



EMERGE GAMING

INVESTOR PRESENTATION - NOVEMBER 2018

EMERGE GAMING – OVERVIEW

EMERGE GAMING - CUTTING-EDGE ONLINE GAMING PLATFORM – ARCADE X



- **Arcade X** delivers a unique experience for gamers with differing skills, across a multitude of game titles.
- Key advantage is its ability to integrate thousands of casual games allowing gamers to compete & play.
- Launched in June 2018, **Arcade X** has demonstrated strong user metrics:

65,000+
NEW USERS

600,000+
GAMES PLAYED

15+ MINUTES AVG.
ENGAGEMENT TIME

< 3%
BOUNCE RATE

GENERATED OVER
AUD \$100k TO DATE

(GOOGLE AVERAGE WEBSITE STATS
IS 3 MIN 29 SECONDS - SHOWING A
HIGH RETENTION COMPARISON)

SHOWING EXTENSIVE
ENGAGEMENT.

- Integrated and network partnerships with 16 Telcos across 8 Countries internationally.
- Customer reach and a access to over 300M users.

Arcade X is live, building a user base and generating revenue

OUR TECHNOLOGY: CLOUD ZEN AAA STREAMING TECHNOLOGY



BE YOUR OWN STAR

LIVE STREAMING.

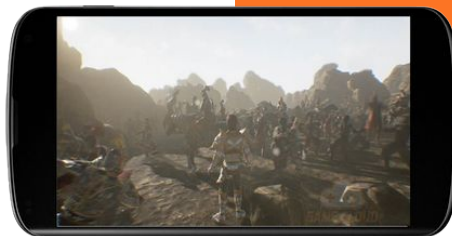
Want to showcase your skills or the desire to be a star? GameCloud allows you to flawlessly stream both your gameplay and face-cam to interact with your audiences.

COMING SOON



Gamers

- Play high quality AAA graphics games anywhere
- No download needed, play immediately anytime
- No need for high end expensive phones
- Does not drain battery or overheat



Social and Casual sector

AAA gaming - adaptive compression

Streaming platform, Gamecloud

EMERGE GAMING MULTIPLE REVENUE CHANNELS

ARCADE X FOCUS ON REVENUE GENERATION

SUBSCRIPTION

Monthly subscription fees payable by registered users online and facilitated by international telcos.

E COMMERCE

The selling of digital inventory (e.g gaming apparel) via the platforms to gamers.



CORPORATE SPONSORSHIP

Bespoke gaming experiences for corporate and enterprise brands driving mass digital customer engagement.

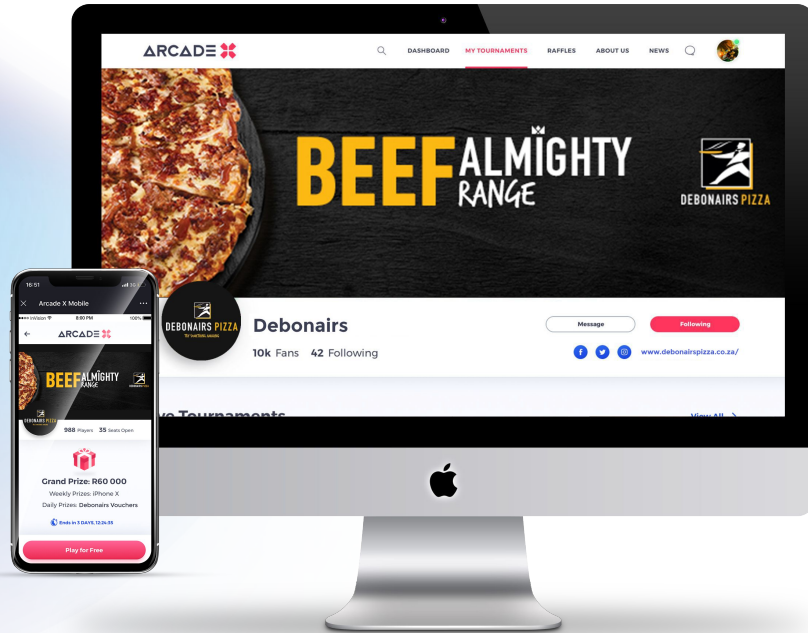
ADVERTISING

Programmatic and native display advertising through a blended cost per impression (CPM) model.

With users engaged for more than 15 minutes per session, advertisers will have access to an unrivalled platform to deliver their branded message

ARCADE X CURRENT ENGAGEMENTS

Debonairs' Pizza & Open View - the first clients to secure a spot on the Arcade X platform.



CORPORATE MODEL - ELEAGUE

Launched a corporate brand model allowing the sponsoring of prizes and paying for digital property.

PAY-TO-PLAY VALUE ADDED SERVICES (VAS) : EPLAY

Currently integrated into over 16 telcos with access to over 300M customers.



Part of Famous Brands
(>AU\$1.3B Mcap)

Leading fast-food company in Africa, delivering 2.9M pizzas per month across 500 restaurants.



Part of the eMedia group
- leading cable TV provider with over 30M viewers.

