

Bringing Successful Games to the Blockchain

IENT REIMAGINED

Building A Great Game
Company For the 3rd Time!

2022

Summary for Success

- IENT Teams have released over 300 games from IDEA to SUCCESS! Over 400 million units sold.
- IENT has 50 Portfolio games many producing revenues NOW!
- All games can be Upgraded in Graphics and Released to the Blockchain/NFT market very quickly.
- IENT NFTs will be of beautiful and usable airplanes, tanks, vehicles.
- IENT Management has taken two successful game companies public: MicroProse Software and Interactive Magic (DBA: IENT).
- IENT can have playable V1 of its WarBirds game in 6 months after fundraising.
- IENT understand the requirements, issues, and the details of NFT/Blockchain/Tokens.
- IENT is a public reporting company, (OTCBB:IENT), that can be grown in value and volume with investment very quickly.

Blockchain Disrupts Traditional Gaming – PERHAPS FOREVER

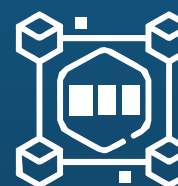
- How? By opening new revenue streams and unimagined opportunities for traditional developers prepared to make the change.
- Open-minded developers have discovered that they no longer have to live with gaming restrictions and inflexibility. Indeed, the blockchain changeover provides:



Genuine
gamer
ownership



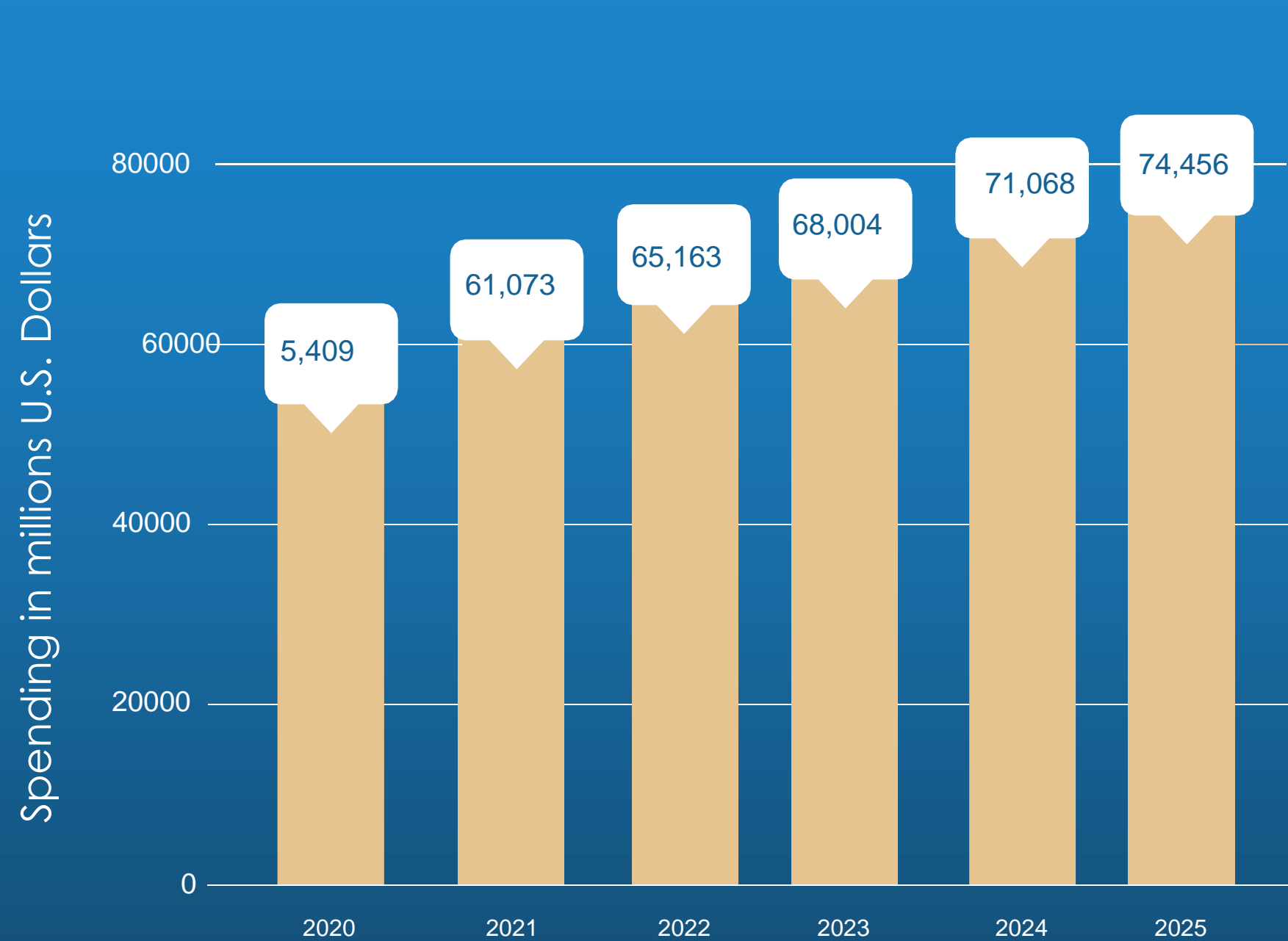
An extension of the assets
beyond a single game



