



Next-Gen Multiplayer &  
Simulation Gaming Experiences

*Where Simulation Meets Esports*

A Division of iEntertainment Network Inc. (OTCID: IENT)  
JW "Wild Bill" Stealey, CEO, [JWStealey@IENT.com](mailto:JWStealey@IENT.com)

# Executive Summary

## Global Market Size

**350+**  
Billion USD

The worldwide gaming market is larger than film and music combined, **growing at 12%+ CAGR in 2026**.

## Various Revenue Generation Streams

- Subscription
- In-App-Purchases
- Digital / Retail Sales
- Event Fees / Esports

## 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.

## Growth Potential

**30M**  
USD Annual Revenue

With \$3M in funding, iMagic is projecting to deliver a significant stock valuation increase within 18 months.

## The Opportunity

### Emerging Growth Areas

- Cross-platform play (PC, Console, Mobile)
- AI-powered player personalization and dynamic content
- UGC opportunities
- Cloud gaming

### Community & Esports Focus

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

### Retro Gaming Growth

- Nostalgia-Driven Demand from older gamers fuels growth.
- \$15B+ Market, growing at 8–12% CAGR.
- Wider Access via re-releases, emulators, and streaming.

# Proven Leadership

iMagic Leadership Team Has Built Two Successful Public Videogame Companies Before!

US Publicly Listed Company



\$43 MM annual revenue, \$400MM IPO  
IPO, 9 years after Founding

US Publicly Listed Company

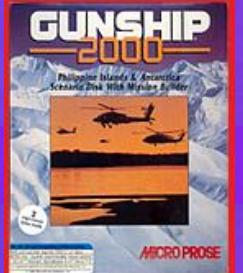
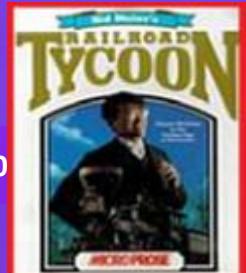
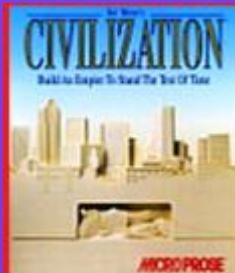


\$35 MM annual revenue, \$250MM IPO  
IPO, 3 years after Founding

## Combined Team of Gaming Founders / Executives

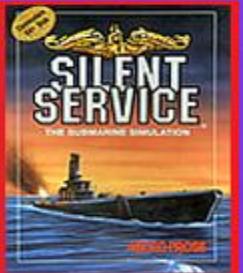
250+

Games Launched



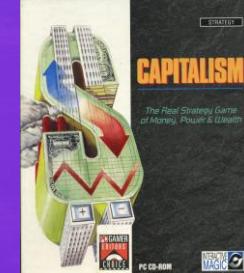
200+

Awards



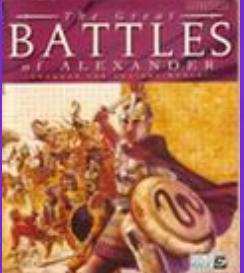
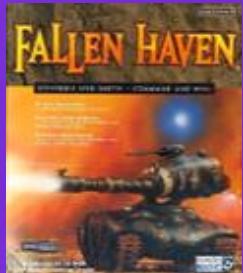
100+

Countries Sold



\$1+ Billion

Revenues



100+

Years in Gaming



## Worldwide Market Opportunity

### Game Market \$350+ Billion Worldwide/12%+ Growth

- iMagic operates globally across PC and mobile gaming markets. Console Versions coming.
- Current revenue comes from 4 single-player games, 4 MMOs, and 2 mobile titles in the U.S. and Europe.
- With 35+ successful Legacy titles, iMagic can drive new revenue through updates and re-releases.
- Post-funding, 9 new games can launch within 24 months.



