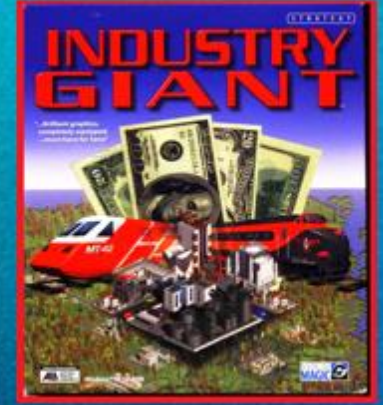
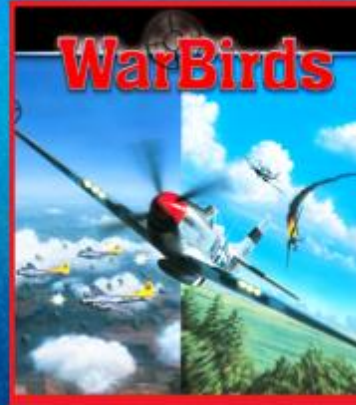
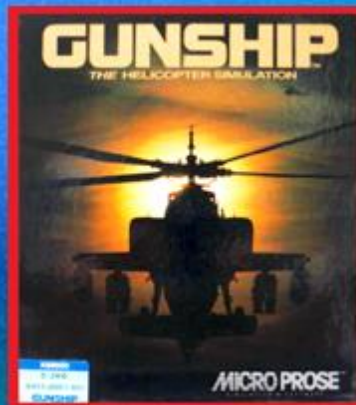
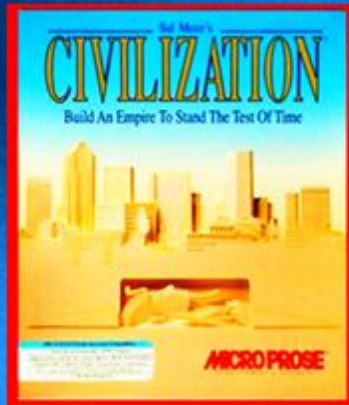




Offering Summary

Regulation D Rule 506(c)



Safe Harbor Statement

This presentation contains forward-looking statements that involve risks and uncertainties, including, but not limited to, statements regarding our business strategy, financial projections, and future performance. These statements are based on current expectations and assumptions that are subject to risks and uncertainties that could cause actual results to differ materially from those expressed or implied by such statements.

Factors that could cause actual results to differ materially include, but are not limited to, the following: (1) our ability to attract and retain customers and increase revenues; (2) our ability to compete effectively in the marketplace; (3) our ability to manage growth and execute on our business strategy; (4) our ability to secure financing to fund our operations and growth; (5) the impact of changes in laws and regulations that affect our industry; and (6) other risks and uncertainties that are described in our filings with the Securities and Exchange Commission.

Investors should not rely on forward-looking statements as predictions of future events. We undertake no obligation to update or revise any forward-looking statements, whether as a result of new information, future events, or otherwise, except as required by law.

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Executive Summary

iEntertainment Network Inc. (IENT)

- The Worldwide computer game market is twice the size of the worldwide movie industry and growing at greater than 6% per year generating an estimated \$200 Billion in revenues during 2022.
- IENT is an experienced Team of game publishers that has developed over 250 successful games selling more than 200 million units worldwide.
- IENT owns over 50 successful game titles that can be released for significant revenues. IENT has designs for two new exciting Simulation Games, China 2025, Defense of Taiwan, and WarBirds Combat Target Racing, like the last mission in the recent Top Gun Maverick movie.
- Team Competitive gaming, like most of IENT's revenue generating Massively Multiplayer Online Games, (MMOG), help to insure participation and revenue growth.
- IENT believes, with funding, the company can grow to over \$25 million in annual sales in 3 years.

