



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.

Contents

- 1.Executive Summary
- 2.Company Overview
- 3.Market Opportunity
- 4.Business Model
- 5.Competitive Landscape
- 6.Financial Projections
- 7.Investment Details
- 8.Management Team
- 9.Due Diligence
- 10.Next Steps

Executive Summary

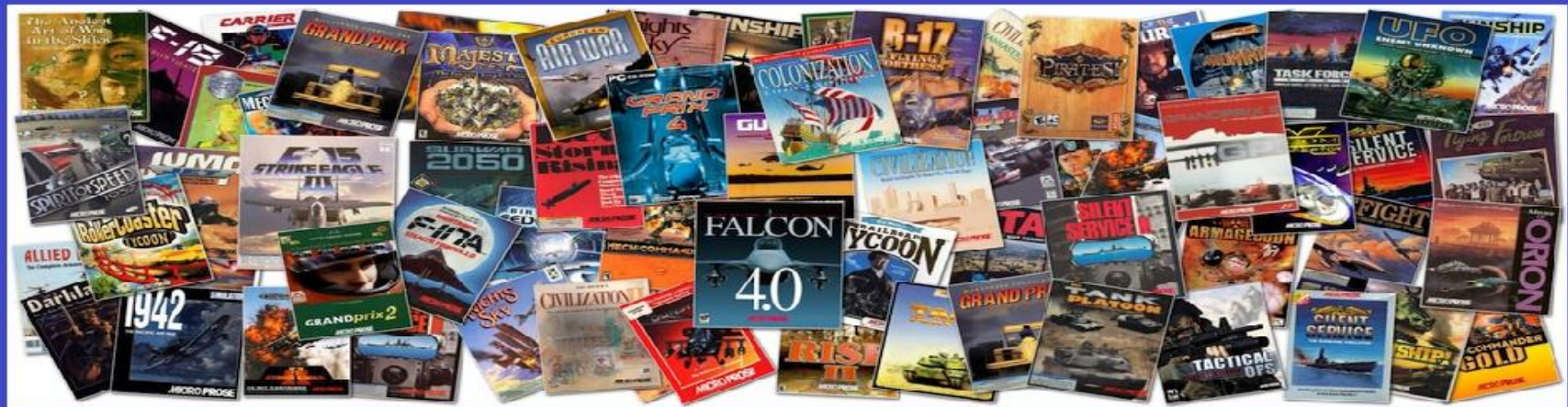
iEntertainment Network Inc. (IENT)

- IENT is an experienced Team of developers, publishers, and marketers, who have developed over 250 successful games selling more than 300 million units worldwide.
- 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, (WarBirds MMOG), (Generating Subscription Revenues), helps to insure participation and revenue growth.
- The Worldwide computer game market is twice the size of the worldwide movie industry and growing at greater than 10% per year generating an estimated \$200 Billion in revenues during 2022.
- With Funding, IENT can grow to over \$25 million in profitable revenues within 3 years.



Successful Games Published By the IENT Team Over 300 Million Units Sold!

From
MicroProse
Software



From
iEntertainment
Network Inc.
(OTCBB: IENT)



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.