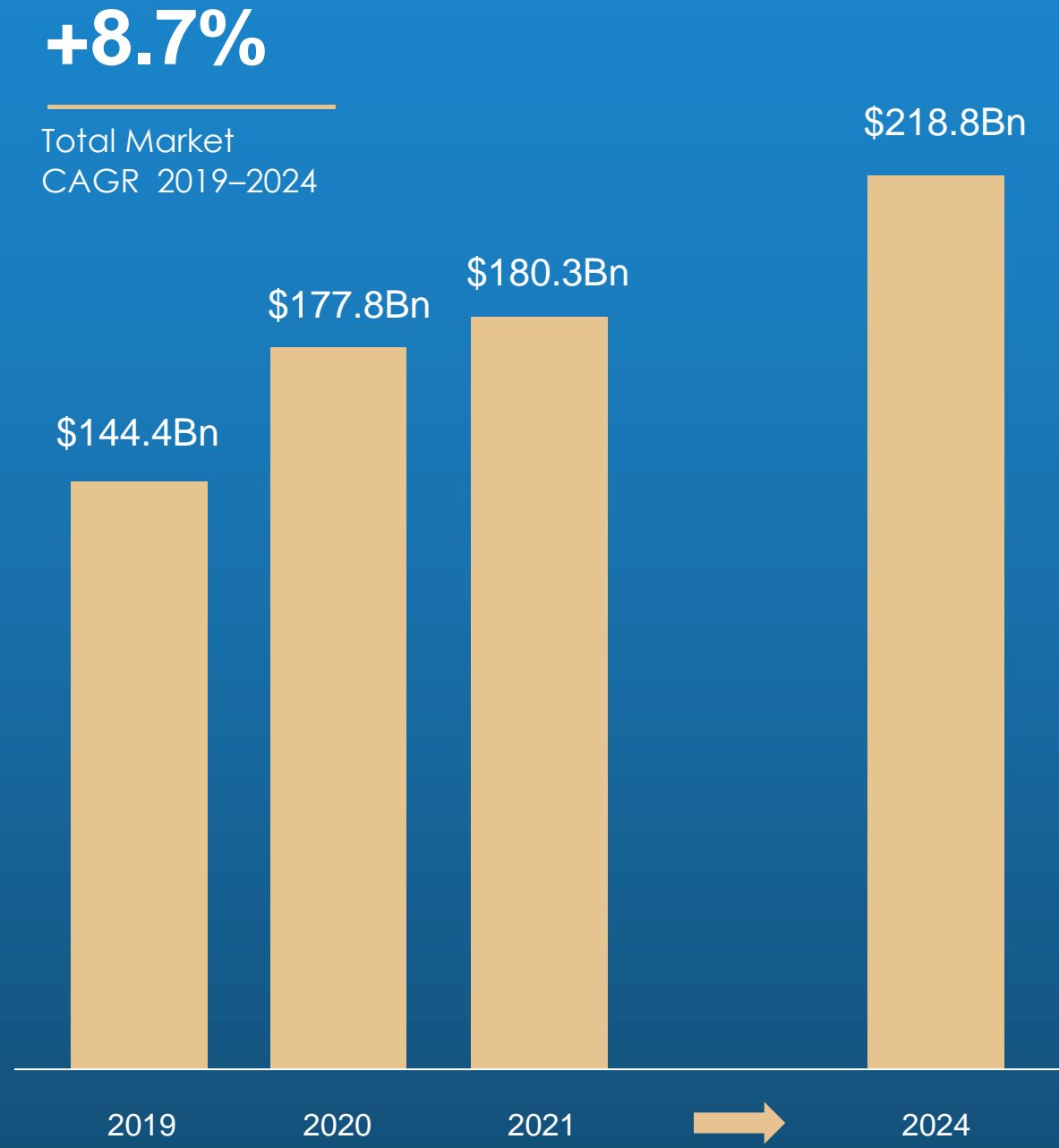
A built-in NFT reward system that creates liquidity for the gamers as they play (known as Play-to-Earn or P2E)

