Next-Gen Multiplayer & Simulation Gaming Experiences

Where Simulation Meets Esports.

A Division of iEntertainment Network: (OCTBB: IENT)

iMagic GAMES

Executive Summary

Global Market Size

300
Billion USD

The worldwide gaming market is now larger than film and music combined, **growing at 12%+ CAGR in 2025**.

Proven Track Record

300M+
Units Sold Worldwide

250+ successful games, 300M+ units sold, Including legendary titles like Civilization, Red Storm Rising, and dozens of global hits.

Various Revenue Generation Streams

- **Subscription,**
- **IAPs**
- **ESD Retail Sales**
- **Event Fees / ESports**

Growth Potential

30M
USD Annual Revenue

With $500k in funding, iMagic is projecting to deliver a 25x stock valuation increase within 18 months.

The Opportunity

Expand into emerging growth areas

- Cross-platform play (PC, Console, Mobile)
- AI-powered player personalization and dynamic content.
- UEFN Opportunities
- Web3 and cloud-based gaming

Community & Esports Focus

- Capitalize on Esports tournaments & competitive seasons.
- Community-driven content & creator economies to boost retention and revenue.

Proven Leadership

iMagic Leadership Team Has Built Two Successful Videogame Companies Before!

US Publicly Listed Company

MICROPROSE

$43 MM annual revenue, $400MM IPO

US Publicly Listed Company

INTERACTIVE MAGIC

$25 MM annual revenue, $250MM IPO

Combined Team of Gaming Founders / Executives

250+	**200+**	**100+**	**$1+ Billion**	**100+**
Games Launched	Awards	Countries Sold	Revenues	Years in Gaming

Worldwide Market Opportunity
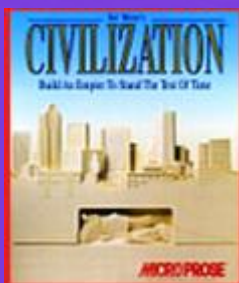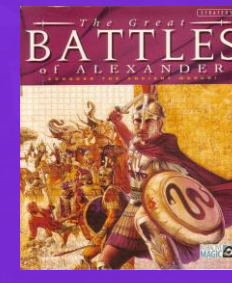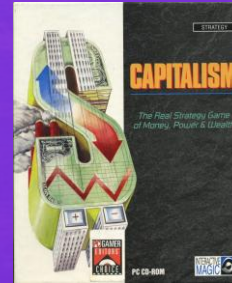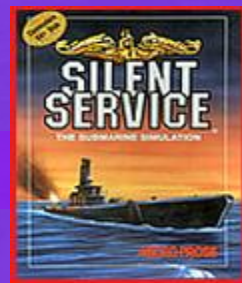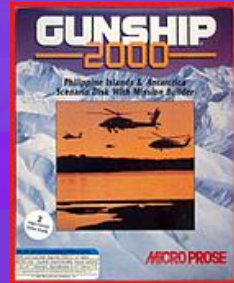
Game Market over $300+ Billion Worldwide Revenues in 2025

- 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 35 successful games that can be updated and rereleased for significant revenues.

- With Funding, iMagic can release 8 new games within the first 24 months

CAGR 12.2%

$256B $287B $322B $361B $405B $454B

Market Size (Billions USD)

2023 2024 2025 2026 2027 2028

Year

The Business Research Company

Experienced Leadership Team

JW "Bill" Stealey
Chairman & 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 $25MM+ in annual revenues in three years and took the company public in 1998 at a $250MM valuation.

Many additional experienced executives/developers ready to rejoin the Team with Funding.

Ash Hodgetts
Marketing Director

24+ years of marketing. Bond MBA. Video game & Teleco industries. Game developer.

Damian Hodgetts
Development Director

20+ years of experience in game development, cloud infrastructure, and interactive digital experiences. Delivering innovative, high-performance gaming technology.

Dan Hammer
Technical Consultant

Technical Consultant to IENT and Retired CTO. Dan is the developer of the current WarBirds, Dogfights, and WarBirds Fighter Pilot Academy for iOS with over 35 years of game development experience.

Stewart Krielow
Development Consultant

Development Consultant, Airline Pilot, and former Flight Model Designer for WarThunder with 12+ years Game Development Experience.

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 iMagic Games.

Alicia Burgess
Social Media

Alicia has been creating Digital Ad Designs using Hootsuite platform and Photoshop to produce and send marketing materials posted on Facebook, Twitter, Instagram, and other Social Media.

We have created and published Sim & Strategy games for more than 30 years very successfully.