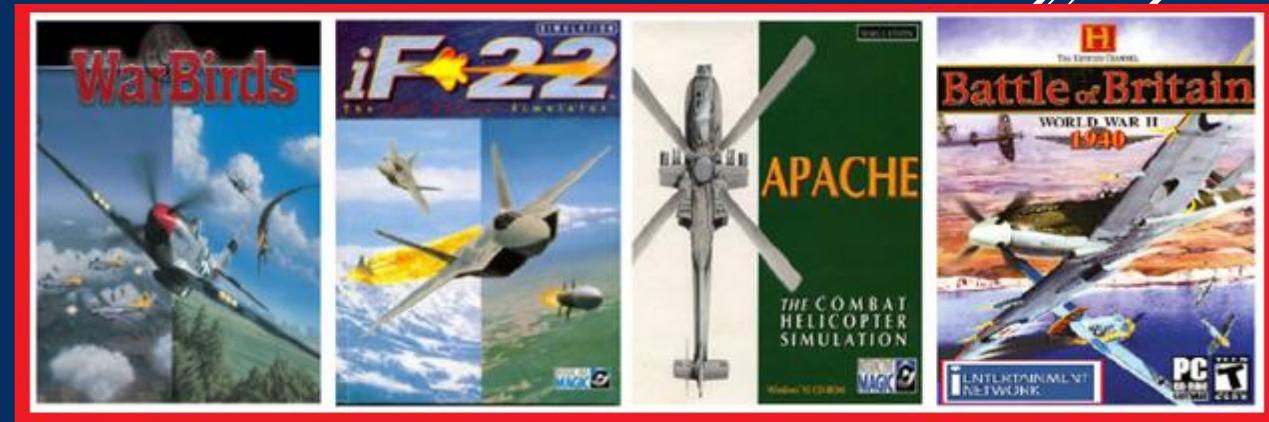
Dan Hammer
Chief Technology Officer

- 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 Manager, and Game Developers and Volunteers Worldwide.

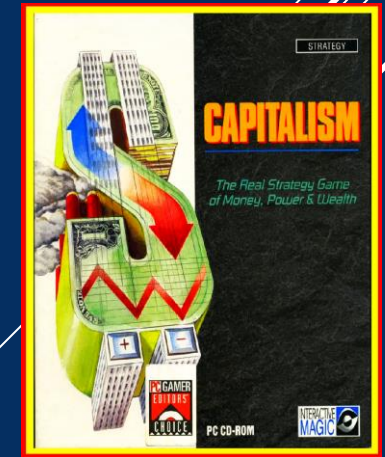
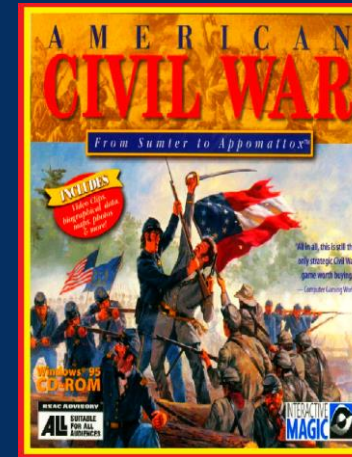
New Military Sim Development

- CHINA 2025: Defense of Taiwan and WarBirds Combat Target Racing are two new military simulation games coming from IENT.
- IENT Development Teams have developed over 50 very successful Military and Flight Simulation Games.
- Focus on AI, Realistic Simulation, Training, and Fun with Medals, Rewards, and Recognition for outstanding Performance with continual Team Competitive Events grows revenues.



IENT Releases Of New Team Competition Games within 24 months

- WarBirds Combat Target Racing - 10 Months
- Bow Hunter Tournaments, iOS/Android Mobile- 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