In short, none of the above benefits are available to traditional gamers.

Global Market Trends



Global in-game spending



Global Games Market Forecast

**Gaming will be a \$218B industry by 2024
(CAGR 10.5%)**

The Problem With Blockchain Gaming Today

- Blockchain gaming entities have been too focused on the play-2-earn aspect and not the quality of the game necessary for the model to be sustainable.
- The lack of quality, fun, and retention has caused most games to become obsolete.



- Projects overpromise and underdeliver. They do not work quickly and efficiently to update or develop new and quality games leaving their audience unsatisfied.

The Solution

- IENT Management has released over 300 games from IDEA to SUCCESS.
- IENT games, already successful and producing revenues, can be upgraded in graphics and moved to the Blockchain/NFT market very quickly.
- IENT Management has taken two successful game companies public: MicroProse Software and Interactive Magic (DBA: IENT).

The logo for MicroProse, featuring the word "MICRO" in a stylized, red, blocky font with horizontal lines through it, followed by "PROSE" in a solid red, blocky font. A registered trademark symbol (®) is located at the top right of the word "PROSE".The logo for Entertainment Network, featuring a stylized lowercase "i" icon to the left of the words "ENTERTAINMENT" and "NETWORK" stacked vertically in a white, sans-serif font.

- IENT is a public reporting company, (OTCBB:IENT), that can be grown in value and volume with investment very quickly. Initially grown from \$0 to over \$23 million revenues in three years when the gaming industry was 25% of its current size.

Our Mission

- To build great games using the 50 successful games in the IENT portfolio and the games being offered to IENT for publishing into the NFT/Blockchain world with both legacy and new product versions.

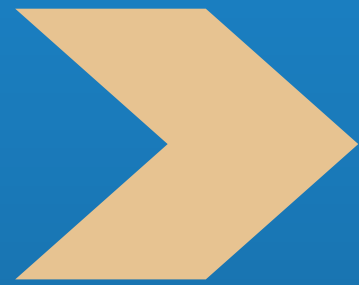


- IENT is investing in next generation graphics and metaverse terrains to support our current and new games.
- Enter the E-Sports space with tournaments and sponsorships.

