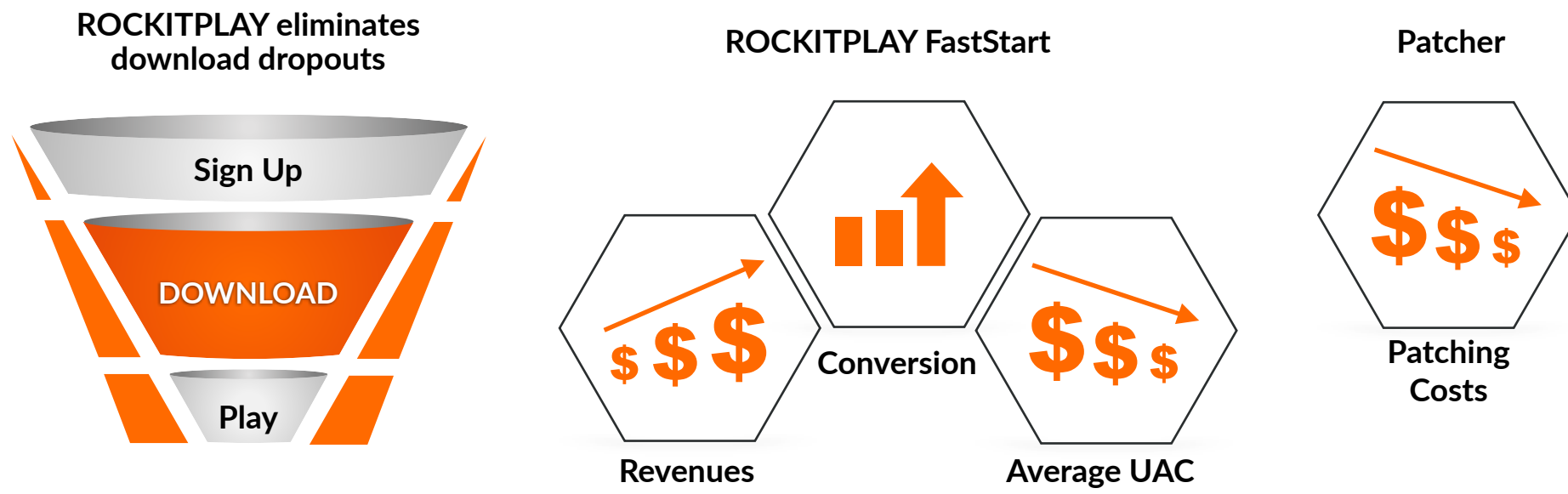


Maximizing F2P Monetization

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

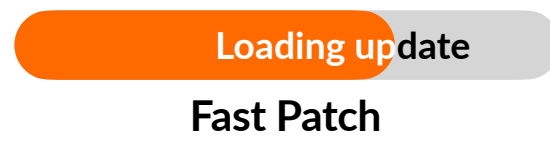
ROCKITPLAY FastStart eliminates user dropouts during download by reducing the time from ad click to game start from hours to seconds. Fast Patch cuts delivery costs by up to 50%. Staged download saves up to 80% costs by delivering the full download only to active gamers. **Play more - wait less!**



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



Time-to-Play @100 Mbit/s	Game Size	Standard Time-to-Play	ROCKITPLAY Time-to-Play
Lost Ark ¹	78 GB	1 h 44 min	34 sec
Mafia III ²	54 GB	1 h 12 min	31 sec
Destroy All Humans II ³	37 GB	49 min	32 sec

Game	Standard Patch Size	ROCKITPLAY Patch Size	Reduction in %
Fortnite Q3/24 ⁴	10 200 MB	5 168 MB	49%
Crime Boss Q2/23 ⁵	4 300 MB	717 MB	83%
Cyberpunk 2077 Q2/21 ⁶	9 700 MB	2 300 MB	76%