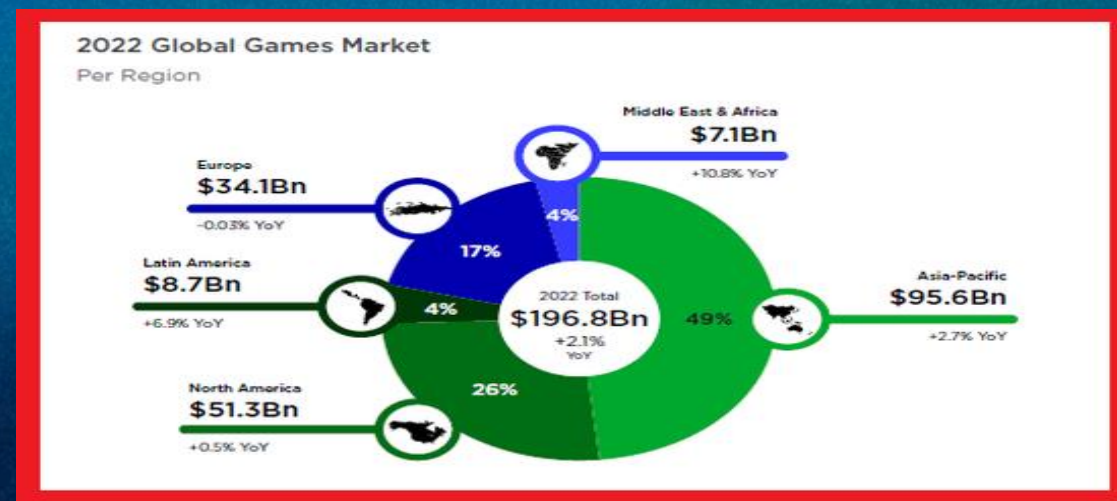
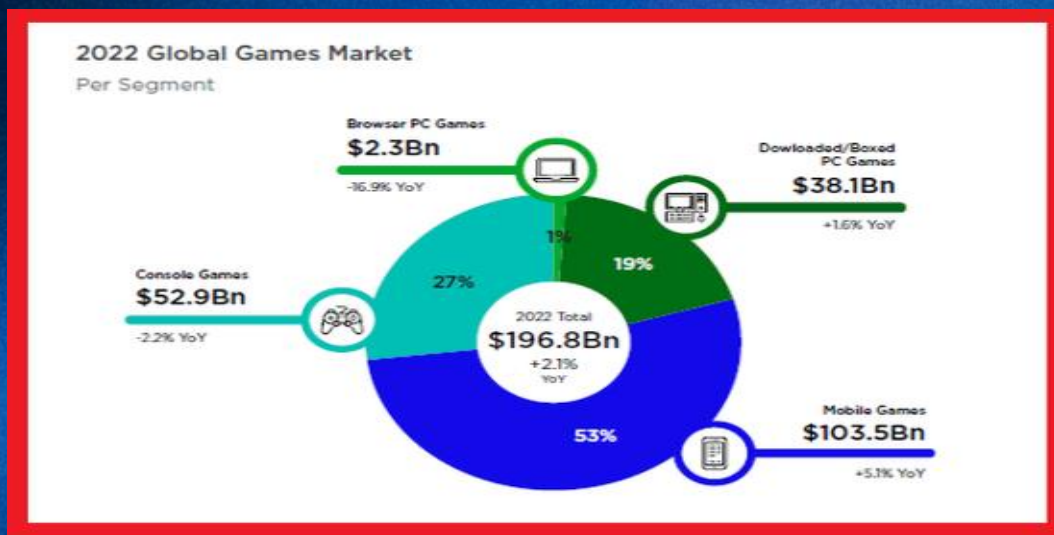
Revenue Streams

- 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?



Worldwide Market Opportunity

Game Market over \$200 Billion Revenues



- 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.
- Most of 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 Downloads 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.

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 \$150,000 for mobile games, \$500,000 for Simulation game improvements to its 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	

Assumptions:

- \$3 million in new funding at beginning of Y1 to reach \$27 million in revenues by year 3. (This was accomplished before at the beginning of IENT history.)
- \$1 million in new funding gets us to \$3 million in revenues by year 2.
- With public stock listing we can go to the market to raise additional funding with higher stock price to prevent dilution for current stockholders.

Due Diligence

- Game Market Forecasts –
 - <https://www.grandviewresearch.com/industry-analysis/video-game-market>
 - <https://www.fortunebusinessinsights.com/gaming-market-105730>
- 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/>
 - Dan Hammer - <https://www.linkedin.com/in/dan-hammer-2463528/>
 - Kyland Freeman - <https://www.linkedin.com/in/kylandfreeman/>

Thanks for Reviewing Our Presentation



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