Roadmap

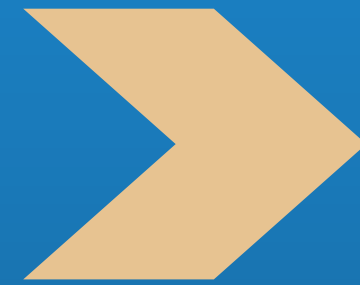
Months 1-2

- Fundraise through IDO launch of \$IENT
- Partner with Gaming Guilds
- Build out Gaming Platform



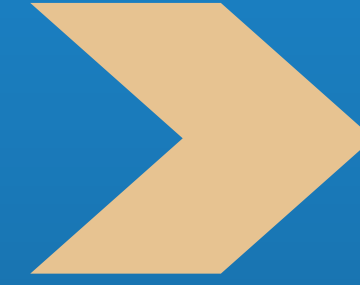
Months 3-4

- IENT Rebrand and PR Campaign
- IENT Node sale
- WarBirds Reimagined and Bowhunter in development



Months 5-8

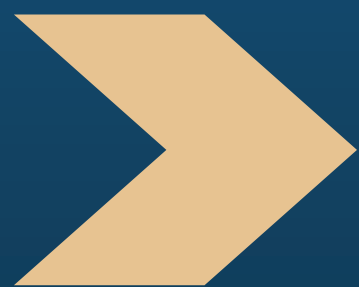
- Marketing Campaign for WarBirds Game
- WarBirds NFT Sale
- WarBirds Token Sale



Months 9-12

- WarBirds Game Launch
- Bowhunter Marketing Campaign Begins

Future Months



- Scale our team to facilitate each game as a game-as-a-service (GaaS) model
- Re-develop other successful IENT games
- Publish games we are being offered on a consistent basis and implement them to the blockchain
- Enter the E-Sports industry through our partners and create additional revenue streams

MANAGEMENT: Diverse and experienced talents honed to become leaders in Blockchain Gaming very quickly.



JW "Wild Bill" Stealey
Executive Chairman

- Gaming entrepreneur with two successful IPO's.
- USAF Academy Engineer.
- USAF Command Pilot
- Wharton School MBA
- McKinsey & Co.
- CEO MPS and IENT



Don Goddard
CTO

- Former MicroProse
- UFO Studios 30 years of experience making great games.
- Has done games for the three largest gaming companies in America



Dominick Pandolfo
CMO

- Leads influencer relations and projects in the crypto arena for more than three years and, more recently, in the NFT space.
- Plays a pivotal role in marketing building partnerships with top influencers and notable figures in the space.



Max Accurso
CFO

- Wall Street experience at Jefferies, the Galaxy Hotel Investment Group, and Corporate Capital Solutions.
- Has been involved with loan origination and underwriting, equity/debt capital markets, investment banking/risk analysis, and portfolio management (at vice president level).

Case Studies

Case Studies from projects IENT management has been a part of that shows how quickly we get results and some of the emerging benefits.

The Entity: Third Eye Apes V1

1,895

Units Sold

380 ETH

in Primary Sales

125 ETH

in Secondary Sales

CryptoSis - (Sold out 600 ETH, 24 hrs)

Chibi Dinos – (Sold out 600 ETH, 18 minutes)

Wooshi World (1100 ETH Sell Out)

Player Mint ADA Project (Sold Out)

Chilln Chameleons (400 ETH Sell Out)

Mintonian Society (800 ETH Sell Out)

BigTime.gg (\$40M Sell out, Influencer Promo)

Ecomi Veve (\$1B+ Market Cap)

Revenue

Estimate per game

Revenue, pre-release

Within 6 months:

\$3M+ for sale of NFTs utilized in game

Within 8 months:

\$5M+ Private sale of game token

Within 10 months:

\$1M public sale of game token

Est. avg. revenue per MAU: \$750 (based on Axie Infinity)

Revenue, post-release

Revenue at various user counts, assuming 20% conversion to paying users, and based on estimated revenue/MAU:

25k users: \$3.75M/mo

250k users: \$37.5M/mo

500k users: \$75M/mo

1M users: \$150M/mo

2M users: \$300M/mo

Streams:

NFT Sales

Token Price Appreciation

In-Game Transactions

E-Sports League

Advertisements

Marketplace Fees

Merchandise

Our Value Proposition

We are proposing a non-traditional deal to create the most value for our investors.