# Experienced Leadership Team



**JW “Bill” Stealey**  
Chairman & Founder

**U.S. Air Force Academy graduate, Wharton MBA, retired Lt. Colonel USAF, Command Pilot, former McKinsey consultant.**

**Co-founded MicroProse Software with Sid Meier in 1982, scaling it to \$43M in annual revenue and a \$400M IPO in 1991.**

**Founded Interactive Magic (iMagic), growing it to \$25M+ in revenue in three years and taking it public in 1998 at a \$250M valuation.**

Additional experienced executives/developers ready to join the Team post-funding.



**Ash Hodgetts**  
Marketing Director  
24+ years in marketing. Bond MBA. Game developer with experience in video game and telecom industries.



**Damian Hodgetts**  
Development Director  
20+ years in game development, cloud infrastructure, and digital experiences—delivering cutting-edge, high-performance gaming tech.



**Frazer Nash**  
Marketing Consultant  
Marketing Consultant to IENT and very experienced Marketing expert who worked for IENT before., Europe Based



**Stewart Krielow**  
General Manager  
Development Consultant, Airline Pilot, and former Flight Model Designer for WarThunder with 12+ years Game Development Experience.



**Barbara Wendel**  
Controller  
25+ years with the company. Manages payables, receivables, cash flow, and bookkeeping. Prepares financials for OTCID-listed IENT, parent company of iMagic Games.



**Alicia Burgess**  
Social Media  
Designs digital ads using Hootsuite and Photoshop, creating marketing content posted across Facebook, Twitter, Instagram, and other social media platforms.

## ***Business Model & Revenue Streams***

### **40+ Years of Success Publishing Top Simulation and Strategy games.**

- **iMagic Games has two successful mobile titles that can be expanded into 9+ new games with modest investment.**
- **The team develops and publishes simulation and strategy games across PC, Mac, and mobile—backed by 40+ years of experience—with unit sales and subscription access for full online play.**
- **Additional revenue comes from in-game purchases (fuel, ammo, repairs, paint schemes, etc.).**
- **Focus on MMO gameplay and tournaments across all platforms.**



## *Funding Allocation*

- Raise \$3 Million to develop and launch 9 new Sim/Strategy games across PC, Mac, mobile, and console.
- Integrate advanced AI into new and legacy titles, enhancing gameplay and personalization.
- Expand publishing through key hires, user acquisition, analytics, and global partnerships.
- Target \$143M+ in revenue (2026–2030) with liquidity via parent company public listing (OTCID: IENT), enabling public trading.



## Competitive Online Games within 24 months

- BowHunter Mobile Tournaments - 6 Months
- Crossbow Hunter Mobile Tournaments - 9 Months
- Rifle Hunter Mobile Tournaments - 9 months
- New WarBirds FPA Pacific Mobile - 12 Months
- Dawn of Aces WW I Mobile - 12 Months
- WarBirds Combat Target Racing - 6 Months
- New WarBirds Online Combat - 1 Month
- M4 Tank Brigade/WarTanks - 12 Months
- iF-18E Super Hornet, Carrier Strike Fighter - 18 Months
- China 2028: Defense of Taiwan - 24 Months

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



# *Extensive Catalogue of Games to Remaster and Release!*

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



# Financial Forecasts

## Financials

Year	1	2	3	4	5	TOTALS
REVENUES	\$ 800,000	\$ 3,900,000	\$ 16,700,000	\$ 25,650,000	\$ 30,050,000	\$ 77,100,000
DISTRIBUTION	\$ 200,000	\$ 975,000	\$ 4,175,000	\$ 6,412,500	\$ 7,512,500	\$ 19,275,000
DEVELOPMENT	\$ 160,000	\$ 780,000	\$ 3,340,000	\$ 5,130,000	\$ 6,010,000	\$ 15,420,000
MARKETING	\$ 160,000	\$ 780,000	\$ 3,340,000	\$ 5,130,000	\$ 6,010,000	\$ 15,420,000
OTHER COSTS	\$ 112,000	\$ 546,000	\$ 2,338,000	\$ 3,591,000	\$ 4,207,000	\$ 10,794,000
GROSS PROFITS	\$ 168,000	\$ 819,000	\$ 3,507,000	\$ 5,386,500	\$ 6,310,500	\$ 16,191,000
Equity Value 30X	\$ 5,040,000	\$ 24,570,000	\$ 105,210,000	\$ 161,595,000	\$ 189,315,000	
Stock Price 50 million shares (after reverse 3 to 1 split)	\$ 0.10	\$ 0.49	\$ 2.10	\$ 3.23	\$ 3.79	

