# Instant Play with ROCKITPLAY®

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

Our patented solution eliminates frustrating waiting times before playing. We provide instant access to downloadable games and reduce patch delivery costs by up to 50%. ROCKITPLAY can be applied to your existing portfolio with no source code changes or developer support. **Play more - wait less!**

**DACS LABS**

**The FastStart Experts**
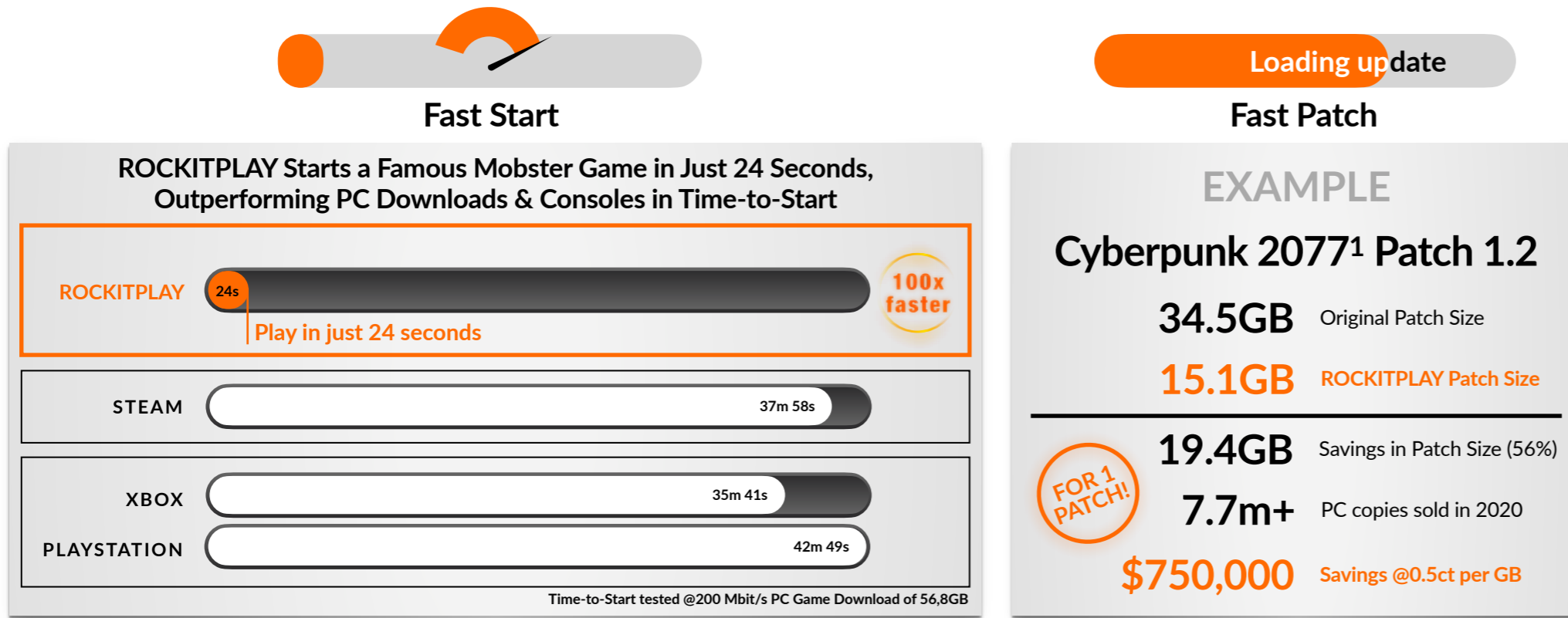
Up to
**200 x**
faster game start

Up to
**50 %**
lower patching costs

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

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**Fast Start**

**Loading update**
**Fast Patch**

**ROCKITPLAY Starts a Famous Mobster Game in Just 24 Seconds, Outperforming PC Downloads & Consoles in Time-to-Start**

| ROCKITPLAY | 24s | | 100x faster |
| Play in just 24 seconds |
| STEAM | 37m 58s |
| XBOX | 35m 41s |
| PLAYSTATION | 42m 49s |

Time-to-Start tested @200 Mbit/s PC Game Download of 56,8GB

**EXAMPLE**

**Cyberpunk 2077[1] Patch 1.2**

| 34.5GB | Original Patch Size |
| 15.1GB | ROCKITPLAY Patch Size |
| 19.4GB | Savings in Patch Size (56%) |
| 7.7m+ | PC copies sold in 2020 |
| $750,000 | Savings @0.5ct per GB |

FOR 1 PATCH!