With Each Investment:

- The investor will obtain the rights to a special fundraising round in all future IENT game tokens.
- Exclusive WhiteList access to our future NFT sales.
- A greater role in the direction of the company because of limited number of investors.
- The opportunity for profit within 6 months due to how fast we can produce games.

Our Ask

Investment in \$IENT Tokens

...to build on our legacy and become the market leader in blockchain gaming

Marketing and PR

- IENT Rebrand
- PR Campaign
- NFT and Token Sales
- Individual Games
- E-Sports and Tournament

Development

- Better Graphics
- Blockchain Gaming Platform
- Metaverse Creation

Scale Team

- Game Economists
- Developers and Designers
- Business Development



APPENDIX

**JW “Wild Bill” Stealey
Executive Chairman**

**iEntertainment Network Inc
(OTCBB:IENT)**

JWStealey@IENT.com

Appendix Contents

- **IENT Assets**
- **Partners**
- **Sim Games Videos**
- **WarBirds Racing Now versus New Unreal 5 Racing**
- **Current Revenue Games to be remastered**
- **Other Legacy games to be remastered**
- **Games offered for Publishing**
- **Estimated timeline of New Product Releases**

Assets

- **The IENT Leadership Team has built over 300+ successful games, taken two game companies public with impressive valuations, and generated very significant returns to investors.**
- **IENT has 50 Portfolio games to upgrade and release with NFTs.**
- **Very seasoned and highly technical development staff available with additional 100's of successful developers around the world that have volunteered to rejoin an expanded iEntertainment Network company.**
- **Seasoned Financial Management for growing equity value for all.**
- **Public company status for IENT that can ensure early liquidity for investors within 12 months due to growing revenue and profitability growth.**

Established Partnerships speak louder than 1000 words

Staydium

- A sports and esports traveling agency
- Achieved brand growth through esports conventions and conferences worldwide.

APEX

- One of the top Fortnite teams in the world
- Access to a variety of different:
 - Gamer and influencer relations at a highly discounted rate.
 - Celebrities

ESTV

- The first 24/7 live, linear Esports channel is globally available on every device and platform.
- Legendary creators behind the most prominent franchises and the most successful teams/personalities.
- Opening significant marketing opportunities for their partners.
- Supporting new entrants' game development and industry experience, thus:
 - Providing a unique inside perspective on their business.
 - Welcoming innovative thinking to climb on the bandwagon.

Videos of First Games To Be Upgraded With New Graphics and NFT/Blockchain Features Added.

- WarBirds Racing PC and Mac
- WarBirds Online PC and Mac
- M4 Tank Brigade PC and Mac
- Bow Hunter 2017 iOS and Android Mobile
- WarBirds Fighter Pilot Academy iOS Mobile

Control and Click on names to go to YouTube videos

IENT Games Generating Revenue Now with Current Graphics Vs New Games with New Graphics



