

The Next Generation of Fantasy Sports

December 2020

### StatementGames Overview



### MarTech + Data Analytics Platform

- Data points can be leveraged for subscriber engagement, cross-sell and upsell opportunities
- Know your fans/ subscribers and use that data to drive higher conversion rates and stronger relevancy

### Free to Play Game w/ Targeting Engine

- Omni channel social gaming/ marketing platform
- Behavioral subscriber targeting + profiling engine
- Sales lead generation + affiliate platform

### **White Label B2B Program**

- Fan engagement tool for leagues/ teams/ and brands
- Standalone or integrated with existing applications
- Delivering user profile/ behavioral/ + segmented analytics
- Integrated with CRM platform



## **US Sports Fans Market**



**220M** 

About 60% of US population identify themselves as fans

**88M** 

Approximately 40% of Americans will not participate in Sports

Gambling



## **Industry Challenges**



- The sports industry continues to aggressively pursue 'Gambling' and 'real money opportunities' that address 'Fan Engagement'
- OVER 40% of US Fans WILL NEVER participate in 'Gambling' services
- A significant part of the market is being ignored, creating opportunity



**Fan Engagement** 

## Product: Patent Awarded by USPTO

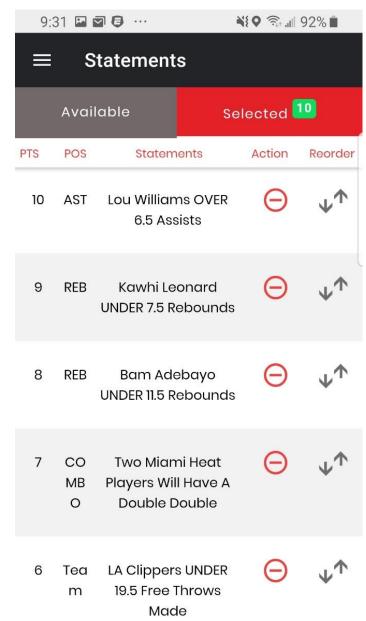


Summer 1		STATEMEN Faking Fantasy Spo	TGAMES.GOM rts To The NEXT Level!	LOBBY	MY ACCOUNT	MY STANDINGS	LEADERBOARD	REWARDS	GET COINS JON	NATHAN -
<b>**</b>	ALL S	PORTS	NFL MLB NBA	NHL	PGA OTH					
	SPORT	CONTEST ID	TOURNAMENT	SPONSOR	ENTRIES	COST	PRIZE POOL	LIVE IN	ACTION	
			SINGLE (PPV)   UFC 251: USMAN VS MASVIDAL   PINNACLE COFFEE - Contest 2 - Sponsored By Pinnacle Coffee Co		10/12	15	162	2 Days	Join Create	
		T2717-C4	SINGLE (ESPORTS)   MIL Vs LAL   LEADERBOARD - Contest 4 - Sponsored By SportsCastr	5	1/8	5	36	07:41:17	Join Create	USIN
	1	T2701-C13	2020 MLB   OVER UNDER WIN TOTALS   CREATE YOUR OWN CONTEST - Contest 13		5/8	5	36	14 Days	Join Create	
	<b>(</b>	T2718-C2	SINGLE (FOX)   WWE SMACKDOWN   LEADERBOARD -		1/8	5	36	2 Day	Join Create	RINKS



### How The Game Is Played

- End user joins a contest
- Players are presented with a list of in-game statements – "sports props"
- Players select 10 statements and rank them in order of confidence. (10 being your most confident pick)
- Points are awarded for correct picks
- The player with the most points from correct picks at the end of a specific sporting event WINS