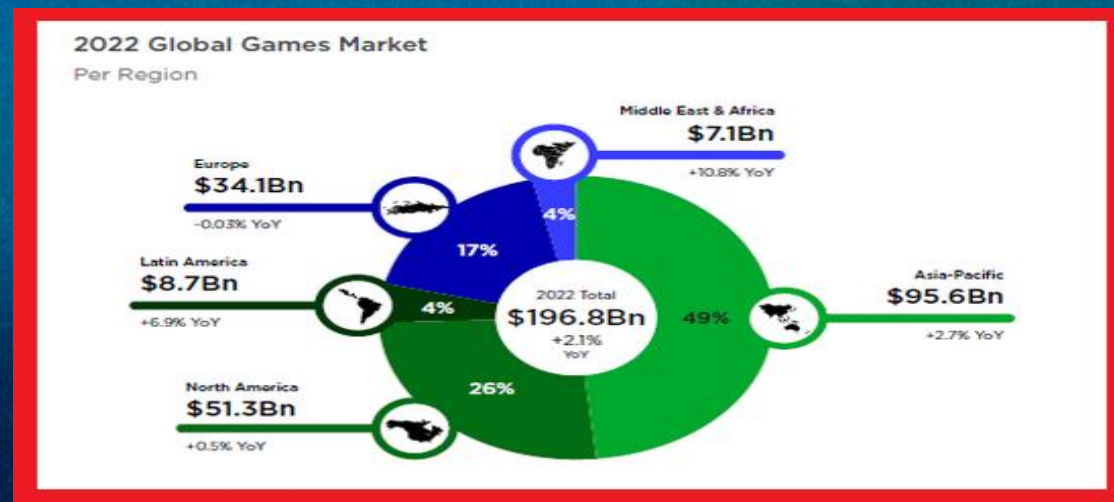
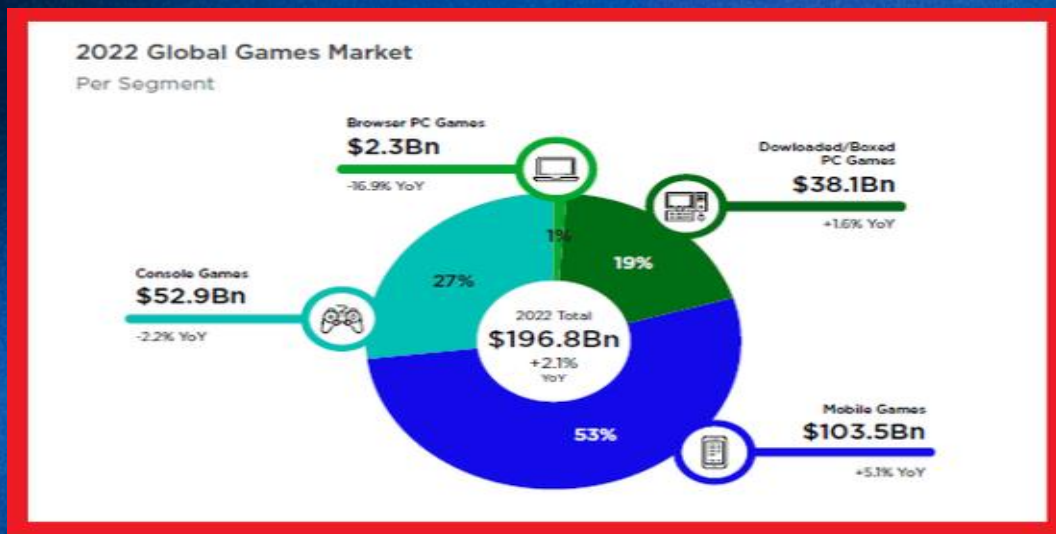
Who is iEntertainment Network Inc?

(A Public Game Company, (OTCBB:IENT))

1. IENT is an Experienced Team of game developers and publishers who have brought to the Gaming Market over 250 successful Military, Strategy, and Simulation Games, selling over 200 million units of these games and will bring new great games with new technologies to the gaming Metaverse. Famous Multi-million unit sales include Civilization, F-15 Strike Eagle, Gunship, WarBirds, etc.
2. IENT believes that fun, competitive simulation gaming, between TEAMS of Players with revenue models of Free to Play, In-App Purchases, DLCs, and Subscription Services in 24/7 Competitions in Military and Strategy games can be a great runway for IENT revenue and equity value growth.
3. IENT has the ideas, the staff, and the experience to get its first new games out quickly with at least 8 new games in the first 24 months of this new launch, which will grow the value for all investors and the public stockholders of (OTCBB: IENT).

