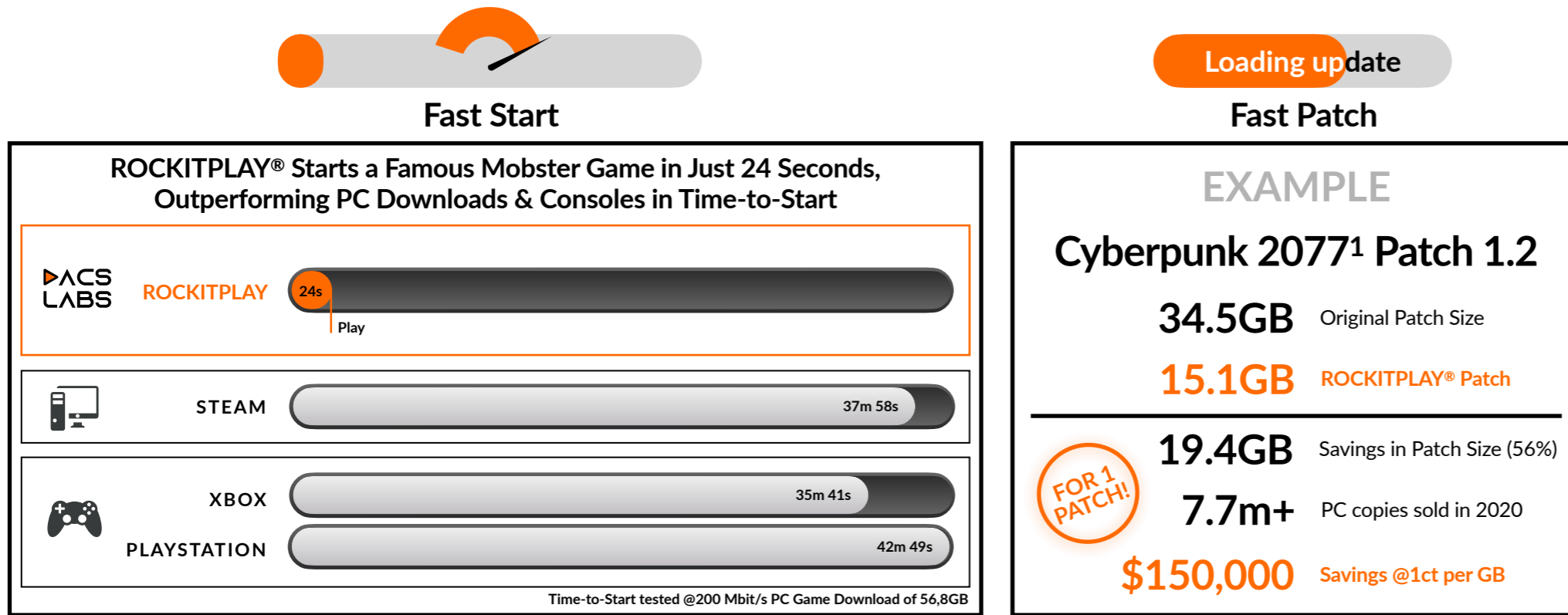


From Good to Great with ROCKITPLAY®

Bring Netflix-like Access to Your Store & Save Big on Patches

The solution eliminates friction to play by providing instant-like access to downloadable content and reducing patches. Fast Patch cuts patching costs by up to 50% saving bandwidth and frustrating waiting time. ROCKITPLAY® can be applied to an existing library or title-by-title. 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

	HIGHER ROI	COMPETITIVE ADVANTAGE	FastStart increases user satisfaction, loyalty that ultimately will boost revenues
	GAMES AS A SERVICE	MORE REVENUES	FastStart enhances game subscription services, increasing # of subscribers & revenues
	50+% LESS	COST SAVINGS	The smart block patcher creates up to 50% smaller patches and 50% average cost savings
	60+% LESS	F2P COST SAVINGS	Deliver the full download only to active users, everyone else gets just enough to test

TESTING & LAUNCH IN 3 EASY STEPS

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

3

Experience a FastStart Game

2

Test YOUR FastStart Service

1

LAUNCH



Lift-off

- 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 **200x** faster game start



Up to **50%** lower patching costs



Just **48h** 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

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