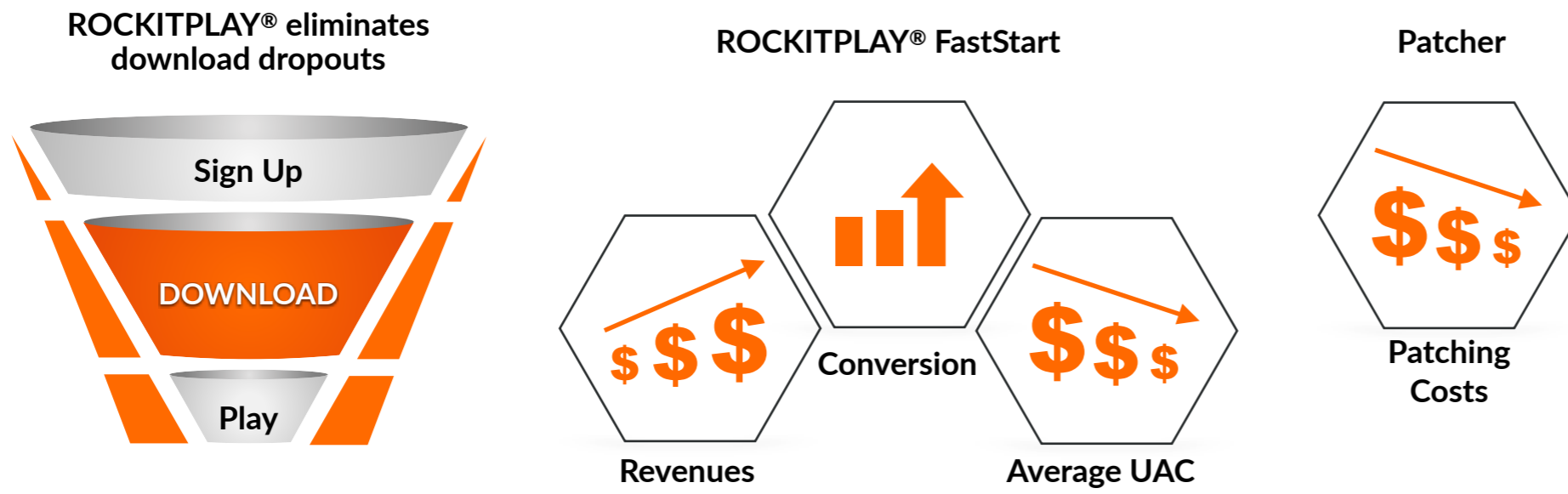


Maximizing F2P Monetization

Instant-like Game Start Boosts User Acquisition & Revenues

ROCKITPLAY® FastStart eliminates user dropouts during download, boosting conversion and revenues and lowering user acquisition costs. FastStart reduces the time from ad click to game start from hours to seconds. Fast Patch cuts patching costs by up to 50% saving bandwidth and frustrating waiting time. Play more - wait less.



OUR SOLUTION

ROCKITPLAY® transforms multi-hour downloads into click-to-play experiences starting gameplay with as little as 1% downloaded. While playing, the full download continues in the background.

- ✓ Runs on any public or private cloud
- ✓ Just like an additional service layer (your FastStart Converter)
- ✓ No source code changes or developers support required

Time-to-Play @100Mbit/s	Game Size	Standard Time-to-Play	ROCKITPLAY Time-to-Play
Cyberpunk 2077 ¹	64 GB	1 h 29 min	5 min
Mafia III ²	57 GB	1 h 19 min	2 min
The Witcher III ³	29 GB	41 min	84 sec

Patch Size	Standard Patch Size	ROCKITPLAY Patch Size	Reduction in %
TERA ⁴	63 390 MB	40 470 MB	36%
Cyberpunk 2077 ¹	9 700 MB	2 300 MB	76%
Baldur's Gate ⁵	209 MB	75 MB	64%

VALUE PROPOSITION

Value per 1,000,000 installs / users for 1 game

	\$360,000¹	MORE REVENUES	+20%	FastStart eliminates download dropouts increasing active user base & revenues
	\$165,000²	COST SAVING	-60%	Deliver the full download only to active users, everyone else gets just enough to test
	\$225,000²	COST SAVING	-50%	The smart block patcher creates up to 50% smaller patches and 50% average cost savings
\$750,000		VALUE per 1m installs/users		(detailed assumptions & calculations on next page)

¹ Calculated @ \$3 ARPU
² calculated at 1ct per GB

TESTING & LAUNCH IN 3 EASY STEPS

Within 48 hours we are able to stand up a FastStart Service for your evaluation!



- Evaluating all ROCKITPLAY® services is fast and simple with **no integration required**
- Includes a demo launcher so you can be up and running global tests in days
- Quickly convert your complete library into FastStart games or go title-by-title at your own pace
- Moving from evaluation to launch: Just integrate the ROCKITPLAY® RTE into your launcher

BUSINESS MODEL

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



The FastStart Experts



Up to **200 x** faster game start



Up to **50 %** lower patching costs



Just **48 h** to get your test setup

MAJOR TECHNOLOGY

ROCKITPLAY® FastStart

Employing 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
DACSLABS focuses on developing innovative highly scalable application deployment technologies
dacslabs.com

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