



## — Why?



**Easy Access** 



**Export Revenue** 



**Expert-Driven** 



Nomadic Bear Games is the very **first** company who have started to develop the mobile game.

#### 5+ years

More than 5 years experience in the gaming industry and learnt how to make a game.

18 members



100+ Produced over 100 games.



3 hits + 30M downloads

Released 3 hit games in the global market which have around 30 million downloads in worldwide. Most of our downloaded game that has 16M+ downloads.

Our partners;















## The team



## — What we do







# — What we love to make (hyper-casual games)







# What we love to make (casual games)



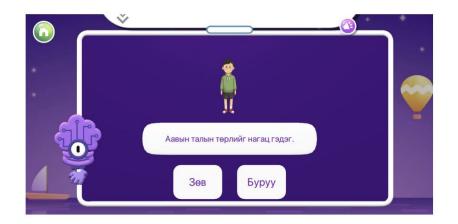






## What we love to make (interactive contents)



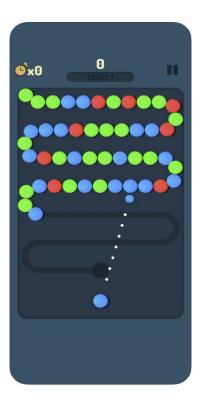






# The global performance

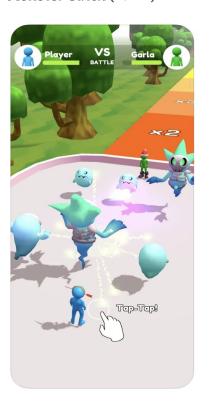
Ball Shoot! (16M+)



**Up9** (3M+)



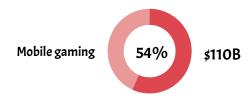
**Monster Catch** (10M+)



# The global

#### **Top 5 countries**

The mobile gaming market is \$110 billion dollars from the global gaming market of \$200 billion dollars.



**107K** publishers

2.6B users

~269 hrs / per user



## Business model



### Outlook

2023

2024

2025

Hit hyper-casual games (Top 100)

Gaming platform

Monetization (self publishing)

Academy

Game Hub

Blockchain gaming

Publisher

Hit mid core games

# — What we are looking for ...

# Investment: \$480k / 20%

#### **Operating cost**

Office, utilities	\$50,000
Wages	\$250,000
Tax, others	\$80,000
UA	\$100,000
Total	\$480,000

#### **Forecast revenue**

Self publishing	\$375,000
Hit games	\$1,180,000
Gaming platform	\$106,000
Academy	\$120,000
Total	<u>\$1,781,000</u>

# Creating Digital Happiness.

## Eco-system