**WarBirds Racing Playable Now
No NFTs/Just Models**



**WarBirds Racing - Unreal 5
Great New NFTs**



IENT REVENUE PRODUCTS TO BE REMASTERED



WarBirds Online



WarBirds Dogfights



WarBirds Dawn of Aces



Bow Hunter 2017

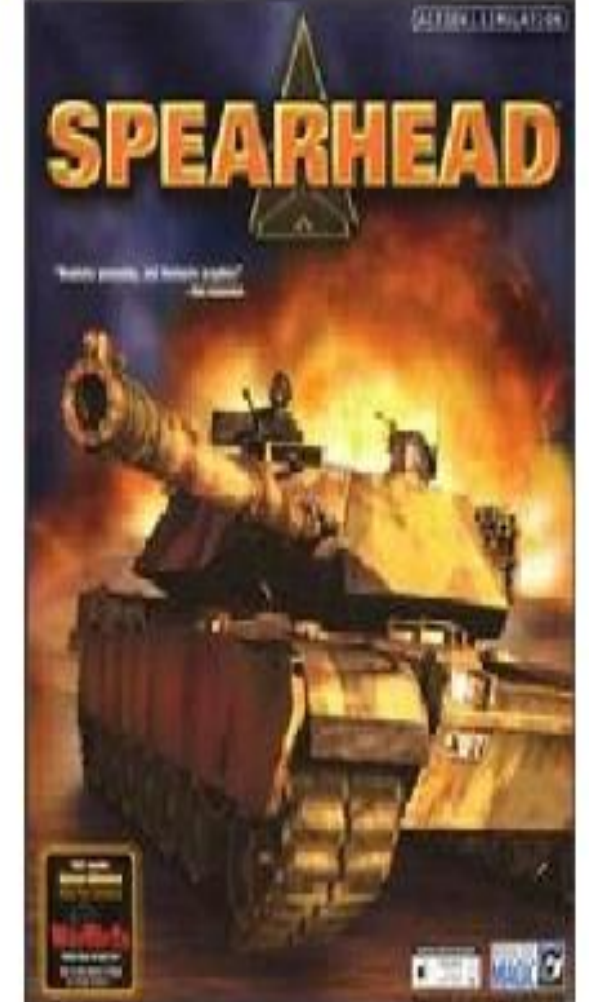
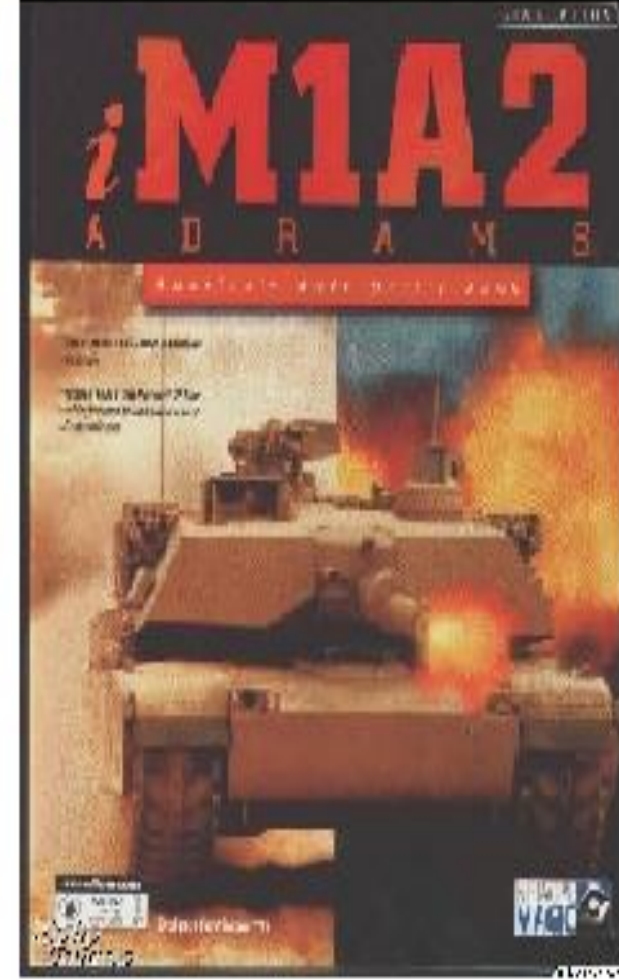
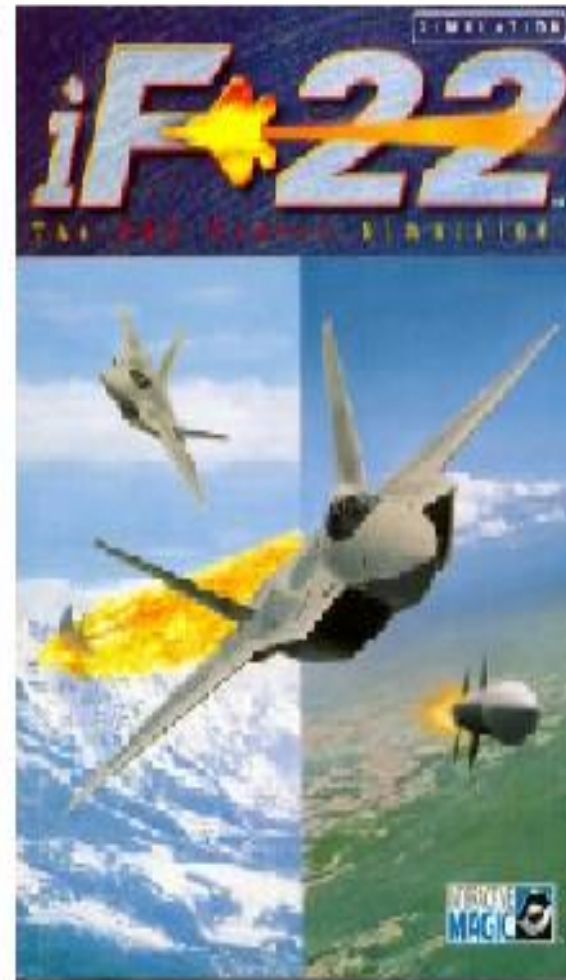
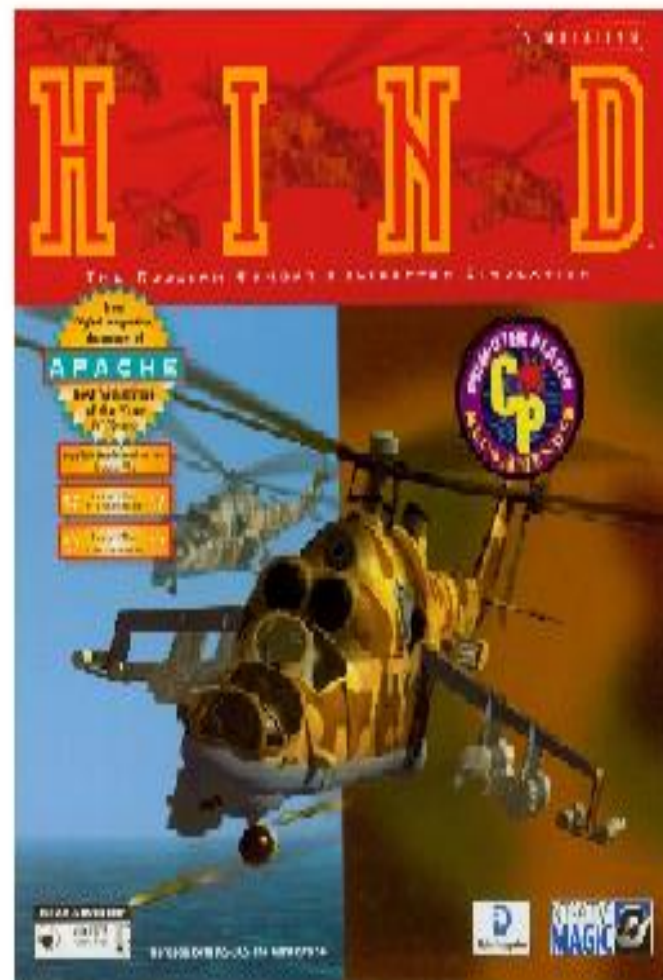


