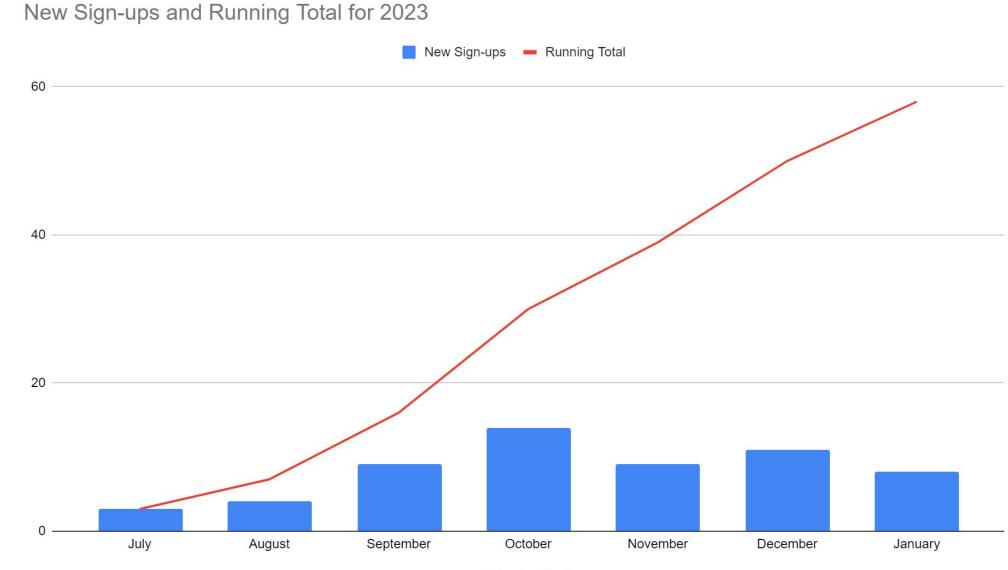


A platform to facilitate **real-time**, **API-backed** wagers between gamers across the world in today's most popular games. We also allow players to compete against themselves in "personal parlay" wagers to profit by beating their personal bests.

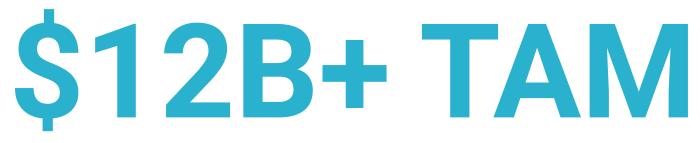
## **Growth Stats**

- Launched in July 2023 after successful public beta
- 61 users in 6 months (233% м-о-м)
  - All verified REAL users Ο
  - 100% organic growth Ο
  - ~\$25 in adspend total Ο
- 6+ challenges completed between public users, streaming to 500+ viewers





Calender Month



- 12B in the 2020 Global eSports betting market is projected to reach <u>\$20.5B by 2027</u> at a **CAGR of 13.1%**
- <u>6 companies hold 90% of valuation and accounts for eSports</u> <u>betting</u>

We'll reach 1M MMR in revenue if we capture 1% of the current market size

### and growing....

# **Existing solutions are missing the mark**

Apps like 1v1.me and Playerslounge.co are losing millions in profit due to low user retention. They're pitfalls include:

- Requiring users to stream the games they play limits accessibility
- Contestants are forced to enter scores manually with no verification
- Legal classification as gambling limits marketing on streaming platforms
- Users have to schedule matches for future dates

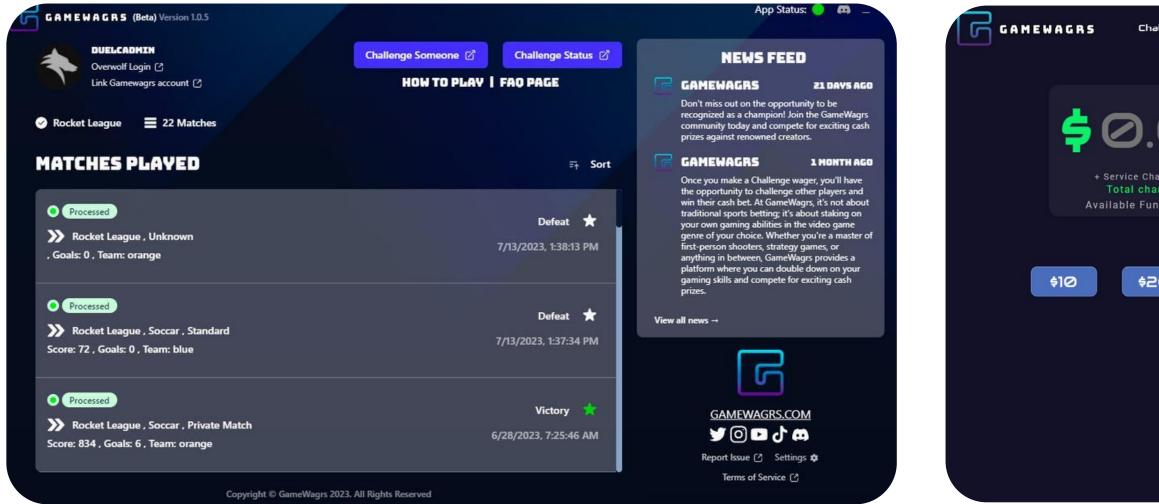
## The Problems We Solve

- Our Validator App captures in-game scores to verify winners are paid out
- Users are not required to stream their games as verification
- Built around consumer feedback and best interests
- Real-time, 24/7 tournaments users can profit from on the <u>same-day</u>
- Legal confirmation as a "game of skill" and not gambling because users are wagering on an outcome they control



