to operate and reward players for their skill, it seeks a round of investment of \$5,000,000 to invest:

- in additional programming for expansion
- marketing to attract users
- organizational staffing for accounting and operational needs

Thank You

CONTACT ROBERT BIBB
ROB@BLACKWOODPRODUCTIONS.COM

