



[www.iMagicGames.com](http://www.iMagicGames.com)

**Artificial Intelligence +  
Living History War Games =**

**\$100 Million Equity Opportunity!**

**A Division of iEntertainment Network Inc. (OTCBB: IENT)**

# Contents

- **Executive Summary**
- **Market Opportunity**
- **Management Team**
- **Company Technology Overview**
- **Business Model**
- **Financial Projections**
- **Funding Uses**
- **Contacts**
- **Appendix**

# iMagic Leadership Team Has Built Successful Videogame Companies Before!

## Two Companies Taken Public!

**MICRO PROSE®**

\$43 MM annual revenue, \$400MM IPO

**INTERACTIVE MAGIC**

\$23 MM annual revenue, \$250MM IPO

## Combined Team of 4 Gaming Founders / Executives

**400+**

Games Launched

**500+**

Awards

**100+**

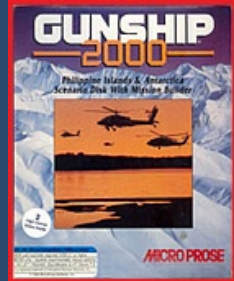
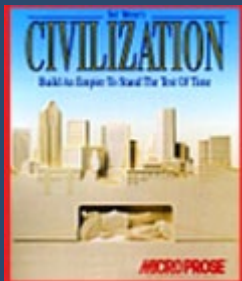
Countries Sold

**\$5+ Billion**

Revenues

**200+**

Years in Gaming



# Executive Summary

## iMagicGames

- The Worldwide computer game market is twice the size of the worldwide movie industry and growing at greater than 8-10% per year generating an estimated \$250+ Billion in revenues during 2025.
- iMagic is an experienced Team of game publishers and developers who have developed over 250 successful games selling more than half a 300 million units worldwide.
- iMagic's revenue is generated by Subscription Revenues, In-App Purchases, Event Fees, and Retail sales, in Massively Multiplayer Online Games, (MMOG), with Team Combat Esports events to insure participation and revenue growth.
- iMagic believes, with \$5 MM funding, the company can grow to over \$30 million in annual sales in 3 years. \$10 MM funding would produce over \$55 MM annual revenues within 5 years with Web 2 revenues only. Web3 revenues will add to those totals.
- We have grown the company revenues that fast before when the games industry was 20% of its current size upon the founding of iMagicGames.



# Worldwide Market Opportunity

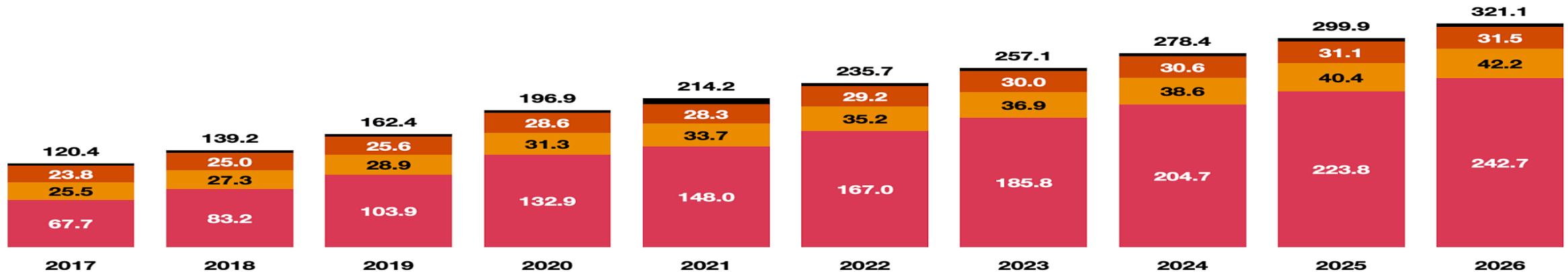
## Game Market over \$250+ Billion World Wide Revenues

### Gaming time

Social and casual gaming is fuelling a boom in the sector.

