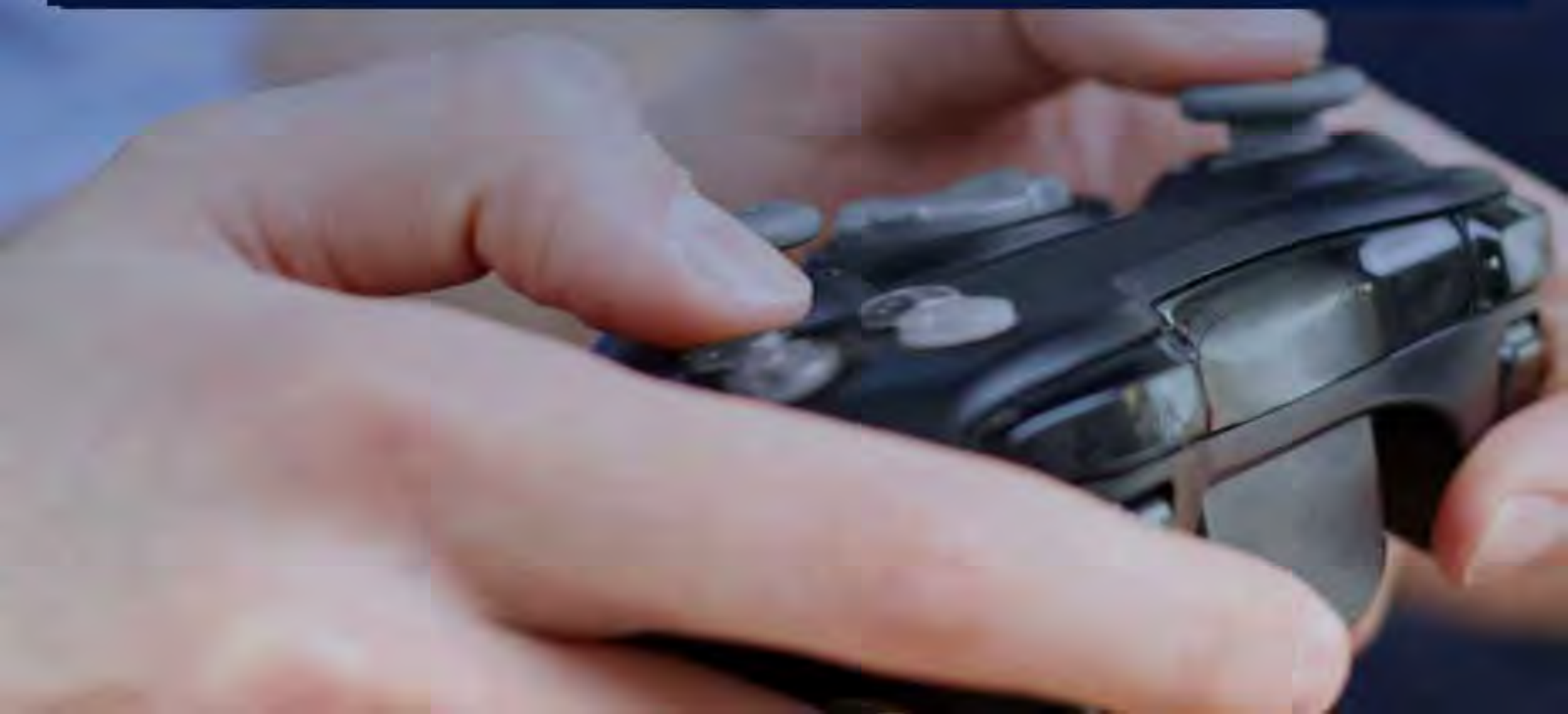


GAME SLAM

Revolutionary Virtual Marketplace
By Gamers, for Gamers

- THE GAMESLAM APP IS A REVOLUTIONARY VIRTUAL MARKETPLACE MADE FOR GAMERS BY GAMERS!
- OUR DISRUPTIVE TECHNOLOGY GIVES GAMERS A COMMUNITY-BASED VIRTUAL MARKETPLACE.
- GAMESLAM ELIMINATES THE NEED TO VISIT A TRADITIONAL GAME RETAILER WHERE GAMES ARE CURRENTLY BOUGHT, SOLD OR TRADED AT A DISADVANTAGE TO THE GAMER.
- THE GAMESLAM APP TEAM INCLUDES TECHNOLOGY AND MARKET EXPERTS WHO HAVE PLAYED PIVOTAL AND KEY ROLES IN THE MOBILE APP INDUSTRY BOOM.



HERE'S HOW GAMES ARE CURRENTLY TRADED and/or SOLD

1

Drive to a
retail store

2

Buy a new
game for
\$50-\$60 or a
used
one for
\$45-\$50

3

Love the
game and
play it
passionately

4

OR

Don't like the
game and
bring it back
to store for a
small in-store
credit.

5

Ouch!

— REPEAT!

6

7



HERE'S HOW GAMESLAM WORKS IF A GAMER WANTS TO TRADE or BUY A GAME!

1

Download the APP and create a quick profile!

2

Search for the name of the game you wish to trade / buy

3

If the game is found nearby user can make contact with seller to arrange transaction.