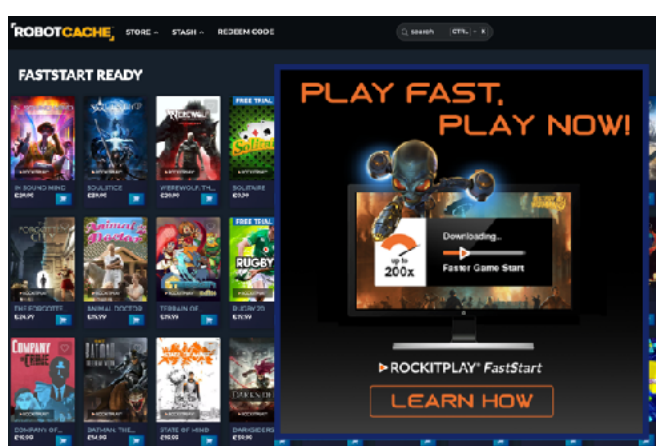
VALUE

	HIGHER ROI	Competitive Advantage FastStart increases user satisfaction and loyalty that ultimately will boost revenues
	MORE REVENUES +20%	More Revenues FastStart eliminates download dropouts, which increases conversion, revenues & # of subscribers
	COST SAVINGS -50%	Cost Savings The smart block patcher creates up to 50% smaller patches, saving up to 50% on transportation costs
	COST SAVINGS -80%	F2P Cost Savings Delivers games in stages instead of dumping the full download, saving up to 80% of bandwidth costs

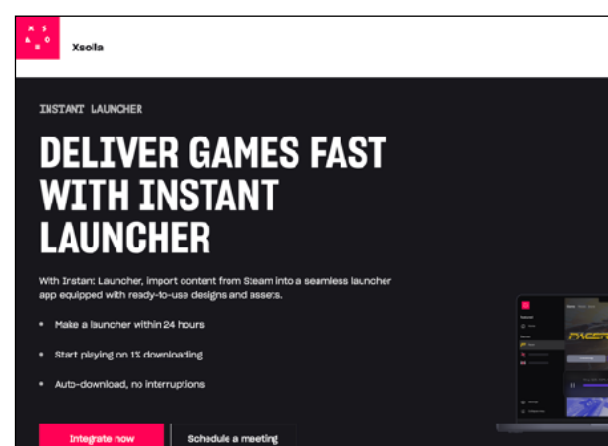
BUSINESS MODEL

- No setup fees or upfront costs
- Flexible pricing plans tailored to your business are available

Experience FastStart live on robotcache.com



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



The FastStart Experts



Up to **200 x** 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

DACS Laboratories GmbH
rockitplay.com
dacslabs.com

Frank Schwarz, CEO
f.schwarz@dacslabs.com
+49 175 579 0350
+1 650 713 9060

1 © 2021-2024 Smilegate RPG, Inc. all rights reserved. Lost Ark and the Lost Ark logo are trademarks of Smilegate RPG. 2 © 2016 TAKE-TWO INTERACTIVE SOFTWARE, INC. DEVELOPED BY HANGAR 13. MAFIA, TAKE-TWO INTERACTIVE SOFTWARE, 2K, HANGAR 13, AND THEIR RESPECTIVE LOGOS ARE ALL TRADEMARKS AND/OR REGISTERED TRADEMARKS OF TAKE-TWO INTERACTIVE SOFTWARE, INC. THE RATINGS ICON IS A TRADEMARK OF THE ENTERTAINMENT SOFTWARE ASSOCIATION. 3 © 2022 THQ Nordic AB, Sweden. Published by THQ Nordic GmbH, Austria. Developed by Black Forest Games GmbH. All other trademarks, logos and copyrights are property of their respective owners. All rights reserved. 4 © 2024, Epic Games, Inc. Epic, Epic Games, the Epic Games logo, Fortnite, the Fortnite logo, Unreal, Unreal Engine 4 and UE4 are trademarks or registered trademarks of Epic Games, Inc. in the United States of America and elsewhere. All rights reserved. 5 © INGAME STUDIOS, Crime Boss: Rockay City Copyright © INGAME STUDIOS a.s. All Rights Reserved. 6 © 2024 CD PROJEKT S.A. All rights reserved. CD PROJEKT, the CD PROJEKT logo, Cyberpunk, Cyberpunk 2077 and the Cyberpunk 2077 logo are trademarks and/or registered trademarks of CD PROJEKT S.A. in the United States and/or elsewhere.