Total global video games revenue, by segment (US\$bn)

■ Social/casual gaming ■ PC games ■ Console games ■ Integrated video games advertising



**Note:** 2021 is the latest available data. 2022–2026 values are forecasts.  
**Source:** PwC's Global Entertainment & Media Outlook 2022–2026, Omdia

- iMagic Participates in the worldwide game market with both PC and Mobile Gaming
- iMagic generates current revenues with 4 single player games, three Massively Multiplayer online game simulations, and two mobile games for US and Europe.
- iMagic owns over 45 successful games that can be updated and rereleased for significant revenues.
- With Funding, iMagic can release 8 new games within the first 24 months

# Experienced Leadership Team

- [Don Goddard](#) COO/CTO with over 30 years of game development Leadership and accomplishment. 40+ titles from AAA to Indie and Serious Games. Former MicroProse developer of F-15 Strike Eagle III and Gunship 2000.
- [Troy Duniway](#) (Advisor), developed 50+ AAA titles for PC, Consoles, & Mobile. Former Microsoft, Studio Creative Director.
- [Tom Carter](#) – (Advisor), Art Director, 3D Artist & Animator, Sculptor, Designer with 30+ years Game Development Experience.
- [JW “Bill” Stealey](#), Chairman and Founder, an Air Force Academy Graduate, Wharton MBA, former McKinsey Consultant, Command Pilot, and retired Lt. Colonel, USAF. He founded MicroProse Software in 1982 with Sid Meier, developer of Civilization, growing it to \$43MM in annual revenues and taking it public in 1991 at a \$400MM valuation. As Founder of Interactive Magic (iMagic), he grew the company to \$23MM+ in annual revenues in three years and took the company public in 1998 at a \$250MM valuation.



# Experienced Leadership Team

- [Dan Hammer](#), Former CTO and now Consultant to the Team. Former Lead Simulation Developer, has twenty-five years of Game Development, Server Management, and Database Management experience. He designed, developed, and managed the release of most of the current lineup of iMagic simulation products.
- [Barbara Wendel](#), Controller. Over 25 years company experience. Manages Payables, Receivables, and Cash. Manages the Books, Prepares Financials for OTCBB: IENT the parent company of iMagicGames.
- [Alicia Burgess](#), Social Media Manager, has been creating Digital Ad Designs using Hootsuite platform and Photoshop program to produce and send marketing materials posted on Facebook, Twitter, Instagram, and other Social Media.
- John “Muzz” Meurling, Major (Retired) RCAF. Volunteer ,who manages our Sunday night events, the Squadron Select Series (S3). These historical online events have been running since 1998; Muzz has been at the helm for the last three years. Recent events have included “Jets over Korea” with Mig-15s battling F-86 Saber Jets as they guarded B-29s.



# Technology Overview for iMagicGames

## Generative AI Helps to Speed Great Game Development!

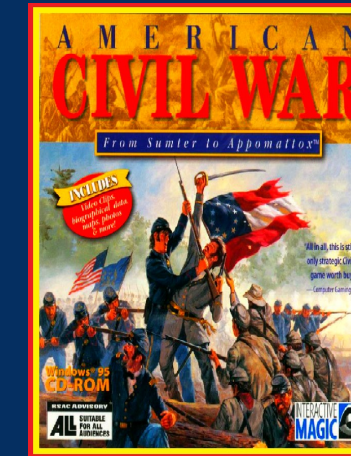
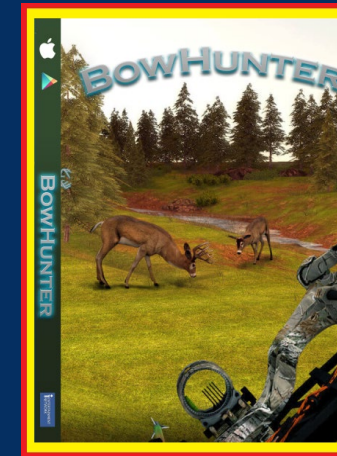
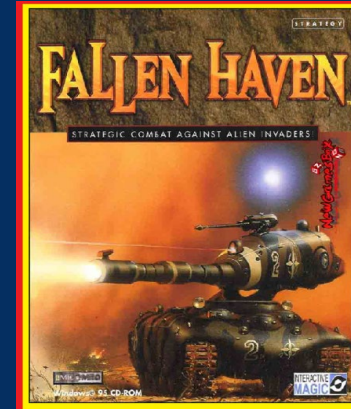
- Multimodal AI, like Google's Gemini, are the next wave of AI to interpret gesturing, voice, drawings and object manipulation in near real time allowing for new forms of game control input and intention. You could literally control a plane with moving your hand around like you did when you were a kid and press buttons you drew on a piece of paper to activate actions in game!
- Large Language Models (LLM's) are a tour de force in content creation. In the hands of our artists, it allows for unbelievably rapid creative creation and manipulation of textures, models, animation, lighting, scripts, voiceovers and more. Even motion capture and lip syncing can be done 'live' in real-time. Nearly flawless voiceover celebrity imitations can be captured from less than a minute of pre-recorded audio. This gives us massively higher speeds of implementation and iteration of game content with significantly more broad and robust results.
- LLM's can also create deep storylines, unique character backgrounds, and intricate progressions of missions for the player to accomplish. The player can even talk to non-player characters in game who will react very naturally with the knowledge they have and keep in scope of the mission and history they're placed in. Players can truly ask any question they can imagine, and responses will all be handled with dynamic personality and intelligence.
- All these new technologies will allow iMagicGames to bring new and better games to the market more quickly and efficiently, allowing more opportunities to improve Game Play, bringing faster revenue and equity growth to iMagic.



