



2912 Colorado Avenue
Suite No. 203
Santa Monica

superleague.com

Investor Relations

Shannon Devine /
Mark Schwalenberg
MZ North America
Main: 203-741-8811
SLE@mzgroup.us

**NASDAQ
SLE**

Share Price	\$2.29
Market Cap	\$9.7M
TTM Revenue	\$25.1M
Shares Outstanding	4.3M
Cash & Cash Equivalents	\$7.6M

1) As of February 9, 2024
2) At December 31, 2023

Leading the Future of an Immersive 3D Web

Super League is a leading creator and publisher of content experiences and media solutions across the world's largest immersive platforms. From open gaming powerhouses such as Roblox, Minecraft and Fortnite Creative to bespoke worlds built using the most advanced 3D creation tools, Super League's innovative solutions provide incomparable access to massive audiences who gather in immersive digital spaces to socialize, play, explore, collaborate, shop, learn and create. As a true end-to-end activation partner for dozens of global brands, Super League offers a complete range of development, distribution, monetization and optimization capabilities designed to engage users through dynamic, energized programs. As an originator of new experiences fueled by a network of top developers, a comprehensive set of proprietary creator tools and a future-forward team of creative professionals, Super League accelerates IP and audience success within the fastest growing sector of the media industry.

Company Overview

We believe the bulk of digital ad spend will move toward 3D engagement, and we are ready:

- **An operating system for the 3D web;** helping brands speak the language of 3D engagement.
- 1 Billion monthly impressions reaching over **120 Million immersive monthly active players.**
- **One-stop shop for global marquee brands** to reach Gen Z & Alphas in this fast growing social channel where they live.
- Powerful suite of tech and capabilities, offering **immersive experiences, proprietary immersive media products and creator tools and analytics** to deliver full campaign goals.
- **Growth driven by larger deals, more persistent brand programs** – recent \$3.8M win with Kraft Lunchables in Q3/Q4 for largest deal ever.
- **Serving ~ 100 brands in '23** – 26 immersive builds with 30 minute peak engagement and over 500M+ visits, 180+ in-game ad campaigns.
- Turning an important corner - **our path to profitability in '24.**



The immersive platforms on the 3D Web continue to realize incredible growth.

The audience is already there.

+3.1B

Gamers in the World
(+25% since 2018)

+500M

In Immersive Platforms
(+250% since 2018)

250M

ROBLOX

140M

MINECRAFT

70M

FORTNITE

23M

RECROOM

Source: 2022 Newzoo Stats

Immersive environments create unprecedented reach, engagement & conversion.

Consumer behaviors are shifting.

\$81B

Web 3.0 Total Addressable Market Size by 2030, 47% CAGR as a sector

Immersive content increases engagement by

252%

156 Min Spent

daily on Roblox
(vs. 95 on TT, 74 on YT and 51 on IG)

40% higher

conversion rates with 3D content

47% of consumers

expect to discover brands first in the metaverse

\$56B

Annual in-game advertising spend by 2024

Source: 2022 Newzoo Stats, 2023 Vayner Media, 2023 Cognitive Market Research Web 3.0 Report, Telius International: Consumers are Ready to Meet Brands in the Metaverse November 2022., Emergen Research , September 2023

WE SEE 3 MAJOR TRENDS THAT ARE OPENING DOORS FOR THE NEXT EVOLUTION OF IMMERSIVE ENGAGEMENT.

1 Phygital Commerce

elevating Spatial Commerce to live between the digital & physical world



24M

Total Visits to BOOrito Maze & Restaurant

130K

Free Real Burritos Given Away

2 Co-Creation Platforms

immersive engagement with consumer communities deepening brand relationships



60M

Total Visits to Barbie's Dreamhouse

7-8MIN

Average In-Experience Time

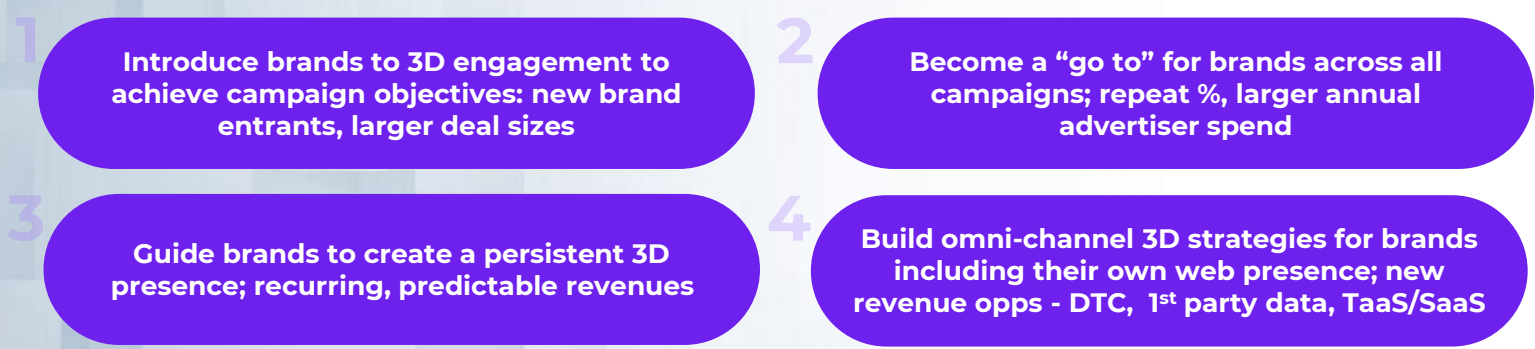
3 AI Led Transformation

creating unprecedented, privacy-compliant experience adaption and evolution



In-game art generated through AI to optimize development cycle and experience

How we scale... ushering brands through a 4-step journey into the future of advertising.



How we monetize... delivering material topline growth through organic and inorganic growth with a path to profitability by the end of 2024.



DISCLAIMER: This information is published solely for informational purposes and is not to be construed as a solicitation or an offer to buy any security or related financial instrument or to participate in any trading strategy. The summary may include "forward-looking statements" with the meaning of Section 27A of the Securities Act of 1933 and Section 21E of the Exchange Act of 1934 and are intended to be covered by the safe harbor provisions for forward looking statements. This information is supplied from sources we believe to be reliable, but we cannot guarantee accuracy. This document has been furnished to you solely for your information.