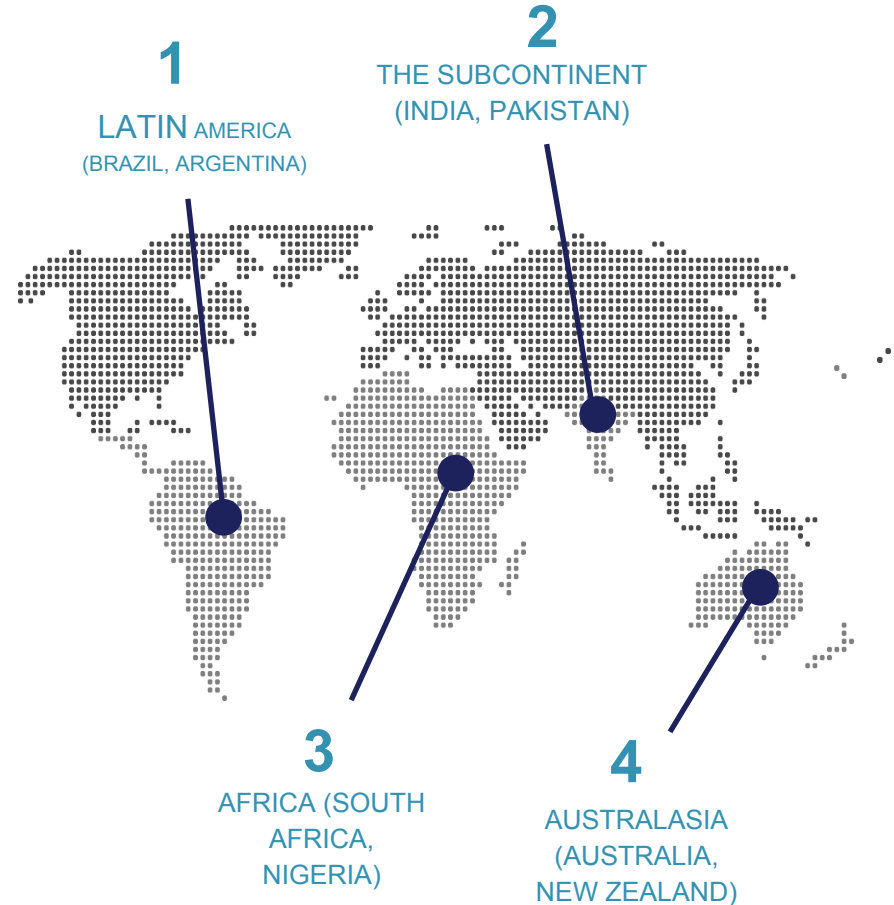
STRATEGIC OUTLOOK: Target Markets

Emerging markets provide the most significant growth opportunity

- Majority of gamers are based in Emerging Markets
- Low competition in terms of gaming platforms
- Increasing internet penetration of population
- Increasing smartphone penetration
- Increasing gaming revenues
- Growing economies

74% of all gamers globally
are situated in Africa, Asia &
Latin America

74%



THE INDUSTRY



ARCADE 

ARCADE X
TARGETS THE 90%
(Traditionally Neglected)

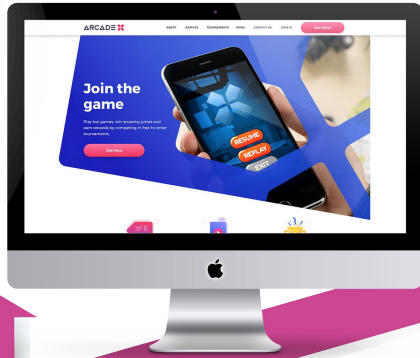
BRANDS COMMITTED TO ESPORTS

"The graphic indicates major brands who have invested in various sectors of the esports market in 2017" (TNL Media)



PRODUCT OVERVIEW

ARCADE 



HTML5 focus Casual
Gaming Arcade x

EMERGE
GAMING




GAME CLOUD



AAA esports
Cloud Zen

OUR UNIQUE IP

AUTOMATED RESULT REPORTING *



INTERNAL ANALYTICS TRACKER

DIRECT PUBLISHER INTEGRATION *



UBIQUITOUS CROSS-PLATFORM ACCESS (DEVICE AGNOSTIC)

LIVE MATCHMAKING



MULTIPLE GAME TITLES ACROSS ALL PLATFORMS

EMERGE GAMING



INVESTMENT SUMMARY

- **Get exposure to eSports & gaming** - the fastest growing entertainment industry in the world, outperforming music and film.
- **Commercially proven** technology - ready for global scale.
- Massive media & advertising potential - **15+ minutes user engagement**.
- Groundbreaking technology secured with **Cloudzen** - aiming to be the netflix of gaming.
- Outstanding newsflow pipeline.
- Access to **16 telcos across 8 Countries and 300M users**.
- Well funded with **AUD \$2.9M** in cash at bank - low monthly cash burn and revenue building.
- Current Market Capitalisation = AUD \$4.7M - EV AUD \$2.2M.

