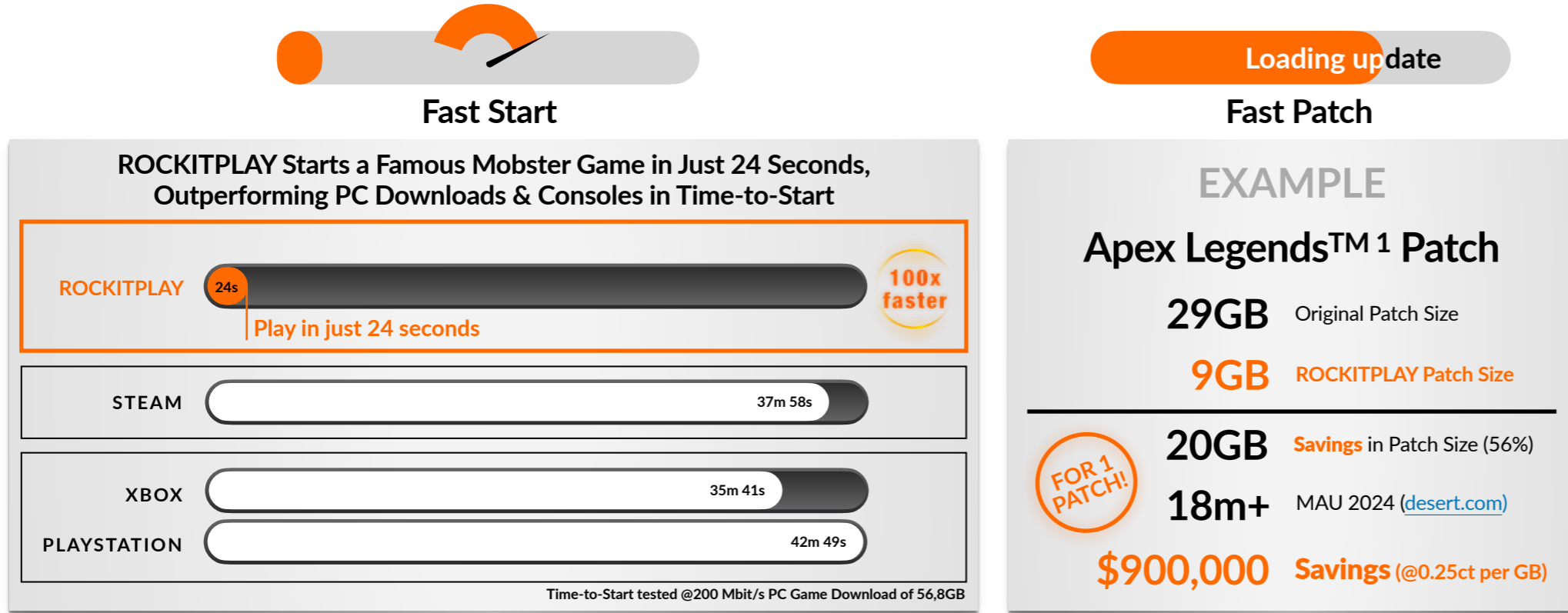


# Instant Play with ROCKITPLAY®

## Bring Instant Access to Your Game Store & Save Big on Patches

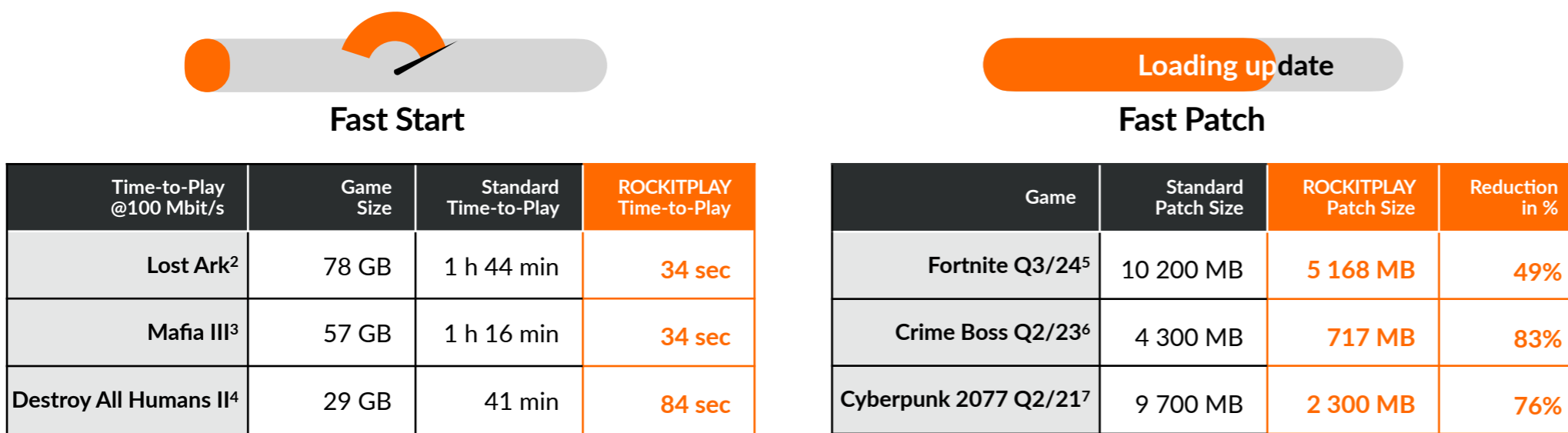
Our patented solution eliminates frustrating waiting times before playing. ROCKITPLAY provides instant access to downloadable games, reduces patch sizes & delivery costs by up to 50%, and our smart download manager saves up to 80% of bandwidth costs. **Play more - wait less!**



### SOLUTION

ROCKITPLAY transforms multi-hour downloads into click-to-play experiences.

- ✓ Patented solution that runs on any public or private cloud
- ✓ Fully automated to convert entire game libraries
- ✓ No game code changes or developer support required