Worldwide Market Opportunity

Game Market over \$196 Billion Revenues with US and Europe totals of \$85 Billion



- IENT Participates in the worldwide game market with both PC and Mobile Gaming. Adding console versions of successful game products present good revenue potential for IENT Games.
- IENT Generates current revenues with 4 single player games, three Massively Multiplayer online game simulations, and two mobile games.
- IENT owns over 45 other successful games that can be updated and rereleased for significant revenues.
- With Funding, IENT can release 8 new games within the first 18 months
- Data above from New Zoo. <https://tinyurl.com/2n2ehrvt>

Business Model

- The IENT Team has been developing and publishing games for over 40 years selling those games at retail outlets around the world including Sears, GameStop, Walmart, etc. IENT continues to sell single player games through game download sites like Steam and Good Old Games for prices from \$5.95 to \$29.95 as one-time sales.
- However, the games sold as Single Player games can also be played as massively multiplayer games (MMOGs), requiring online subscriptions that can be joined from the Steam Games including WarBirds TotalSims, Dogfights, Dawn of Aces, and M4 Tank Brigade, with addition MMOGs planned.
- IENT Subscription Revenues have been generated since 1997 with the initial WarBirds game. Subscriptions are monthly charges of \$13.95 per month to \$24.95 per month depending on the level of the subscriptions. Many IENT customers have been paying these subscriptions for more than 10 years.
- Going forward IENT will generate revenues from Subscriptions, In Game purchases, Retail Sales, Fees for online competitions, DLCs (Downloadable content), NFT sales, and potentially Sponsorships for Events.
- IENT also generates revenues from in-app purchases from its two Mobile games, WarBirds Fighter Pilot Academy, (iOS), and Bow Hunter, (iOS and Android). Six (6) new Mobile games can be developed from the existing games. We will add online competitions and subscriptions to these new games going forward.

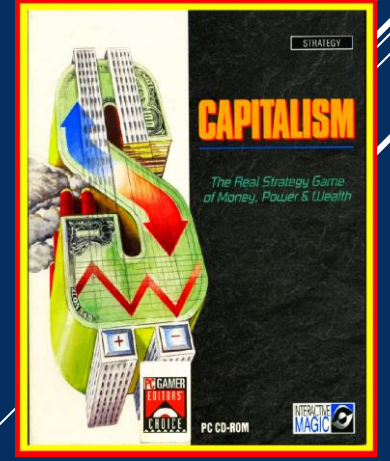
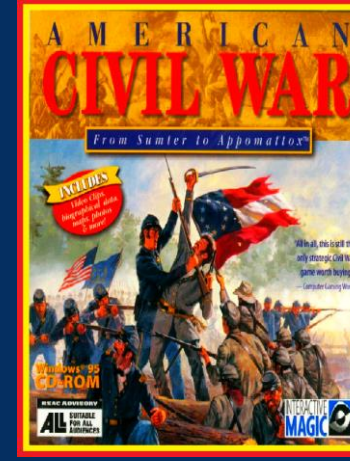
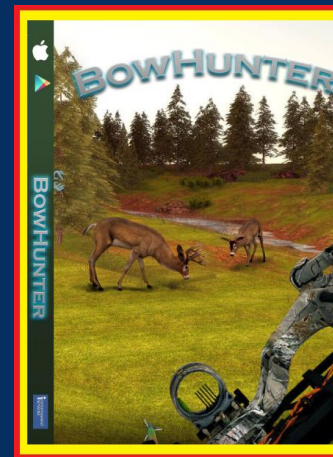
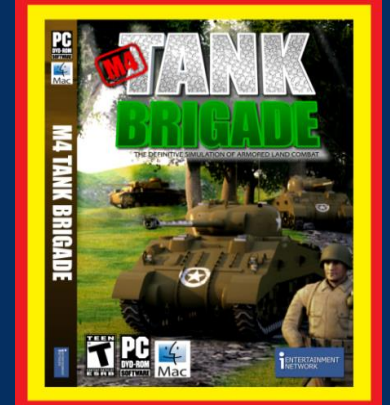
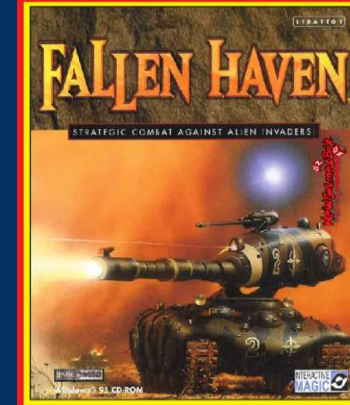
Revenue Streams

- In-Game, (In-App), Transactions including Fuel, Ammo, Repair, Paint Schemes, etc.
- Subscription Revenues from 24/7 play, for hangers, Medals and Accomplishment Cabinets, for fast refurbishment of vehicles, etc.
- NFT sales of functional in game assets.
- ESports Racing and Tournaments -Racing Entry Fees
- Sponsorships – International Air Races, Red Bull?