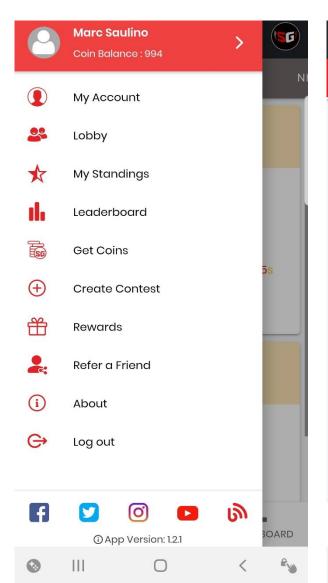


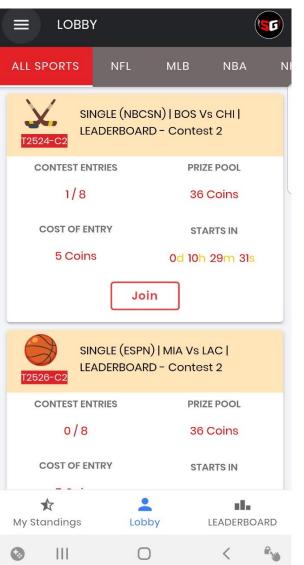
## **Apps**

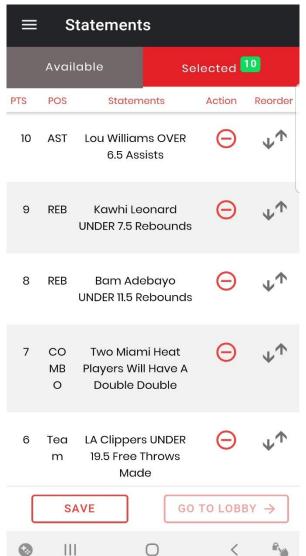


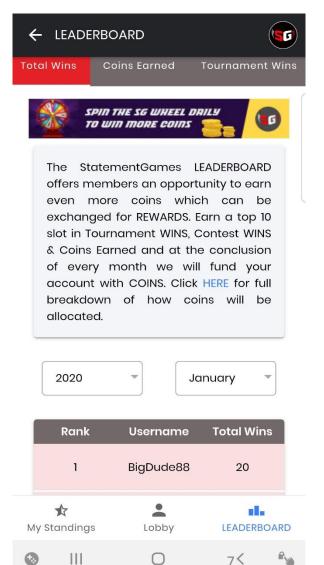












## Core Business Model + Strategy



**Engage Through Casual Gaming** 

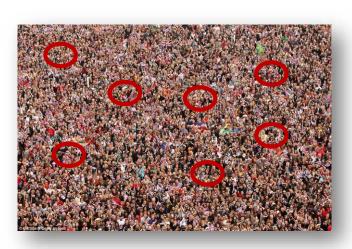
**Capture Data + Analysis** 

**Data Segmentation** 









**Present Relevant Offers** 





**Sales Conversions** 



## **Business Model In Action**







**Real Time Data/ Analytics** 



#### **StatementGames Proprietary Products**







Digital Coins

Reward - Fees

**Premium Subs** 

#### **Advertising & Content Marketing**



#### **Affiliate Sales & Marketing**



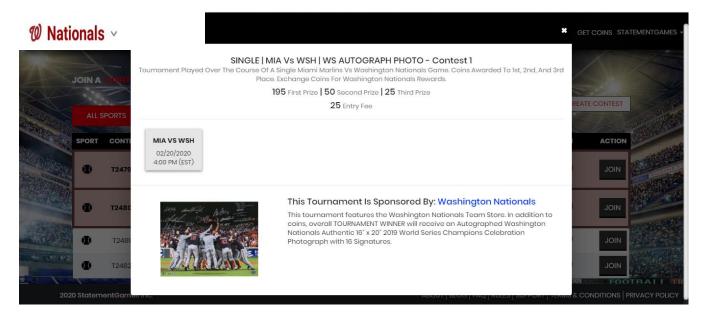


## Business Model: White Label Examples

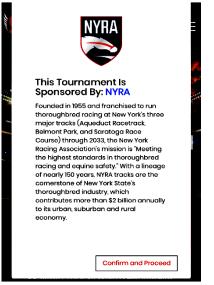


## SG system operating under PARTNER's brand umbrella

- Organizations actively seeking new ways to engage and connect with customers
- Lack of resources and budget to meet market challenges
- Solutions that meet such challenges







## Social & Data Driven Validations



#### **Social**

- StatementGames originated in the Saulino Family
- Thanksgiving tradition since early 90's
- Gaming drove "Black Friday" consumer behaviour.

### **Data**

- 57% of users are receptive to SG offers.
- 90% conversion rate of D2C product introduction
- OVER 65% of consumers who purchase intro product go on to buy secondary products.