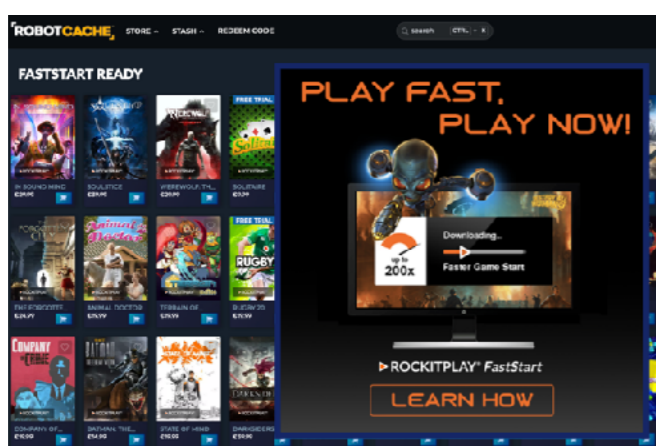
### VALUE

<b>Fast Start</b>	<b>HIGHER ROI</b>	<b>Competitive Advantage</b> FastStart increases user satisfaction and loyalty that ultimately will boost revenues
<b>Fast Start</b>	<b>MORE REVENUES +20%</b>	<b>More Revenues</b> FastStart eliminates download dropouts, which increases conversion, revenues & # of subscribers
<b>Fast Patch</b>	<b>COST SAVINGS -50%</b>	<b>Cost Savings</b> The smart block patcher creates up to 50% smaller patches, saving up to 50% on transportation costs
<b>Staged Download</b>	<b>COST SAVINGS -80%</b>	<b>Cost Savings</b> Delivers games in stages instead of dumping the full download, saving up to 80% of bandwidth costs

