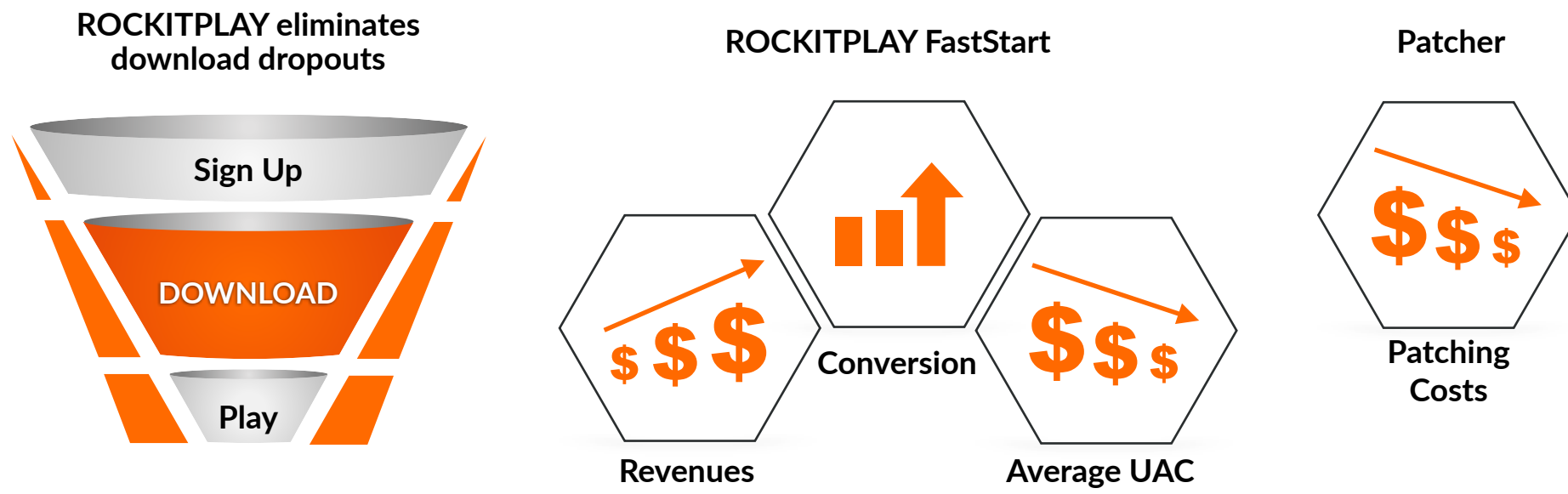


Maximizing F2P Monetization

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 @100 Mbit/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

Game	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		

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

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