### StatementGames Executive Team





Marc Saulino CEO & Founder

- Formerly President of Bango, a publically traded UK company
- Inked multi- year content and data partnerships with EA Sports,
   Amazon, ESPN, and Turner.
- Developed many strategic partnerships in the mobile billing and payments space.
- Led sales teams, owned and managed all channel sales pipelines and partnerships



Jonathan Lin
Co-Founder + Head of Product

- Formerly the Head of Product & Business Development for T-Mobile MVNOs Ultra Mobile & Mint Mobile
- Launched many carrier/ industry first products at Cingular & AT&T like SMS, Mobile Internet, mobile payments, and carrier app store.
- Held several management roles in Application Development, Product Development, and Device Strategy at Cingular, AT&T, and AT&T Uverse/ DirecTV

#### **Founders**

- Over 40 years of combined experience
- Launched large portfolios of next gen digital products
- Successfully delivered many industry first products































## Strategic Partners

# 55

### **Development & Technology**





### **Data & Analytics**









### **Business Development**



### **Digital Marketing**









## **Key Traction Points & Milestones**





May 2018

Secured 1st 1,000 subscribers and grew this base by 1,400% in 2020

August 2020
Patent Awarded
System & Processes
USPTO No.
10,748,374

## Competition



Services & Offerings	<b>5</b> 5	ORAFT KINGS	FANDUEL	William HILL SPORTS BOOK	POINTSBET		YAHOO! SPORTS FANTASY	FANTASY	©CBSSPORTS.com FANTASY
Gambling/ Premium DFS	X	<b>Ø</b>	<b>Ø</b>	<b>Ø</b>	<b>Ø</b>	<b>Ø</b>	<b>Ø</b>	<b>Ø</b>	X
Free2Play	<b>Ø</b>	<b>Ø</b>	<b>Ø</b>	X	X	X	<b>Ø</b>	<b>(</b>	<b>Ø</b>
Content (Free)	<b>Ø</b>	<b>Ø</b>	<b>Ø</b>	<b>Ø</b>	X	<b>Ø</b>	<b>Ø</b>	<b>Ø</b>	<b>Ø</b>
Casino Gaming	<b>Ø</b>	X	X	X	X	X	X	X	X
Premium Content Services	<b>Ø</b>	X	X	X	X	X	<b>Ø</b>	<b>(</b>	<b>Ø</b>
Affiliate Sales	<b>Ø</b>	X	X	X	X	X	X	X	X
Sponsorships	<b>Ø</b>	X	X	X	X	<b>Ø</b>	<b>Ø</b>	<b>Ø</b>	<b>Ø</b>
Affiliate Marketing	<b>S</b>	X	X	X	X	X	X	X	X
White Label	<b>Ø</b>	X	X	X	X	X	X	X	<b>Ø</b>



## Seed Capital Opportunities

### **Capital Raise**

Seeking \$2M - \$2.5M seed capital to drive the following areas:

- Product development & roadmap acceleration
- Subscriber growth & user acquisition
- Team expansion
- Projected 18 24 month run rate
- Note: Follow on investors identified, looking for lead investor

### **Top Milestones w/ Seed Capital**

- Ad network integration
- Subscription services and content syndication
- Geofencing for hyper targeting & digital commerce
- Gaming Automation / Real-Time Scoring
- Subscriber Growth (Targeting 100K 250K in 12 months)





# 5 Thank You

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Co-Founder | Product & Strategy

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## SG Financial Summary



### StatementGames Subscriber & High Level Revenue Model

Subscribers & CPA	Q1	Q2	Q3	Q4	Year 1	Q1 & Q2	Q3 & Q4	Year 2	Year 3	Year 4	Year 5
Net Subscribers (Existing Base ~10K)	15,000	25,000	50,000	75,000	75,000	125,000	250,000	250,000	500,000	1,500,000	4,500,000
Avg Referral Penetration	3.00%	3.00%	3.00%	3.00%	NA	4.50%	4.50%	NA	6.00%	6.00%	6.00%
CPA - Referrals (250/ 500/ 750/ 1000 Coins)	\$1,125	\$1,875	\$3,750	\$5,625	\$12,375	\$28,125	\$56,250	\$84,375	\$225,000	\$900,000	\$2,700,000
CPA (Cost Per Acquisition)	\$8.00	\$8.00	\$8.00	\$8.00	NA	\$10.00	\$10.00	NA	\$13.00	\$15.00	\$15.00
Overall CPA (Cost Per Acquisition)	\$31,040	\$93,120	\$155,200	\$155,200	\$434,560	\$334,250	\$835,625	\$1,169,875	\$1,833,000	\$8,460,000	\$25,380,000

