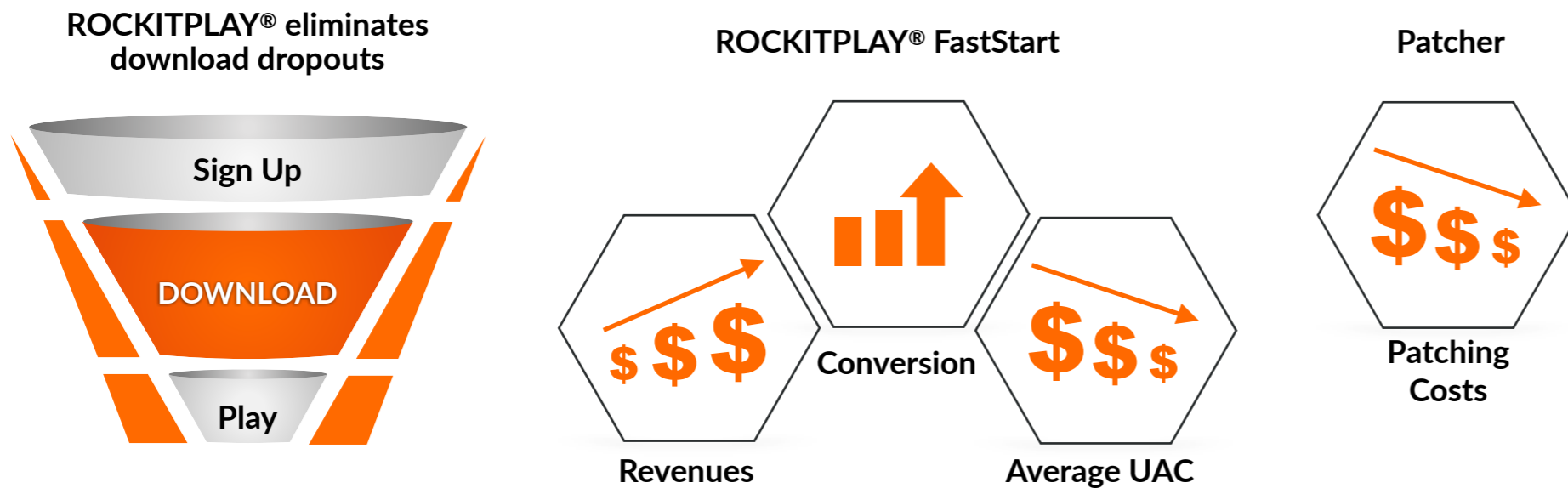


Maximizing F2P Monetization

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 60% 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.

- ✓ 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

Value per 1,000,000 installs / gamers 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/gamers	(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

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

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 CD PROJEKT®, Cyberpunk®, Cyberpunk 2077® are registered trademarks of CD PROJEKT S.A. © 2021 CD PROJEKT S.A. All rights reserved. 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 CD PROJEKT®, The Witcher® are registered trademarks of CD PROJEKT Capital Group. The Witcher game © CD PROJEKT S.A. Developed by CD PROJEKT S.A. ⁴ TERA™ and "TERA: The Exiled Realm of Arborea" are trademarks of Bluehole, Inc. ©2011 Bluehole Studio, Inc., ©2011 KRAFTON, Inc., Published by Gameforge 4D GmbH. ⁵ © 2012 - 2014 Beamdog, © 2012 - 2014 Hasbro, Inc. All Rights Reserved. Baldur's Gate, Dungeons & Dragons, D&D, the Forgotten Realms, Baldur's Gate, Wizards of the Coast and their logos are trademarks of Wizards of the Coast LLC in the U.S.A. and other countries. All rights reserved.