- Revenue forecast is based on a \$3 Million raise to develop 9 mobile games, 4 new Sim/Strategy titles, and remaster 35 legacy hits (see Appendix). Faster growth with larger investment. Grew iMagic originally from \$0 to over \$23 million revenues in three years when Games Industry 25% of what it is today.
- Mobile expansion leverages existing IP, with 9 titles deliverable within 24 months.
- Remastering 35 proven games for new platforms offers strong upside revenue potential.
- Investor upside through equity growth in parent company iEntertainment Network Inc. (OTCID: IENT).

# Appendix

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



**iMagic**  
**GAMES**

## ***Safe Harbor Statement***

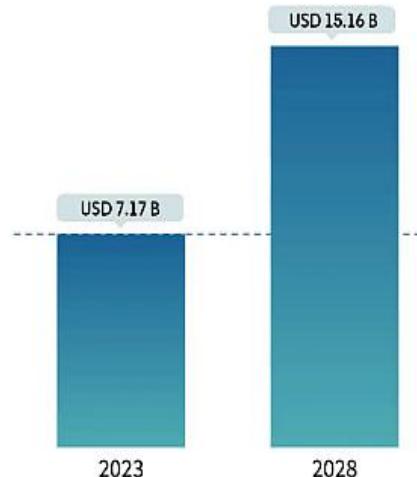
This presentation includes forward-looking statements involving risks and uncertainties, such as our business strategy, financial projections, and future performance. These are based on current expectations and assumptions that may differ materially from actual results.

Key risks include: (1) our ability to attract and retain customers and grow revenue; (2) competition in the marketplace; (3) execution of our business strategy; (4) securing financing for operations and growth; (5) regulatory changes impacting our industry; and (6) other risks outlined in our SEC filings.

Investors should not consider forward-looking statements as guarantees of future events. We are not obligated to update these statements unless required by law.

# Market Forecast for Simulation/Shooter Games

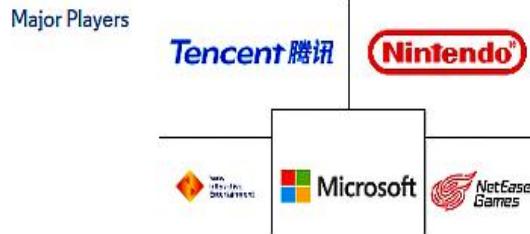
Online Simulation Games Market  
Market Size in USD Billion  
CAGR 13.49%



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



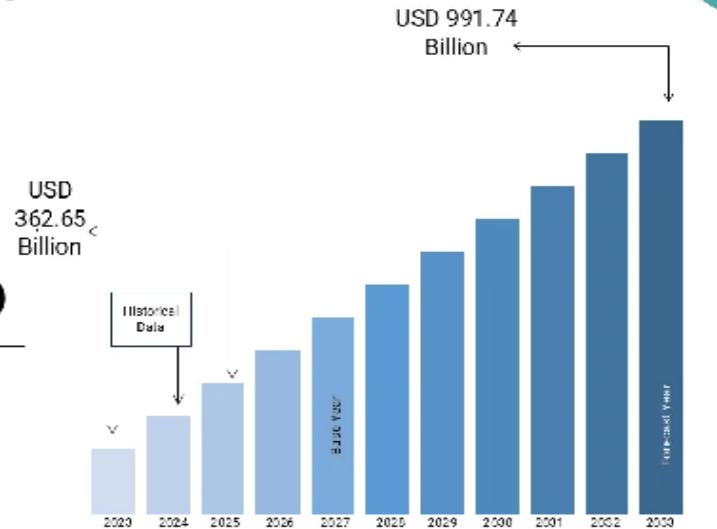
\*Disclaimer: Major Players sorted in no particular order