IENT Releases Of New Team Competition Games within 24 months

- WarBirds Combat Target Racing - 10 Months
- New Bow Hunter with Tournaments - 6 Months
- New WarBirds Online Combat - 12 Months
- New M4 Tank Brigade Combat-18 Months
- New Dawn of Aces WW I Combat - 18 Months
- China 2025, Defense of Taiwan - 30 Months
- Portfolio Strategy Games – 2 per year
- External Games – First in 12 months and regularly.



All with new Unreal 5 graphics, Team Competition Gaming, Blockchain, Web 3, and NFT Features

Competitive Landscape

- The Worldwide Game Market has many competitors that are large and well funded profitable companies that spends 10's of millions dollars on a single game for retail sales like Call of Duty, Fortnite, etc., and include Sony, Tencent, Microsoft, Nintendo, and Activision Blizzard.
- IENT can produce games costing between \$150,000 for mobile games, \$500,000 for Simulation game improvements to it existing Massively Multiplayer Games like WarBirds TotalSims, and for \$1.2 million in costs for its two new Military Simulations, WarBirds Combat Target Racing, (like the last mission in the latest Top Gun Maverick movie), and China 2025, Defense of Taiwan. IENT has always focused on fun simulation game play over fancy graphics and done that very successfully with award winning games.
- IENT has consistently generated 4X in revenues from its sim and strategy game development costs and expects to continue to accomplish that revenue/cost multiple for profitable revenues.

Financial Projections

(\$ Thousands)

		2024		2025		2026		2027		2028		Totals
REVENUES	\$	3,250	\$	9,750	\$	27,000	\$	36,500	\$	43,750	\$	120,250
DISTRIBUTION	\$	975	\$	2,925	\$	8,100	\$	10,950	\$	13,125	\$	36,075
DEVELOPMENT	\$	813	\$	2,438	\$	6,750	\$	9,125	\$	10,938	\$	30,063
MARKETING	\$	650	\$	1,950	\$	5,400	\$	7,300	\$	8,750	\$	24,050
OTHER COSTS	\$	98	\$	293	\$	810	\$	1,095	\$	1,313	\$	3,608
GROSS PROFITS	\$	715	\$	2,145	\$	5,940	\$	8,030	\$	9,625	\$	26,455
Equity Value 25x/M	\$	17,875	\$	53,625	\$	148,500	\$	200,750	\$	240,625		
Stock Price 50 millior (after reverse 4 to 1 split)	\$	0.36	\$	1.07	\$	2.97	\$	4.02	\$	4.81		

Management Team



JW “Wild Bill” Stealey
Executive Chairman

- Gaming Entrepreneur, with two successful IPO's.
- USAF Academy Engineer.
- USAF Command Pilot.
- Wharton School MBA
- McKinsey & Co.
- Former CEO MicroProse.



Alan Lewis
Board Member and Advisor

- Co-Founder and Global Chief Strategy Officer -The Aeon Group.
- Former Infantryman in the California Army National Guard.
- Gamer



Dan Hammer
Chief Technology Officer

- Manages the WarBirds Online Sim, Dawn of Aces, Dogfights, and M4 Tank Brigade games.
- Developed the IENT Mobile game for iOS, WarBirds Fighter Pilot Academy.

++ Controller, Social Media Assistant, and Game Developers and Volunteers Worldwide.

Due Diligence

- New Zoo Market Forecasts - <https://newzoo.com/insights/articles/the-games-market-in-2022-the-year-in-numbers>
- IENT Corporate Website: <https://corporate-ient.com/>
- WarBirds TotalSims Website: <https://secure2019.ient.com/totalsims//index.php>
- IENT on YouTube: <https://tinyurl.com/mr2r4mvm>
- LinkedIn
 - JW Stealey – <https://www.linkedin.com/in/jw-bill-stealey-47b25/>
 - Alan Lewis - <https://www.linkedin.com/in/alanlewisii/>
 - Dan Hammer - <https://www.linkedin.com/in/dan-hammer-2463528/>

Thanks for Reviewing Our Presentation



JW “Wild Bill” Stealey
Executive Chairman

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Offering Summary

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