## 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)**
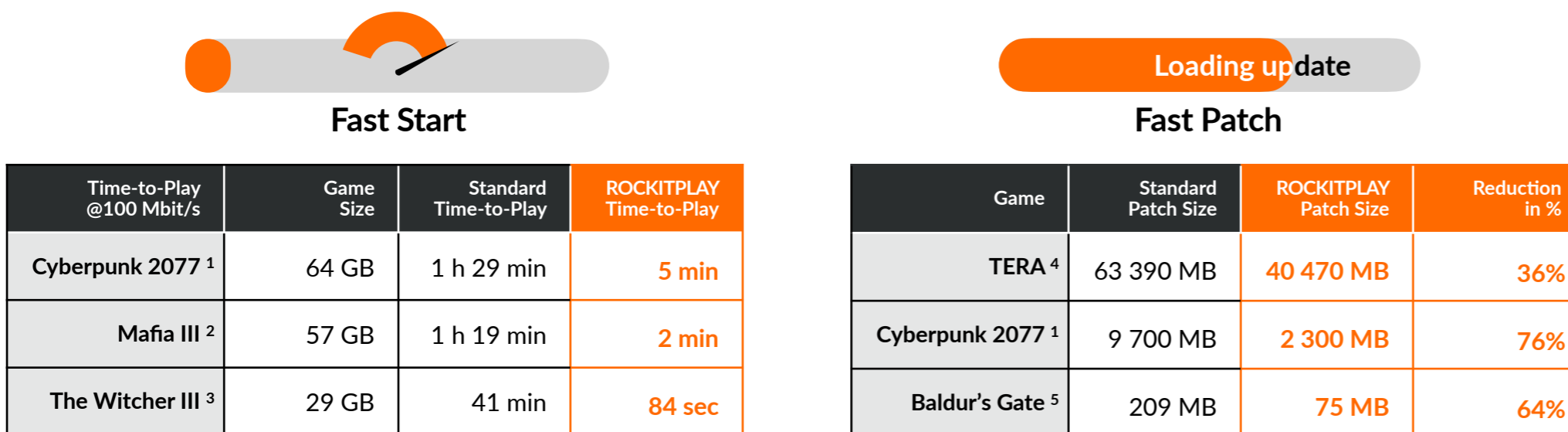- ✓ **No source code changes or developer support required**

**Fast Start**

| 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 |

**Loading update**
**Fast Patch**

| 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

| | | |
|---|---|---|
| **Fast Start** | HIGHER ROI | **Competitive Advantage** FastStart increases user satisfaction and loyalty that ultimately will boost revenues |
| **Fast Start** | GAMES AS A SERVICE | **More Revenues** FastStart enhances game subscription services, increasing # of subscribers & revenues |
| **Loading update** / **Fast Patch** | 50+% LESS | **Cost Savings** The smart block patcher creates up to 50% smaller patches and 50% average cost savings |
| **Staged Download** | 60+% LESS | **F2P Cost Savings** Deliver the full download only to active users, everyone else gets just enough to test |

## BUSINESS MODEL

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

## GREEN TECHNOLOGY

Internet carbon footprint is estimated at 3.7% or 1.5 billion tons of $CO_2$, gaming is about 10%. These emissions are predicted to double by 2025[8]. ROCKITPLAY radically reduces Internet traffic necessary to deliver games & patches reducing traffic, energy and carbon footprint by

- Reducing patch sizes by approximately 50%
- Eliminating redundant data of game builds (up to 10%)
- Delivering games in stages for try-before-you-buy / F2P games (up to 90%)

CO2

**CONTACT INFORMATION**

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