4

If the game is not listed, user can make a Wish List

5

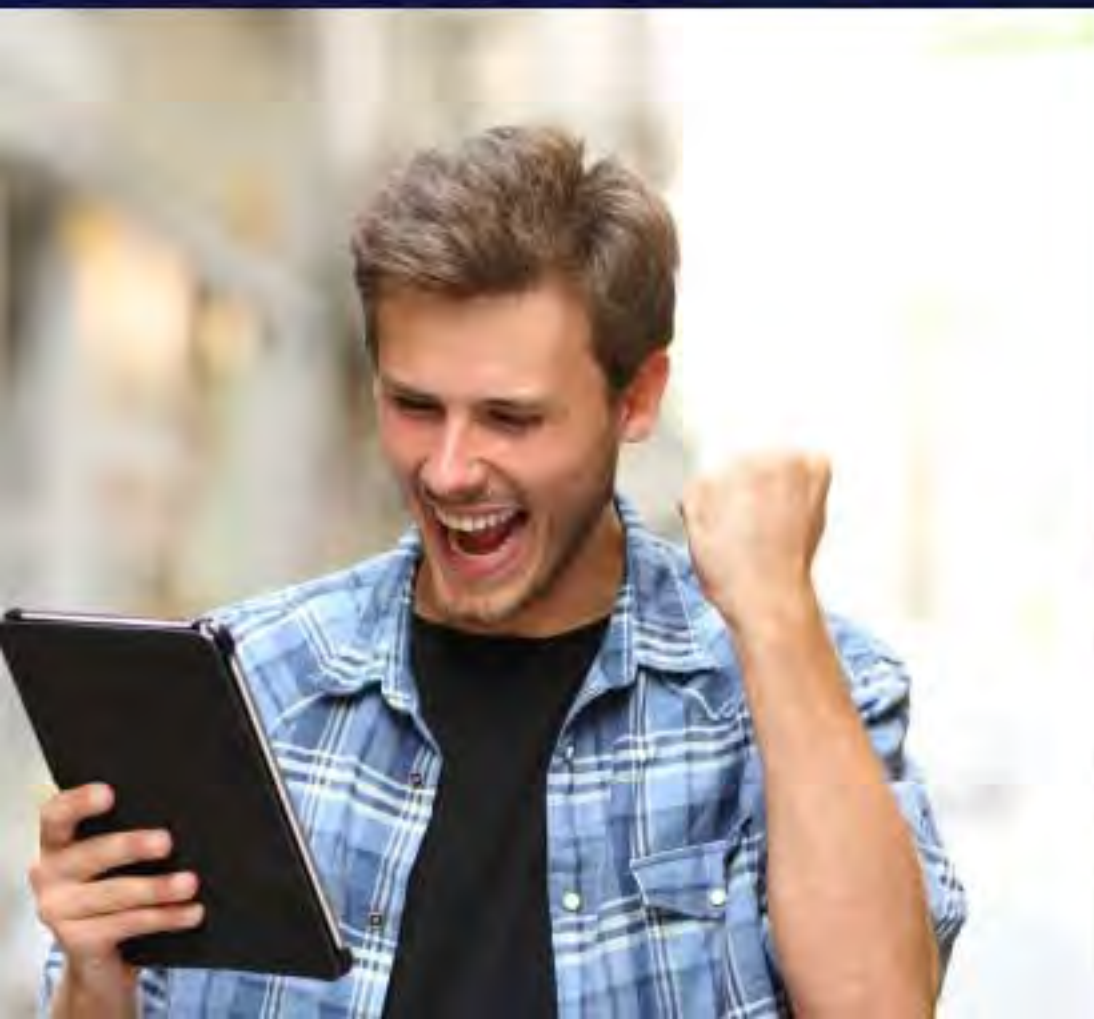
Matchmaking Technology will notify user once a game on wish list is listed

6

Users are encouraged to meet at a safe location to conduct trade.

7

Rate your experience with the app user to leave a review on their profile



Another great feature to the GameSlam app is the price check feature.

Users can scan a barcode identifying the game, and the app will search for the game in their desired search area to determine if that game is listed as available on the app at a discounted price. Rather than spending way more at a used-game store, users will receive a notification that they can purchase the game from another gamer at a discounted price.



INDUSTRY FACTS

In 2011, the Gaming Industry surpassed Hollywood as the #1 form of entertainment in the U.S.!
The total amount of money U.S. consumers spent on the Gaming Industry in 2015 was \$23.5 billion!



<http://essentialfacts.theesa.com/Essential-Facts-2016.pdt>). The industry continues to soar. The gaming industry as a whole was worth approximately \$91.5 billion in 2015, up 9.4% from 2014. That makes 1% of the industry a whopping \$910.5 Million! The gaming industry popularity continues to grow with organizations like eSports and gaming clubs on college campuses rallying behind their momentum



GAMER STATISTICS

**63% of American households are home to at least one person who plays video games regularly (three or four hours a week).
(source: Theesa)**

There are an average of 1.7 gamers in each game-playing U.S. household now.

Women age 18 or older represent a significantly greater portion of the game-playing population (31%) than boys age 18 or younger (17%).



Video games are the future. From education and business, to art and entertainment, our industry brings together the most innovative and creative minds to create the most engaging, immersive and breathtaking experiences we've ever seen.

The brilliant developers, designers and creators behind our games have and will continue to push the envelope, driving unprecedented leaps in technology impacting everyday life for years to come.

MICHAEL D. GALLAGER

President and CEO

Entertainment Software Association



**Be
Part
of
the
Game!**

#INVEST



THANK YOU!

TradeGuru, Inc.