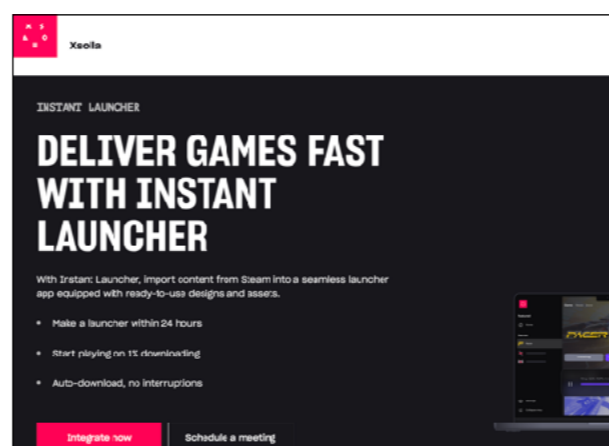
### BUSINESS MODEL

- Our solution supports tight integration, self hosted or fully managed service options
- We offer flexible pricing plans tailored to your business

Experience FastStart live on [robotcache.com](https://robotcache.com)



Available in partnership with [Xsolla.com](https://xsolla.com)



The FastStart Experts

- Up to 200x faster game start**
- Up to 50% lower patching costs**
- Up to 80% lower bandwidth costs**

### PROVEN TECHNOLOGY

#### Machine Learning

ROCKITPLAY learns from analyzing gameplay loading profiles to re-sequence a data stream.

#### Automated Behavior Profiling

Highly automated behavior profiling algorithms ensure rapid creation of stable, compact game runtimes.

#### Intelligent Prefetch Technology

Algorithms developed from high performance computing for optimized data sequencing.

### IP

Patented Technology  
Microsoft Certified Drivers

### CONTACT INFORMATION

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# DACSLABS | FastStart Market Assessment

Game & Industry Expert Feedback on Value & Potential of an Instant Play Technology

## STUDY OBJECTIVE

DACSLABS commissioned goetzpartners to assess FastStart application value proposition

- In Q1 2022 goetzpartners interviewed about one dozen experts from the gaming industry
- INNOFACT surveyed more than 2,000 gamers from 10 countries around the globe

**Consumer Consensus:** Summary of consumer survey conducted with over 2,000 gamers from the 10 most important countries by gaming revenues

## CONSUMER FEEDBACK

### Observation / Trend

### Consensus Regarding FastStart

Friction to Play Pre-Purchase	68% report not to have purchased a game due to long download times (lost revenues)
Time to Play Critical for F2P	72% report to skip trying out a game for good due to download time (lost revenue potential)
Purchase Preference I	83% confirm that FastStart would positively influence their purchase/download decision
Purchase Preference II	84% confirm to be willing to switch game stores for the same games offered with FastStart
Purchase Preference III	More than 60% are willing to pay extra for a "FastStart feature"
"FastStart feature" Value	21% of gamers are willing to pay a premium of 8-10% on top of game purchase price
Friction to Play Post-Purchase	Users frustrated by patch sizes and vocal with their frustration on social media
Purchase Priorities	Globally, quick access to games voted as #5 attribute (12%) for driving purchase decision
Low Bandwidth Regions	Accessibility to games was the #1 (26%) game attribute in low bandwidth regions

**Expert Consensus:** Summary of expert interviews conducted with 11 industry executives from global players in video gaming

## EXPERT FEEDBACK

### Observation / Trend

### Consensus Regarding FastStart

Game Store Competition	FastStart helps game stores differentiate, modernize aging infrastructure and compete
Steam (In-) Dependency	FastStart can bring the magnitude of value necessary to switch users from Steam
Game Subscription Services	Subscription models are a strategic priority of large game publishers to stabilize top-line
Instant Play for Games	FastStart will become a market standard if it is adopted by even only one industry player
Game Content Increasing	Long downloads and patch sizes need a solution like FastStart
Conversion To Paying Users	If FastStart can increase conversion and lower dropout, it's a "no-brainer"
Customer Loyalty & Retention	Providing FastStart for free attracts new customers and binds them to our ecosystem
Cloud Gaming	FastStart avoids infrastructure pain of cloud gaming while enabling subscriptions
Customer Value Perception	"We definitely see a customer willing to pay for a fast start feature"