- **Gamewagrs** gives gamers an income from their daily gaming without having to join a streaming platform or going professional. The real-time API
  - guarantees they profit from the achievements
    - they're already reaching for everyday

# Easily make wagers against anyone else in the world while the app tracks your progress

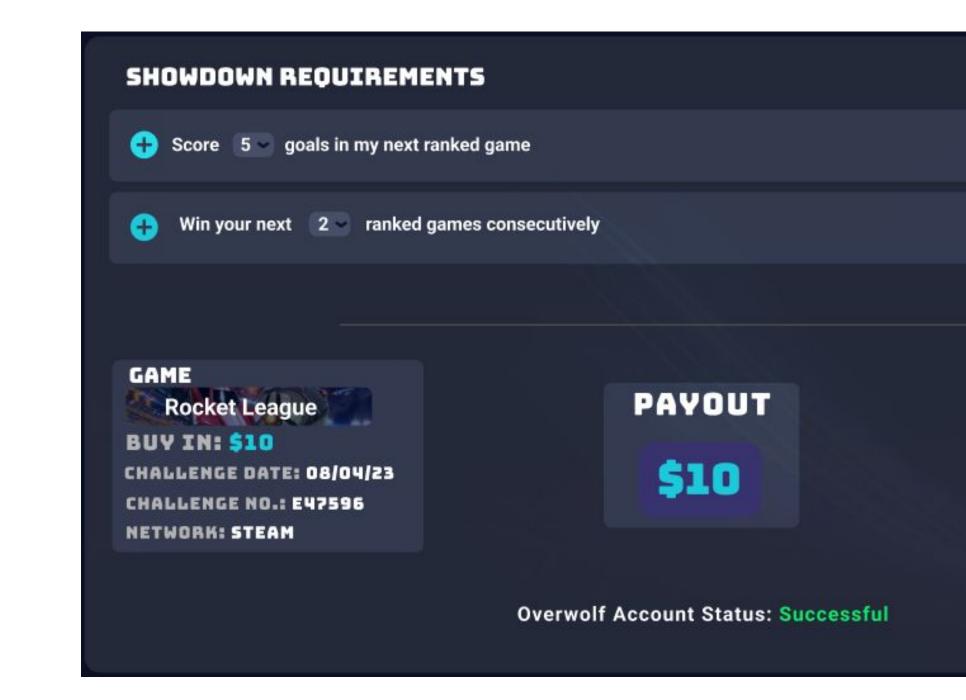


llenge Someone <del>+</del>	Challenge Marketplace	How To Play	FAQs 🔔	4772.60	90	5 0	8
00		T	AL Tester 2				
arge = \$0.00 rge = \$0 ds: \$772.60			NGES WON	CHALLENGES LOST			
		Game of ch	oice				
0 \$50		Rocket Leag	gue				
		Terms					
		1v1: Best of	3 Games				
		Gaming Net	work				
		Steam					
		Require live	e stream Fron	n opponent?			
		Put your twitch	or youtube live link				
		SUE	зміт	SUBMIT TO PUBLIC			

# Accept a challenge from anyone to win the payout, cash-out anytime

#	Username	Twitch/Youtube	Game of Choice	Game Network	Terms	Buy In	Payouts	Accept Challenge	Challenge Date	Challenge No
	milan		Rocket League	Steam	1v1: Best of 3 Games	\$2.00	\$4.00	ACCEPT Challenge	08/07/2023 11:00 PM	D07051F7
	sharad		Rocket League	Steam	1v1: Best of 3 Games	\$1.50	\$3.00	ACCEPT Challenge	08/08/2023 12:49 AM	B01873E9
-	sharad	https://gamewagrs.com/DuelSomeone	Rocket League	Steam	1v1: Best of 3 Games	\$10.00	\$20.00	ACCEPT CHALLENGE	08/08/2023 12:50 AM	43BC3D81

# Users can challenge themselves to beat their personal records, like a traditional parlay







## **Our Team**





## **Andrew Lea**

### CEO

- 10yr Senior Product Manager
- Scaled team of from 5-25+ employees for medical SaaS

## Nico Deguzman

### CMO

- Established, partnered content creator
- started successful media and marketing business



## Kevan Donley COO

- Senior Process engineer at Striker medical
- Oversaw \$5mil capex for medical product launches in N. America

# Raising \$50-200k at \$3m (post money)

- Aiming for \$100K MRR in 18 months
- Hire developer and marketing budget
- Expand capabilities to support more games
- Build and launch mobile application
- Expand website leaderboards and features
- Launch "Personal Parlay" feature





# Thank you!

andrew@gamewagrs.com