# iMagic Releases

## New Team Competition Multiplayer Games within 24 months

- Bow Hunter Tournaments Mobile - 6 Months
- New WarBirds Online Combat - 9 Months
- Crossbow Hunter Mobile - 12 Months
- New WarBirds FPA Pacific Mobile- 12 Months
- WarBirds Combat Target Racing - 12 Months
- M4 Tank Brigade/WarTanks-18 Months
- Dawn of Aces WW I Mobile- 18 Months
- China 2027: Defense of Taiwan – 24 Months



**All with New Graphic's systems, New AI attributes, and Web 3 Features**

# Revenue Streams

- Subscription Revenues from 24/7 play, for all vehicles, maps, and competitions.
- In-Game, (In-App), Transactions for Fuel, Ammo, Repair, Paint Schemes, etc.
- ESports Racing and Tournaments -Racing Entry Fees.
- Sponsorships –Red Bull, Bow Hunter product companies advertising.
- All iMagic games will include Subscription Revenue options and MMOG multiplayer gaming.





[illegible]

# Use of Funds

- **Raise \$5+ MM Funds to develop, launch, and publish new Sim/Strategy games for PC/Mac/Mobile/Consoles. More funding will provide more revenue and equity growth.**
- **Implement exciting AI opportunities, (as discussed in Technology above), in both new and existing portfolio games.**
- **Establish a worldwide Leaderboard system for players to know rankings and accomplishments for most of the successful games in the game universe. Partnering with ScoreKount.com to add Web3 “Staking” on Web2 shooter and simulation games.**
- **Accelerate and expand global publishing capabilities through key staff hires, paid user acquisition, analytics, and global partnerships.**
- **Earn combined revenues for 2024-2028 of \$140+ MM with \$ 5 MM raise.**
- **Available near-term liquidity as iMagic is a subsidiary of a public company, (OTCBB: IENT), that allows for quick and inexpensive full OTC public trading.**



# Financial Forecast

| Year  | 2024     | 2025      | 2026     | 2027       | 2028      | TOTALS     |
|---|----------|-----------|----------|------------|-----------|------------|
| <b>REVENUES</b>   | \$ 1,500 | \$ 13,150 | \$30,600 | \$ 43,100  | \$ 55,600 | \$ 143,950 |
| <b>DISTRIBUTION</b>   | \$ 375   | \$ 3,288  | \$ 7,650 | \$ 10,775  | \$ 13,900 | \$ 35,988  |
| <b>DEVELOPMENT</b>  | \$ 450   | \$ 3,945  | \$ 9,180 | \$ 12,930  | \$ 16,680 | \$ 43,185  |
| <b>MARKETING</b>  | \$ 375   | \$ 3,288  | \$ 7,650 | \$ 10,775  | \$ 13,900 | \$ 35,988  |
| <b>OTHER COSTS</b>  | \$ 105   | \$ 921    | \$ 2,142 | \$ 3,017   | \$ 3,892  | \$ 10,077  |
| <b>GROSS PROFITS</b>  | \$ 195   | \$ 1,710  | \$ 3,978 | \$ 5,603   | \$ 7,228  | \$ 18,714  |
| <b>Equity Value 25x/Millions</b>                                      | \$ 4,875 | \$ 42,738 | \$99,450 | \$ 140,075 | \$180,700 |            |
| <b>Stock Price 50 million shares<br/>(after reverse 3 to 1 split)</b> | \$ 0.10  | \$ 0.85   | \$ 1.99  | \$ 2.80    | \$ 3.61   |            |

- This revenue forecast based on \$5 million fund raise.
- Ten, (\$10) million fund raise would allow significantly faster revenue growth, \$53 MM in 3 years.
- Potential Acquisitions of Development Teams also increases profits as revenue sharing reduced/eliminated with inhouse development.
- Reducing Distribution costs by having our own distribution centers could reduce costs by 20

# Contacts

**John W. “Bill” Stealey, Chairman**

**JWStealey@IENT.com**

**[www.iMagicGames.com](http://www.iMagicGames.com)**



## APPENDIX

# 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.**



# The Opportunity – New Simulations

## China 2027, Defense of Taiwan

**Chinese President Xi Jinping has called on troops to “put all (their) minds and energy on preparing for war”**



**Massively Multiplayer Online Simulator with Subscription, Retail, In-App purchases revenues 24/7. Expected Revenues over \$15 million over three years with events and competitions regularly.**

# The Opportunity – E-Sports Simulations

## WarBirds Combat Target Racing



Stunt Flying, Racing, and Combat Combined!