Revenue (\$)	Q1	Q2	Q3	Q4	Year 1	Q1 & Q2	Q3 & Q4	Year 2	Year 3	Year 4	Year 5
Ad eCPM Revenue	\$9,000	\$15,000	\$30,000	\$45,000	\$99,000	\$225,000	\$450,000	\$675,000	\$2,100,000	\$8,100,000	\$27,000,000
Purchase Sales Transactions	\$557	\$928	\$4,351	\$15,295	\$21,131	\$102,897	\$353,812	\$456,710	\$2,206,728	\$9,123,440	\$37,719,724
Subscription Revenue	\$3,146	\$5,243	\$12,058	\$77,010	\$97,456	\$313,943	\$756,746	\$1,070,689	\$3,351,722	\$11,156,112	\$37,205,506
Affiliate Sales Revenue	\$5,625	\$9,375	\$18,750	\$28,125	\$61,875	\$46,875	\$150,000	\$196,875	\$468,750	\$2,460,938	\$13,183,594
Brand Merchandise Revenue	\$1,350	\$2,250	\$4,500	\$6,750	\$14,850	\$28,125	\$70,313	\$98,438	\$281,250	\$1,455,469	\$7,113,604
Sponsorship Revenue	\$12,000	\$96,000	\$190,440	\$335,809	\$634,249	\$1,110,269	\$1,224,072	\$2,334,341	\$3,373,848	\$6,943,379	\$10,935,822
White Label Revenue (Licensing)	\$0	\$17,830	\$37,063	\$48,867	\$103,760	\$393,664	\$830,641	\$1,224,305	\$9,315,031	\$24,021,145	\$48,118,076
Total Revenue	\$31,677	\$146,626	\$297,161	\$556,857	\$1,032,320	\$2,220,773	\$3,835,584	\$6,056,357	\$21,097,328	\$63,260,483	\$181,276,325
Total CPA (Cost of Acquisition)					\$434,560			\$1,169,875	\$1,833,000	\$8,460,000	\$25,380,000
Total Operating Expenses					\$1,168,500			\$3,847,460	\$9,102,786	\$18,328,621	\$32,149,187
Operating Income (Loss)					(\$570,740)			\$1,039,022	\$10,161,542	\$36,471,862	\$123,747,138

			Year 1			Year 2			Year 3	Year 4	Year 5
Revenue Share (%)					Year 1 Avg			Year 2 Avg			
Ad eCPM Revenue	28.41%	10.23%	10.10%	8.08%	14.20%	10.13%	11.73%	10.93%	9.95%	12.80%	14.89%
Transactions (Redemption/ One Off Purchases)	1.76%	0.63%	1.46%	2.75%	1.65%	4.63%	9.22%	6.93%	10.46%	14.42%	20.81%
Subscription Revenue	9.93%	3.58%	4.06%	13.83%	7.85%	14.14%	19.73%	16.93%	15.89%	17.64%	20.52%
Affiliate Sales Revenue	17.76%	6.39%	6.31%	5.05%	8.88%	2.11%	3.91%	3.01%	2.22%	3.89%	7.27%
Brand Merchandise (User Engagement)	4.26%	1.53%	1.51%	1.21%	2.13%	1.27%	1.83%	1.55%	1.33%	2.30%	3.92%
Sponsorships Revenue	37.88%	65.47%	64.09%	60.30%	56.94%	49.99%	31.91%	40.95%	15.99%	10.98%	6.03%
White Label Revenue (Licensing)	0.00%	12.16%	12.47%	8.78%	8.35%	17.73%	21.66%	19.69%	44.15%	37.97%	26.54%
Total Revenue	\$31,677	\$146,626	\$297,161	\$556,857	\$1,032,320	\$2,220,773	\$3,835,584	\$6,056,357	\$21,097,328	\$63,260,483	\$181,276,325
							5.0	87	3.48	3.00	2.87