- iMagic Games has two successful Mobile games that can be turned into over 9 new Mobile games with modest investment.

- iMagic Games Also Develops and Publishes Simulation and Strategy games, (as the Team has been doing for 30+ years), currently for PC/Mac/Mobile formats for Sales, with Subscriptions for 24/7 play, for access to all game features, functions, and online play.

- Other Revenues: In-Game, (In-App), Transactions for Fuel, Ammo, Repair, Paint Schemes, etc.

- iMagic games focuses on Massively Multiplayer Player Games and Tournaments, for all Formats of our games.

Funding Allocation

- Raise $500K Funds to develop, launch, and publish Nine New Sim/Strategy games for PC/Mac/Mobile/Consoles. Game synopsis in Appendix.

- Implement exciting AI opportunities, (as discussed in Technology in Appendix), 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 2026-2031 of $32+ MM with $500K raise.

- Available near-term liquidity as iMagic is a subsidiary of a public company, (OTCBB: IENT),that can allow for full OTC public trading.

Competitive Online Games within 24 months

- BowHunter Mobile Tournaments - 6 Months
- Crossbow Hunter Mobile - 9 Months
- Rifle Hunter Mobile Tournaments - 9 months
- New WarBirds FPA Pacific Mobile - 12 Months
- Dawn of Aces WW I Mobile - 18 Months
- WarBirds Combat Target Racing - 6 Months
- New WarBirds Online Combat - 9 Months
- M4 Tank Brigade/WarTanks - 12 Months
- China 2027: Defense of Taiwan - 24 Months
- Beachhead 2026 - 18 Months

All with New Graphics systems, New AI attributes, and Web 3 Features.
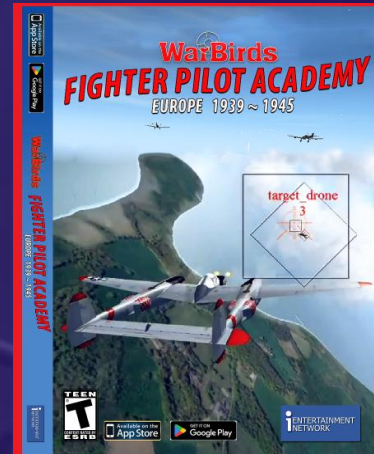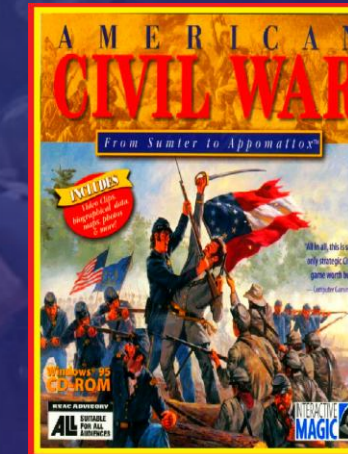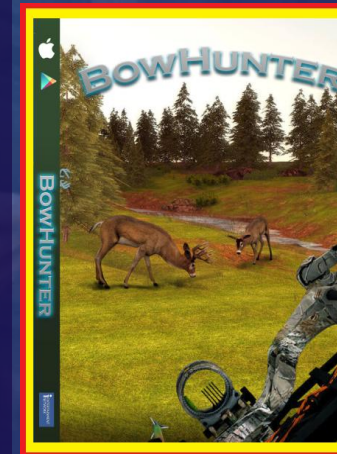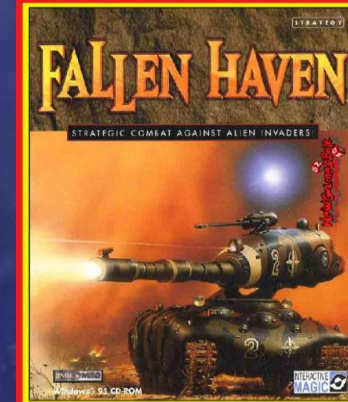
Financial Forecasts

Year	iMagicGames Financial Forecast ($Thousands)			3 Year Totals
	1	2	3	
Revenue	$ 800	$ 2,900	$ 6,200	$ 9,900
Distribution	$ 200	$ 725	$ 1,550	$ 2,475
Development	$ 8	$ 29	$ 62	$ 99
Marketing	$ 8	$ 29	$ 62	$ 99
Other Costs	$ 64	$ 232	$ 496	$ 792
Gross Profit	$ 520	$ 1,885	$ 4,030	$ 6,435
Equity Value 25x	$ 13,000	$ 47,125	$ 100,750	
Stock Price 50 million	$ 0.26	$ 0.94	$ 2.02	
(after reverse 3 to 1 split)				

- This revenue forecast based on $500K fund raise, for Mobile Game development and remastering of 35 successful sim/strategy games.

