



GAMEWAGERS

A platform to facilitate **real-time, API-backed** wagers between gamers and **parlay style wagers** in today's most popular games.

Most gamers spend hours perfecting their skills,
GAMEWAGRS allows them to start cashing in on
those skills through our real-time, API-validated
achievements

Just as DraftKings disrupted the way fans engage with sports, **GAMEWAGRS** is pioneering a new era of gamer engagement through real-time, verifiable skill monetization

Users can challenge themselves to beat their personal records, similar to a parlay... but on *their own performance*

SHOWDOWN REQUIREMENTS

+

Score

5

goals in my next ranked game

✓

✓

✓

✓

✓

+

Win your next


2

ranked games consecutively

✓

✓

GAME

Rocket League

BUY IN: \$10

CHALLENGE DATE: 08/04/23

CHALLENGE NO.: E47596

NETWORK: STEAM

PAYOUT

\$10

Collect

Overwolf Account Status: Successful

Ex. The user commits to scoring 5 goals in their next game for the chance to win (or lose) \$5

Easily make 1v1 wagers while the app tracks your progress in the background

The screenshot displays the GAMEWAGRS app interface. At the top, the navigation bar includes the logo, 'Challenge Someone', 'Challenge Marketplace', 'How To Play', 'FAQs', a notification bell, a user profile icon, a balance of '\$772.60', and social media links. The main content area is split into two panels. The left panel shows a balance of '\$0.00' with a breakdown: '+ Service Charge = \$0.00', 'Total charge = \$0', and 'Available Funds: \$772.60'. Below this are three buttons for wager amounts: '\$10', '\$20', and '\$50'. The right panel shows a challenge form for user 'AL Tester 2'. It displays 'CHALLENGES WON' as 2 and 'CHALLENGES LOST' as 2. The form includes dropdown menus for 'Game of choice' (Rocket League), 'Terms' (1v1: Best of 3 Games), and 'Gaming Network' (Steam). There is a checkbox for 'Require live stream from opponent?' and a text input field for a live link. At the bottom are 'SUBMIT' and 'SUBMIT TO PUBLIC' buttons.

GAMEWAGRS Challenge Someone Challenge Marketplace How To Play FAQs \$772.60

\$0.00

+ Service Charge = \$0.00
Total charge = \$0
Available Funds: \$772.60

\$10 \$20 \$50

AL Tester 2

CHALLENGES WON **CHALLENGES LOST**

2 **2**

Game of choice
Rocket League

Terms
1v1: Best of 3 Games



Gaming Network
Steam

Require live stream from opponent? ☐

Put your twitch or youtube live link

SUBMIT **SUBMIT TO PUBLIC**

Accept a challenge from anyone in a **1v1** game, 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

Existing solutions are missing the mark

Apps like 1v1.me and Playerslounge.co are losing millions in profit due to low user retention. Their pitfalls -

- Require users to livestream their games ultimately 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