<https://youtu.be/uyMZM5wa-3I>

Massively Multiplayer Online Simulator with  
Subscription, Retail, In-App purchases revenues 24/7.  
Expected Revenues over \$10 million over three years.





# The Opportunity – New Simulations

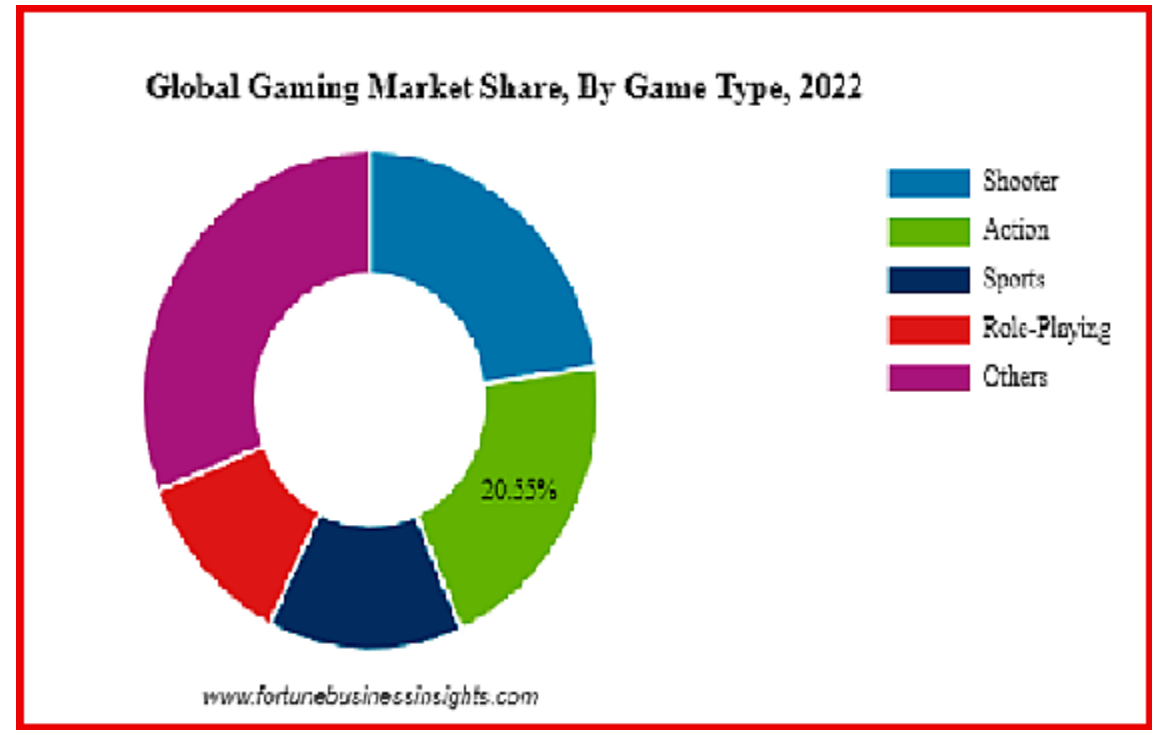
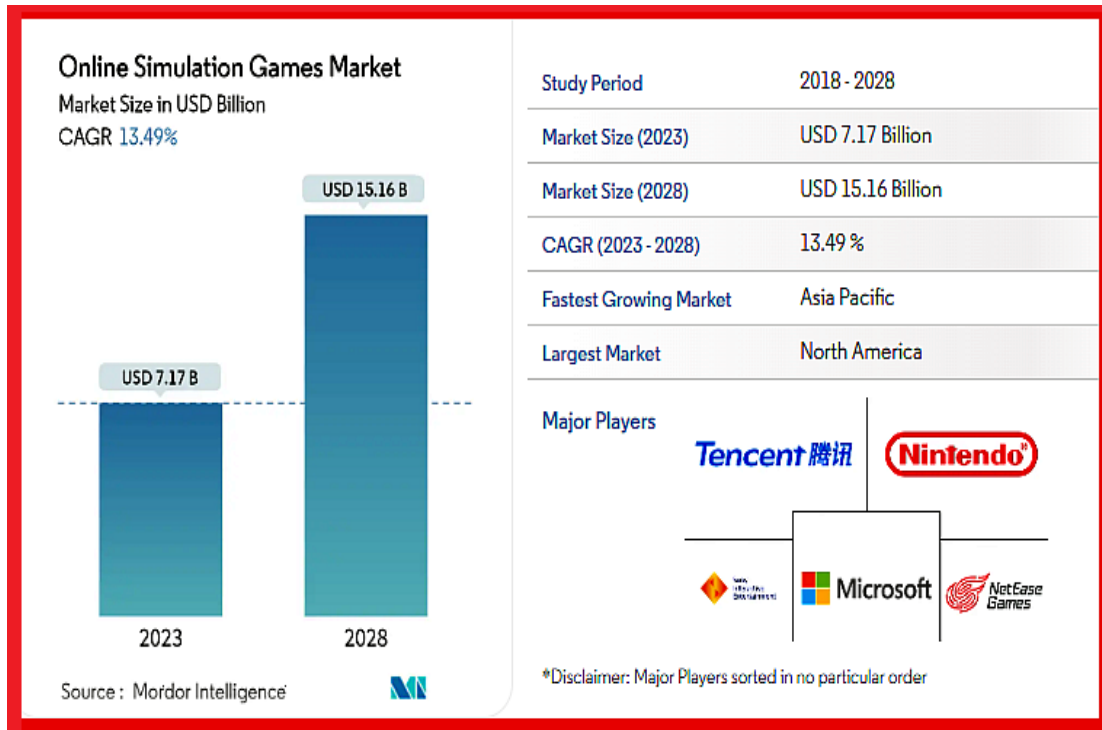
## WarTanks Inc.