- Eight New Mobile games can be developed from our existing successful mobile games in 18 months.

- Remastering 35 existing successful games to more game platforms could significantly increase revenues.

- Equity Growth in the Parent Company Public Stock, iEntertainment Network Inc., (OTCBB: IENT)

Extensive Catalogue of Games to Remaster and Release!

iMagic Games 35+ Legacy Games ready to be updated for new revenues

Appendix

- Market Forecast for Simulation/Shooter Games
- Video Links and Home Page for iMagic Games
- Current Products
- Three Exciting New Products to be developed

iMagic GAMES

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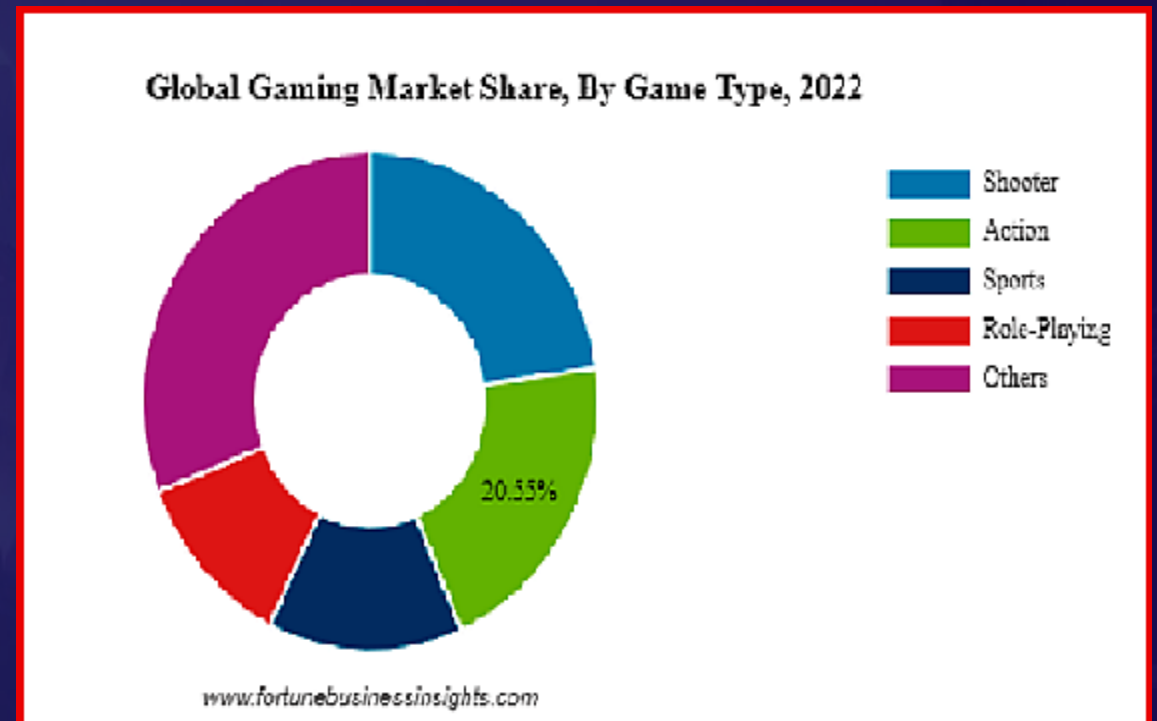
Investors should not rely on forward-looking statements as predictions of future events. We undertake no obligation to update or revise any forward-looking statements, whether as a result of new information, future events, or otherwise, except as required by law.

Market Forecast for Simulation/Shooter Games

Online Simulation Games Market
Market Size in USD Billion
CAGR 13.49%

USD 15.16 B
USD 7.17 B
2023   2028

Source: Mordor Intelligence

Study Period	2018 - 2028
Market Size (2023)	USD 7.17 Billion
Market Size (2028)	USD 15.16 Billion
CAGR (2023 - 2028)	13.49 %
Fastest Growing Market	Asia Pacific
Largest Market	North America

Major Players

Tencent 腾讯   Nintendo

Microsoft   NetEase Games

*Disclaimer: Major Players sorted in no particular order

Global Gaming Market Share, By Game Type, 2022

- Shooter
- Action
- Sports
- Role-Playing
- Others

20.55%

www.fortunebusinessinsights.com

Sim Games Estimated at $7 Billion 2023. Growth at over 13% Annually

Shooter and Action Game Market are over 50% of the total Game $300B 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

iMagicGames.com Webpage

Current Lineup: Launched Titles

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

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

Current 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

Stunt Flying, Racing, and Combat Combined!

