



What we stand for.



Versatile mobile game mechanics.
"We are developing mechanics which revolutionize mobile gaming."



Customer acquisition.
"Developing a good game and setting a FB page isn't enough. Virality has to begin before the game does."

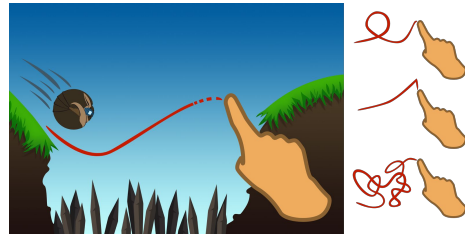


Analytics.
"To be on par with the best, we have to learn from them. We trust in data."

What we have done so far.

Magic Finger

- Draw any shape freely into the game environment
- The drawing *instantly* becomes part of the game environment
- Mechanic never seen before in mobile gaming
- Easy to implement into any 2D game



Armadillo Adventure: Draw & Roll

- Technical test version launched for Android
- First game using *Magic Finger*
- Award winning mobile game (Assembly Summer 2015)
- Day 1 retention ~40%, Day 7 retention ~20%
- Soft launch for iOS in Q4 2015



What we are doing now.

appstar* Collaboration

- Appstar is founded by the founders of Stardoll franchise (375M users, \$120M revenue)
- Alpha version of their newest dress up game had 500k+ installs and 18k+ DAU
- We are the main developer team for their next game



Our team.



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CEO



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