**A Tank Game is currently generating over \$100 million in Annual Revenues.  
WarTanks will also be used in our new China 2027, Defense of Taiwan Simulation**



**Massively Multiplayer Online Simulator with Subscription, Retail, In-App purchases revenues 24/7.  
Expected Revenues over \$15 million over three years with events and competitions regularly.**

# Market Forecast for Simulation/Shooter Games



- Sim Games Estimated at \$7 Billion 2023.
- Growth at over 13% Annually
- Shooter and Action Game Market are over 50% of the total Game \$225B Market.

**iMagicGames competes in all fast-growing Segments of the Game Industry**



# Videos and IENT URL

- [WarBirds Online](#)
- [M4 Tank Brigade](#)
- [Bow Hunter 2017](#)
- [WarBirds Fighter Pilot Academy](#)
- [IENT Website – IENT.com](#)

# Current Product Lineup – Launched Titles



**WARBIRDS PC/MAC – ONLINE AND RETAIL WW II COMBAT SIMULATOR IN ITS 26<sup>TH</sup> YEAR!**



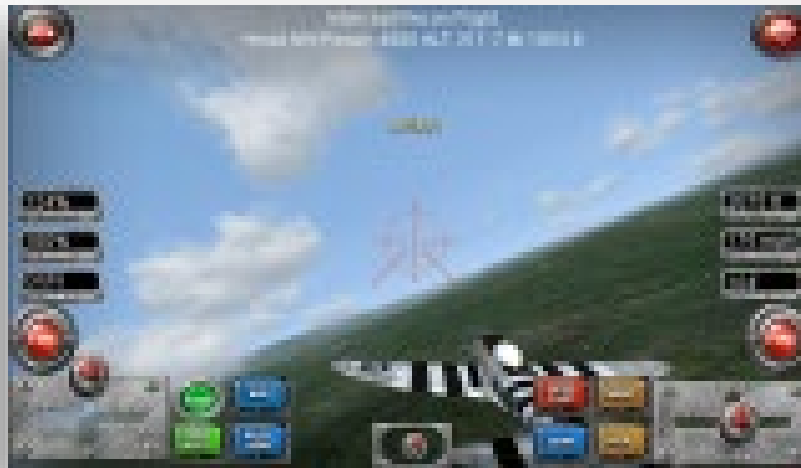
**BOW HUNTER 2017 – SERIES OF OUTDOOR SIM GAMES WITH CASH TOURNAMENTS!**



# Current Product Lineup – Launched Titles



## M4 TANK BRIGADE – ONLINE AND RETAIL PC/MAC/(MOBILE COMING) TANK GAME



## WARBIRDS FIGHTER PILOT ACADEMY – WW II FLIGHT SIM FOR IOS MOBILE DEVICES



## APPENDIX