New Esports Simulation Experiences

Platforms: Cross Play on Consoles & PC

What is WarBirds CTR?

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

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

New Simulation,
China 2028: Defense of Taiwan

Release: TBA

Platforms: Cross Play on Consoles & PC

What is China 2027?
As tensions escalate in the South China Sea, Chinese President Xi Jinping issues a chilling directive: "Put all your minds and energy into preparing for war."

Step into the near future where diplomacy has failed and conflict is inevitable. Command cutting-edge technology, navigate global alliances, and engage in high-stakes strategy in a world on the brink of all-out war.

Tank games generate over $100M Annually.

A Tank Game is currently generating over $100 million in Annual Revenues.

WarTanks will also be used in our new China 2028, Defense of Taiwan Simulation

Reverse X-Com with deeper strategy

Release: 2026
Platforms: PC PS5 & Xbox X|S

What is Beachhead2026?
Beachhead combines reverse XCOM-style tactics with empire-building elements in an ambitious blend of strategy and conquest. You play as an interdimensional species known as the "Horde," dispatched by your Chancellor to establish a foothold on Earth and enslave humanity. What is your ultimate goal? To subjugate the human race, using their bodies as food, fuel, and labor, all in preparation for a full-scale invasion.

AI Used: Art trained on own IP, in-game art, music, voice actors.
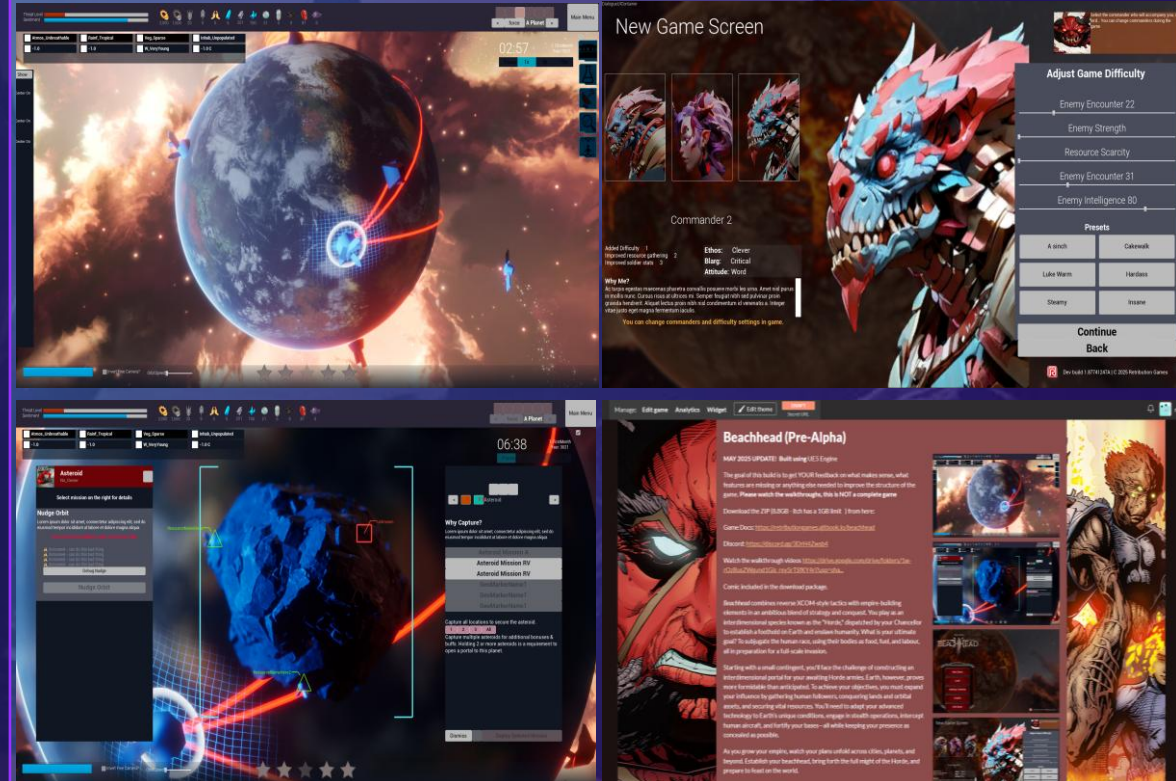
Link to GitBook

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 iMagic Games 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.

John W. "Wild Bill" Stealey
Founder & Chairman, iMagic Games

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Thank You for your time

iMagicGames.com