Market Capitalisation posed for growth - undervalued compared to peers

COMPANY SNAPSHOT :

EMERGE GAMING

ASX Code : EM1

ASX Code : EM1O (listed options)



GREG STEVENS
CEO & Executive Director

Co-Founder with 10 years' experience in gaming startups in USA. Former director of world-class esports development agency, working with Ubisoft, Blizzard & Activision.



BERT MONDELLO
Non-Executive Chairman

Experienced company executive across the private and public sectors. Substantial Equity Market and technology knowledge.



PHILIP RE
Non-Executive Director

Experienced Company director, corporate and M & A advisor acting on several ASX listed Boards



FIRDHOSE COOVADIA
Non-Executive Director

Chartered Accountant with over 23 years' experience in investment banking & private equity.



JONATHAN HART
Non-Executive Director

Practising lawyer with a broad range of legal, company director and corporate experience.

Key Statistics

Share price – AUD\$0.008

Market cap \$4.7M

Cash on hand - \$2.9M

Shares on issue – 587,593,577

Options on issue – 223,368,146

Emerge Gaming Limited –
listed 18 April 2018

ASX Code: EM1

EM1: Listed options exercisable
at \$0.02 expiry 18/4/2021



ASHLEY JAMES
COO

Extensive experience in tech startups, digital acquisition as well as data management. BCOM Finance



DEREK HALL
Company Secretary

ASX listed CFO, Chartered Secretary & Fellow of the Financial Services Institute.



LUKA CIGANEK
CTO

Co-Founder and Serial entrepreneur focused on technology driven startups.



LISZT LO
CFO

Certified Practising Accountant with 10 years' experience in various accounting and taxation roles.

DISCLAIMER

This presentation has been prepared by Emerge Gaming Limited referred to as the Company. It contains general information about the Company's activities current as at the date of the presentation. The information is provided in summary form and does not purport to be complete. This presentation is not to be distributed (nor taken to have been distributed) to any persons in any jurisdictions to whom an offer or solicitation to buy shares in the Company would be unlawful. Any recipient of the presentation should observe any such restrictions on the distribution of this presentation and warrants to the Company that the receipt of the presentation is not unlawful. It should not be considered as an offer or invitation to subscribe for or purchase any securities in the Company or as an inducement to make an offer or invitation with respect to those securities. No agreement to subscribe for securities in the Company will be entered into on the basis of this presentation or any information, opinions or conclusions expressed in the course of this presentation. This presentation is not a prospectus, product disclosure document or other offering document under Australian law or under any other law. It has been prepared for information purposes only. This presentation contains general summary information and does not take into account the investment objectives, financial situation and particular needs of any individual investor. It is not financial product advice and investors should obtain their own independent advice from qualified financial advisors having regard to their objectives, financial situation and needs. The Company nor any of their related bodies corporate is licensed to provide financial product advice. This presentation and information, opinions or conclusions expressed in the course of this presentation contains forecasts and forward looking information. Such forecasts, projections and information are not a guarantee of future performance, involve unknown risks and uncertainties. Actual results and developments will almost certainly differ materially from those expressed or implied. You should not act or refrain from acting in reliance on this presentation, or any information, opinions or conclusions expressed in the course of this presentation. This presentation does not purport to be all inclusive or to contain all information which its recipients may require in order to make an informed assessment of the prospects of Emerge Gaming Limited (EM1). You should conduct your own investigation and perform your own analysis in order to satisfy yourself as to the accuracy and completeness of the information, statements and opinions contained in this presentation before making any investment decision. Recipients of this presentation must undertake their own due diligence and make their own assumptions in respect of the information contained in this presentation and should obtain independent professional advice before making any decision based on the information. No representation or warranty, express or implied, is made in relation to the fairness, accuracy or completeness of the information, opinions and conclusions expressed in the course of this presentation. To the maximum extent permitted by law, no representation, warranty or undertaking, express or implied, is made and, to the maximum extent permitted by law, no responsibility or liability is accepted by the Company or any of its officers, employees, agents or consultant or any other person as to the adequacy, accuracy, completeness or reasonableness of the information in this presentation. To the maximum extent permitted by law, no responsibility for any errors or omissions from this presentation whether arising out of negligence or otherwise is accepted. An investment in the shares of the Company is to be considered highly speculative. This presentation and information, opinions or conclusions expressed in the course of this presentation should be read in conjunction with EM1's other periodic and disclosure announcements which will be made available on the Emerge Gaming Limited website and on the Australian Securities Exchange website. On [date], the Company released a replacement prospectus (Prospectus) for the offer of fully paid ordinary shares in the capital of the Company (Shares), a copy of which can be accessed from the Company's website at <http://www.emergegaming.com.au/>. All offers of Shares for the capital raising referred to in this presentation will be made in, or accompanied by, the Prospectus. Investors should consider the Prospectus in deciding whether to acquire Shares and any person who wishes to apply for Shares must complete the application form that is accompanied with the Prospectus.

THANK YOU



EMERGE
GAMING

Contact:

Greg Stevens
CEO

E: greg@emergegaming.com.au

P: +27 724204811

Media Enquiries

Michael Lovesey
MMR Corporate

E: michaell@mmrcorporate.com.au

P: +61 2 9251 7177