SUPER LEAGUE

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NASDAQ
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Share Price	$2.29
Market Cap	$9.7M
TTM Revenue	$18.7M
Shares Outstanding	4.2M
Cash & Cash Equivalents	$1.1M

1) As of February 9, 2024
2) At September 30, 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	40% higher	47% of consumers
daily on Roblox (vs. 95 on TT, 74 on YT and 51 on IG)	conversion rates with 3D content	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

60M Total Visits to Barbie's Dreamhouse

130K Free Real Burritos Given Away

2 Co-Creation Platforms
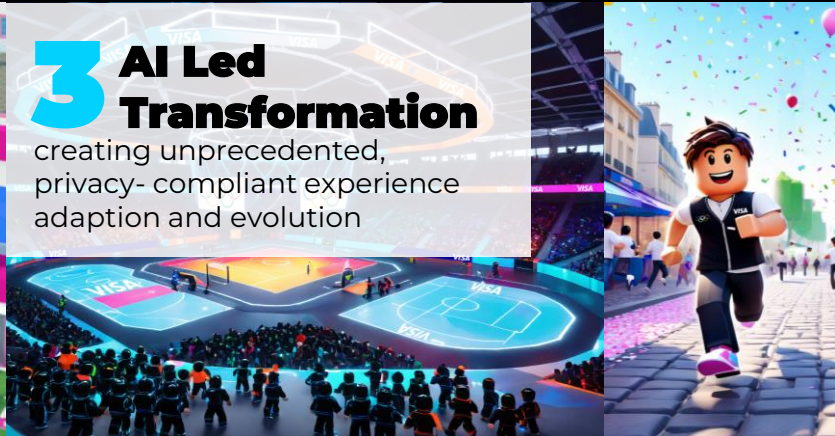immersive engagement with consumer communities deepening brand relationships

3 AI Led Transformation
creating unprecedented, privacy- compliant experience adaption and evolution

24M Total Visits to BOOrito Maze & Restaurant

7-8MIN Average In-Experience Time

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.

1 Introduce brands to 3D engagement to achieve campaign objectives: new brand entrants, larger deal sizes

2 Become a "go to" for brands across all campaigns; repeat %, larger annual advertiser spend

3 Guide brands to create a persistent 3D presence; recurring, predictable revenues

4 Build omni-channel 3D strategies for brands including their own web presence; new revenue opps - DTC, 1st party data, TaaS/SaaS

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

Immersive Experience Publishing & Content Revenue

Immersive Media Products Revenue

Direct to Consumer Revenue

Data & Insights Revenue

Strategic Consulting Revenue