## Global Gaming Market Market Size Overview

**13.40%**

Global market CAGR,  
2025 - 2033

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



Source: Market Data Forecast Analysis

Sim Games Estimated at \$15 Billion 2028.  
Growth at over 13% Annually

Global Gaming Market Estimated Size

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

## Current Lineup: Revenue Producing Titles



WARBIRDS PC/MAC – ONLINE AND RETAIL WW II COMBAT SIMULATOR IN ITS 30<sup>TH</sup> YEAR!



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

## Current Lineup: Revenue Producing 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

# *YouTube Video Links and iMagicGames Webpage*

WarBirds Online



M4 Tank Brigade

Bow Hunter 2017



WarBirds Fighter Pilot Academy

iMagicGames.com Webpage

## *New Opportunity: WarBirds Combat Target Racing*

# Stunt Flying, Racing, and Combat Combined!

New eSports Simulation Experiences

Race in the Valleys, Dodge Ack, Destroy Targets,  
and WIN the Race for Prizes!

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.

Racing Video: <https://youtu.be/uyMzM5wa-3I>



## *New Opportunity: Modern Combat*

# New Simulation, China 2028: Defense of Taiwan

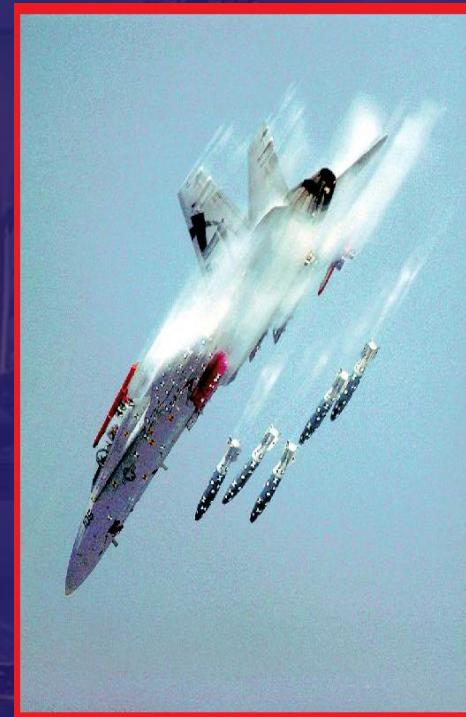
Release: 2028

Platforms: Cross Play on Consoles & PC

What is China 2028?

As tensions rise 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 a near-future where diplomacy has failed. Command advanced tech, form alliances, and lead high-stakes strategy combat tactics as the world nears all-out war.