M4 Tank Brigade



WarBirds FPA Mobile (iOS)

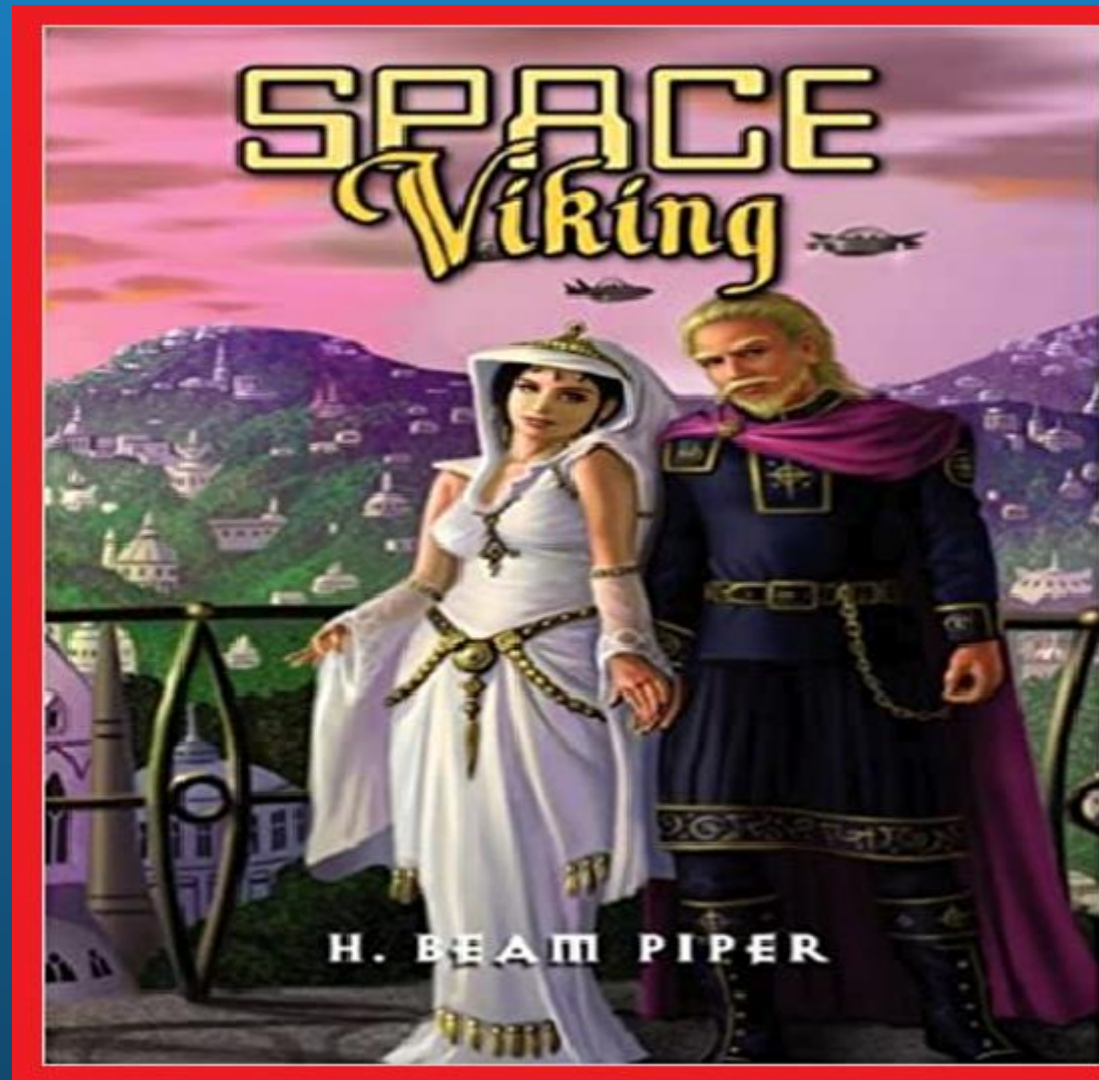
Other Portfolio Games to be Remastered Using New Graphics System and Implemented Onto the Blockchain



Games Offered for Publishing



- Classic Board and Mobile Card Game.
- 50% Complete/
- 9 months Dev period



- Classic Space Adventure Novel
- Design Complete
- 24 months Dev Period



- Redo of famous MicroProse Pirates Game
- Design 90% complete
- 12 Months Dev Period

Estimate of Development Releases

After Initial Funding all with Blockchain Integration

- WarBirds Racing – 6 Months
- WarBirds Combat – 12 Months
- WB's Pirates – 12 Months
- Crimson Company – 12 Months
- Dawn of Aces – Racing and Combat, 15 Months
- M4 Tank Brigade - 18 Months
- Space Viking – 30 months
- Bow Hunter Tournaments – 13 months
- More Legacy Conversions – two each year after starting in year 2



Thank you for your time and attention

We look forward to meeting you soon.