## Please click on the logo below to play a short video



# **Proposed Offering Terms**



Issuer	Mobile Global Esports, Inc.
Security	Common Shares
Proposed Price Per Share	\$4.00
Proposed Shares Offered	1,500,000*
Proposed Offering Size	\$6,000,000*
Proposed Trading Symbol	MGAM
Proposed Exchange	The Nasdaq Capital Market
Sole Bookrunning Manager/Underwriter	WestPark Capital, Inc.

<sup>\*</sup> Assumes no exercise of the underwriters' over allotment option to purchase up to 150,000 additional ordinary shares.

















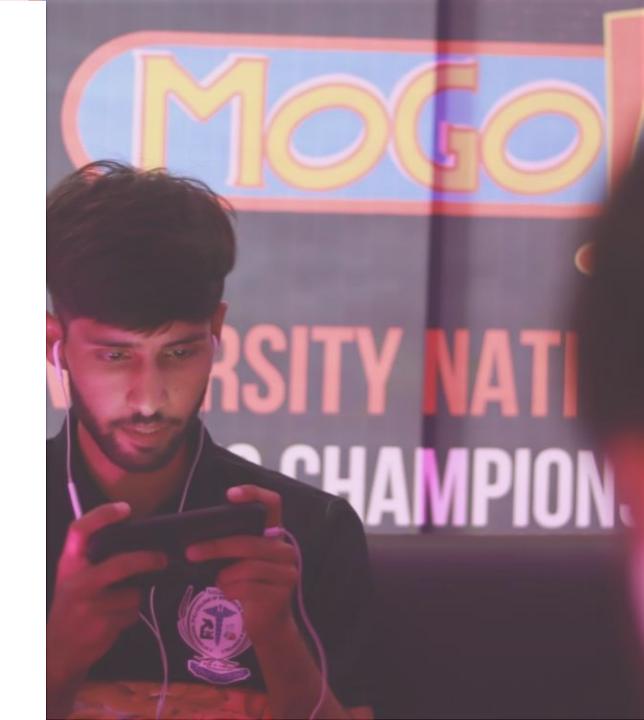




**#Esports** the **fastest growing** sport in the world.

**#Mobile** the **fastest growing** platform for gaming.

**#Under-25** the **fastest growing** demographic for Esports.



**Mobile Global Esports Inc (MOGO!)** is expanding the Esports business created by Sports India in 2016.

**MOGO!** is an entertainment company in India focused on social engagement through **Esports**.

**MOGO!** creates live events in India focused on University students & is currently building an Esports platform to scale engagement and revenue opportunities.



Very few have successfully led a Fortune 100 company into India. **CEO Dave Pross has done it twice** (*PepsiCo & RJR Nabisco*).

Gregory Butler, Anthony Rennert and Martha Chang comprise the team behind our technology. They have served as executives, consultants or worked with **Samsung**, **SiriusXM**, **China Telecom**, **Siemens**, **Intel**, **Tata Communications** and many others on technology, media and social engagement.

SI's team in India led by Sunny Bhandarkar, has been organizing live sports and Esports since 2016, developing the **institutional knowledge and relationships** that will be key to growth.



## **EXCLUSIVE AUDIENCE**

Through a licensing arrangement with MOGO!'s parent company, SII, we hold the exclusive rights to the commercialization of University Esports including:

**854** AIU Member Universities

73 EUSAI Member Universities

For context, the 13<sup>th</sup> and 31<sup>st</sup> ranked AIU universities have roughly **850,000 students**, with the entire collegiate system boasting over **37 MILLION students**.



@MOGO!

hosted **41\*** University Esports tournaments over the last **18 months**.

@MOGO!

Esports events with over **632,000 unique viewers** since January 2022.

@MOGO!

exclusive organizer of the only officially-sanctioned National Championship for University Esports in India.



## **CUTTING EDGE TECHNOLOGY**

India has some of the least reliable internet in the world.

Our partners at ZuCasa not only bring the technology to build a gaming platform with unique social, video and revenue features to market, they also have delivered its proprietary compression called EVE.

EVE reduces video file size by **65% or more** while keeping HD quality.

We believe EVE will help to reduce MOGO!'s expenses while allowing us to reach more users.