## *New Opportunity: WarTanks Inc.*

**Tank games generate over \$100M Annually today**

**A competitive 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**



# New Opportunity: Beachhead 2026

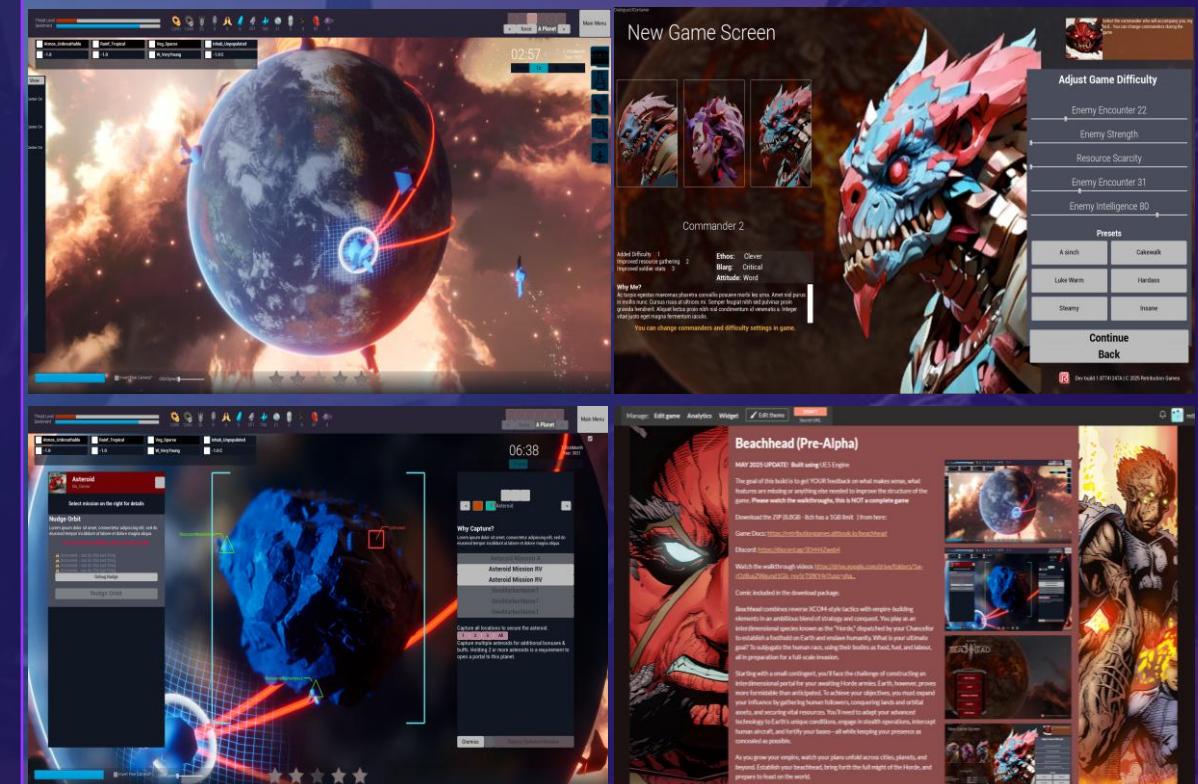
## Reverse X-Com with deeper strategy

Release: 2026

Platforms: PC PS5 & Xbox X|S

*Beachhead 2026* blends reverse XCOM-style tactics with empire-building in a bold strategy experience. Play as the “Horde,” an interdimensional species sent to conquer Earth and enslave humanity. Your mission: harvest humans for food, fuel, and labor—preparing for 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!

### Gemini

Multimodal AI—like Google’s Gemini—represents the next evolution in interpreting gestures, voice, drawings, and object manipulation in real time, enabling new forms of game control and interaction.

Imagine piloting a plane by waving your hand like you did as a kid, or pressing buttons you sketched on paper to trigger in-game actions.



Large Language Models (LLMs) are a game-changer for content creation. In our artists’ hands, they enable rapid development and manipulation of textures, models, animation, lighting, scripts, voiceovers, and more—including real-time motion capture and lip sync.

Celebrity-quality voiceovers can be mimicked from under a minute of audio, dramatically accelerating content production and iteration with broader, more robust results.



LLMs can generate rich storylines, unique character backstories, and complex mission progressions for players to complete.

Players can interact naturally with NPCs who respond intelligently and stay true to their roles and the game’s narrative. Any question posed is met with dynamic, in-character dialogue and context-aware intelligence.

**These new technologies will enable iMagic Games to deliver better games to market faster and more efficiently, enhancing gameplay and accelerating both revenue and equity growth.**

## Contact Information



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**Founder & Chairman, iMagic Games**

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**Thank You for your time**

<https://Corporate-IENT.com>

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