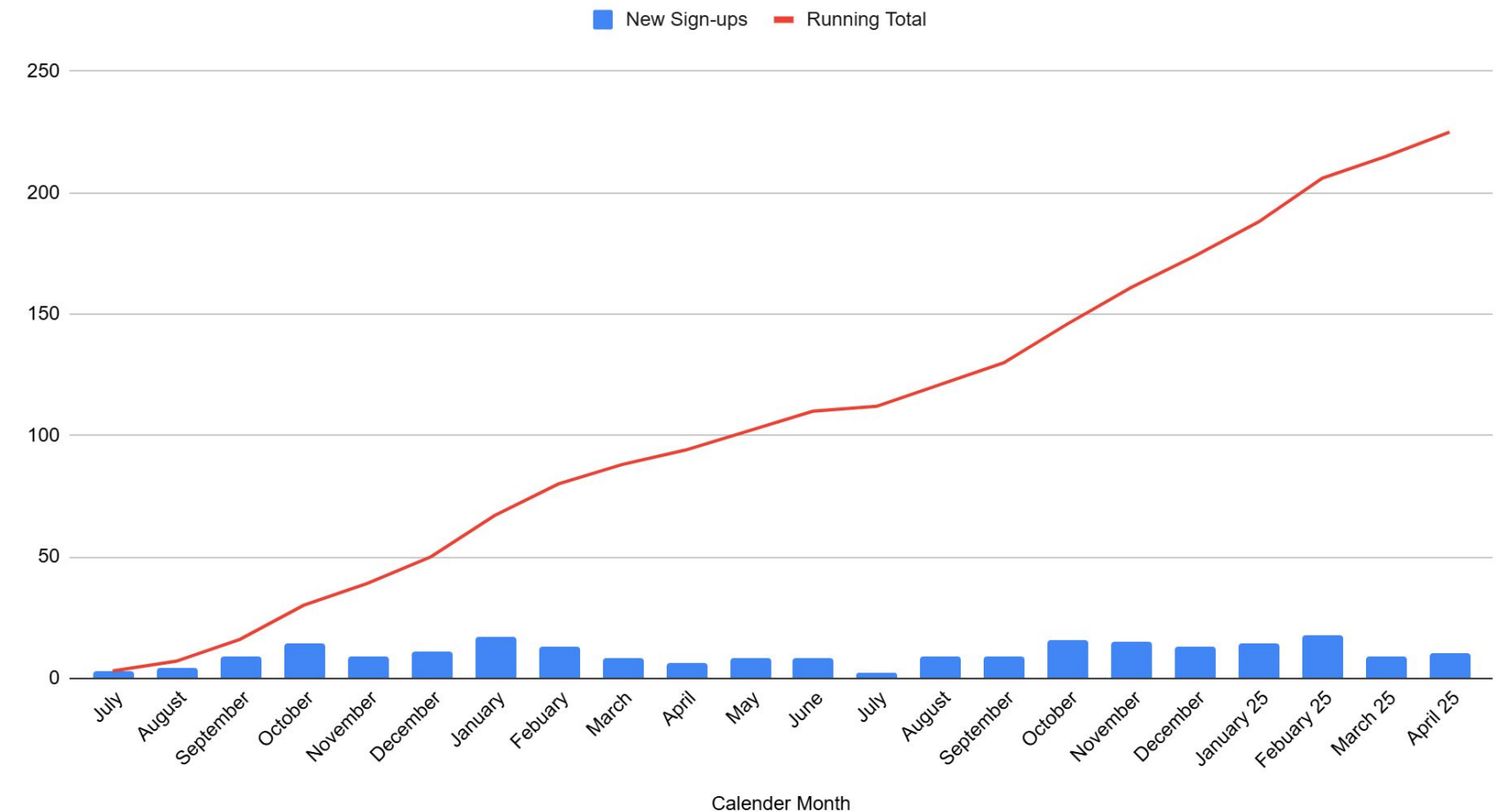
The Problems We Solve

- Gamers can easily and securely profit from their daily gaming activities
- **Putting money on the line** adds a new element to the gaming industry
- Our Validator App captures in-game stats to verify payouts automatically
- No livestream required by users
- Built around consumer feedback and best interests
- Real-time, 24/7 tournaments that users can profit from on the same-day

Growth Stats

- Launched in July 2023 after successful public beta
- 226 users
 - All verified, REAL users
 - 100% organic growth
 - **Minimal ad spend**
- 45+ challenges completed between public users, streaming to **1800+ followers**

New Sign-ups and Running Total



\$12B+ Total Addressable Market

and growing....

- \$12B in the 2020 Global eSports betting market is projected to reach \$20.5B by 2027 at an Annual Growth Rate of **13.1%**
- 6 companies hold 90% of valuation and accounts for eSports betting

We'll reach \$6.4M MMR if we capture just 0.5% of the current market

Sustainability

Monthly Expenses:

- **Average Monthly Burn Rate:** \$250-500
 - AWS Servers
 - MongoDB fees
- **Coverage:** Fully covered by 5 founders

Funding and Sustainability:

- **Founders' Contribution:** Ongoing expenses funded by founders' **professional incomes**
- **Ad Spend:** Minimal ad spend (\$25), demonstrating efficient growth

Current Financial Status:

- **Burn Rate:** Minimal due to low monthly expenses
- **Runway:** Indefinite at current expense level, sustained by founders

Our Team



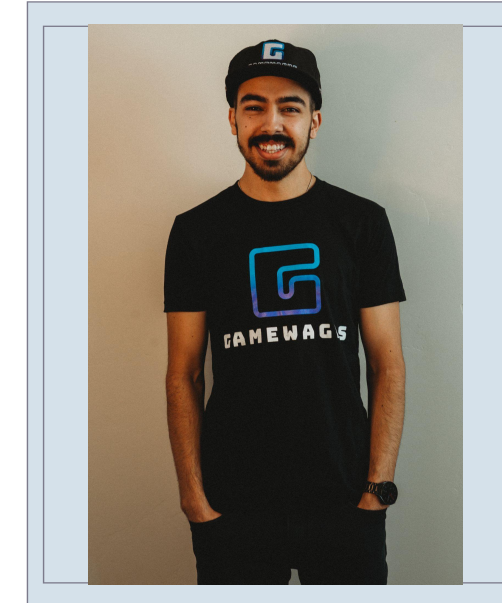
Andrew Lea
CEO

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



Kevan Donley
COO

Senior Process engineer at
Striker medical
Oversaw \$5mil capex for
medical product launches



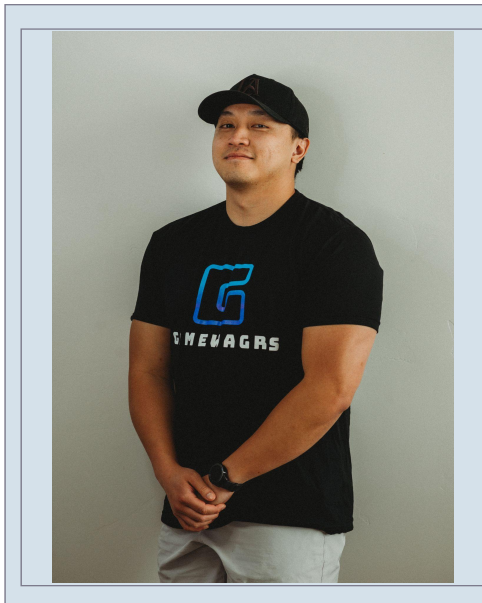
Alejo Pechetto
CTO

Experienced Mobile app
and game developer
Self published 2 mobile
apps and VR game



Nico Deguzman
CMO

Established, partnered
content creator
started successful media and
marketing business



Andrew Ho
Developer

5 year lead software dev and
team lead
Created and managed APIs
and software optimizations

Raising 500-800k at \$2m (post money)

- Targeting \$100K MRR in 18 months
- Capital Disbursement Plan -
 - Developer costs
 - Expand capabilities to support more popular games across PC, Xbox, and PlayStation
 - Expand webapp leaderboards, features and improvements
 - Launch “Personal Parlay” feature for today’s most popular games
 - Marketing ad-spend
 - User Generated Content
 - Rocket League team/individual sponsorships
 - Convention and conference attendance
 - Targeted paid ads/podcasts



Thank you!

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