Our monetization plan is based on **standard approaches** like advertising, in-app purchases & subscriptions, but also some that are **specific to Esports:** 

#In-Game Ads
Projected \$1.2 BILLION in
India by 2025

## **#Video Game IP**

Honor of Kings & Peacekeeper Elite \$1.5 BILLION each yearly revenue

#Esports Team Owner
Global Top 10 Team
value averages
\$350 MILLION+



Esports viewers worldwide=
1.2 BILLION



It took Esports only 25 years to pass Rugby and American Football **combined** in worldwide viewership.

#### **Go To Market**

Schedule first-year national tournament schedule.

Onboard strategic partnerships.

Release Apps prior to MOGO! Platform launch to build user base alongside social channels.

Launch platform with game library, tournaments and social features.

## **Digital User Projections**

2023: **2.6** MILLION

2024: **6.5** MILLION

2025: **13.0** MILLION

2026: **19.6** MILLION

## **Per-User Yearly Average**

Gaming: **520** Hours

Games: 30

Social: **260** Hours

## **Revenue Projections**

Yearly for MOGO!'s social-gaming platform.

Per User Gross: \$21.36

Per User Net: **\$10.80** 

Lifetime Value: \$108

## **Data Projections**

Per User Gross: \$24.00

Per User Net: **\$24.00** 

Lifetime Value: \$240









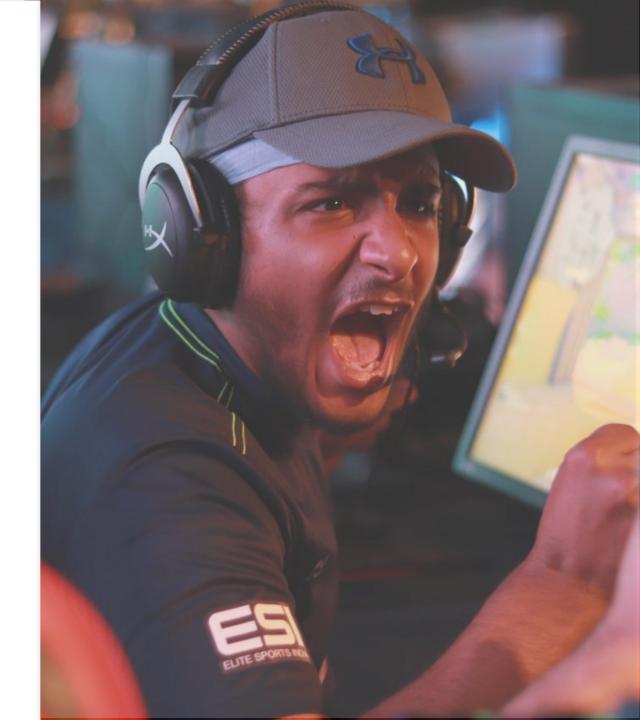
14% market share, revenue **up 84%** to \$61 MILLION 2019-2021.



Sold for \$1 BILLION with less than **600,000 users**, now has 9.5 MILLION.



21 Major Social Media sites launched BEFORE Facebook.



#1 Esports is the fastest growing sports category in the world.

#2

#3

#4

**India** has the **highest concentration** of the key Esports demographic in the world.

**MOGO!** Has access to difference-making technology.

**MOGO!** leadership has been successful in **India** at the highest level.

Management believe Esports is the next global wave. Esports combines the excitement of **competitive sports**, the shared experience of **social media** and the win-or-go-home challenge of **gaming**.

successful events, has contracted for the technology to build the business, has acquired exclusive access to a large market with favorable demographics, and has an experienced management team and a growing industry.

Please join us as we build the MOGO! university **Esports** business in India.

























Mobile Global Esports Inc. has filed a registration statement (including a prospectus) with the SEC for the offering to which this communication relates. (Filed on June 17, 2022, Registration Statement No. 333.261877).

Before you invest, you should read the prospectus in that registration statement and other documents Mobile Global Esports Inc. has filed with the SEC for more complete information about the Company and this offering.

You may get these documents for free by visiting EDGAR on the SEC Web site at <a href="www.sec.gov">www.sec.gov</a>. Alternatively, the Company, any underwriter or any dealer participating in the offering will arrange to send you the <a href="prospectus">prospectus</a> if you request it by calling toll-free 1-949-573-0628.