REALER BOX

-TECHNOLOGY-

We make it easy and fun to make, share and play 3D games online

MOST IMPORTANT TODAY

- as YouTube revolutionized video and TV
- patented easy make and share
- how we take the market position
- ongoing Nasdaq listing

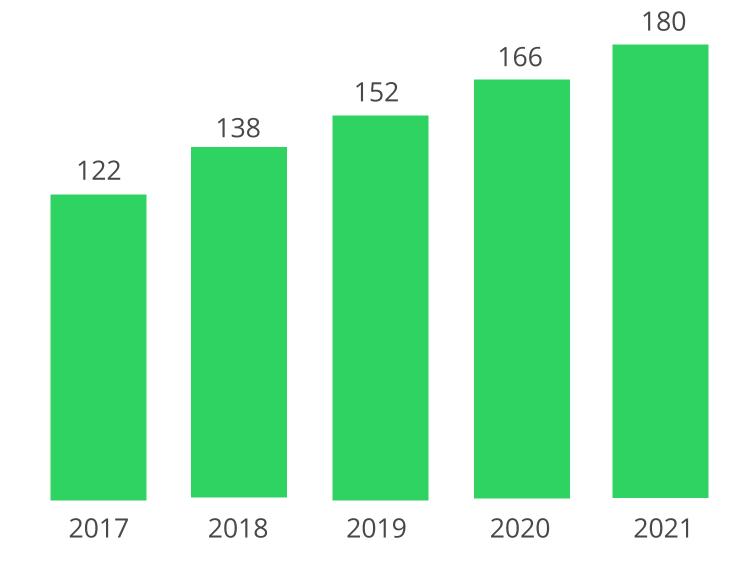




EASY FOR ALL TO MAKE AND SHARE GAMES



GAMES CONTINUE RAPID GROWTH







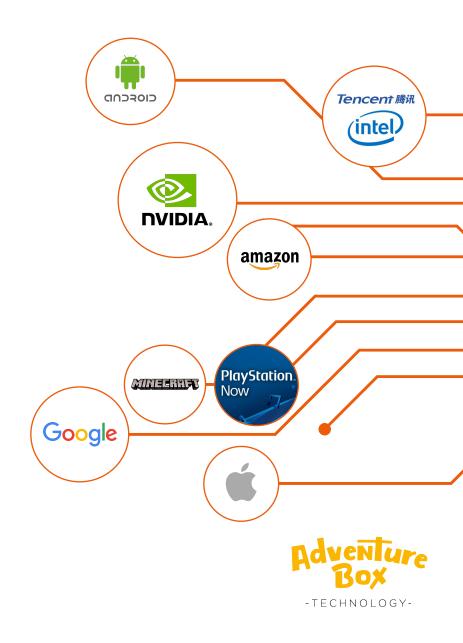
THE KEY: STREAMING

STREAMING

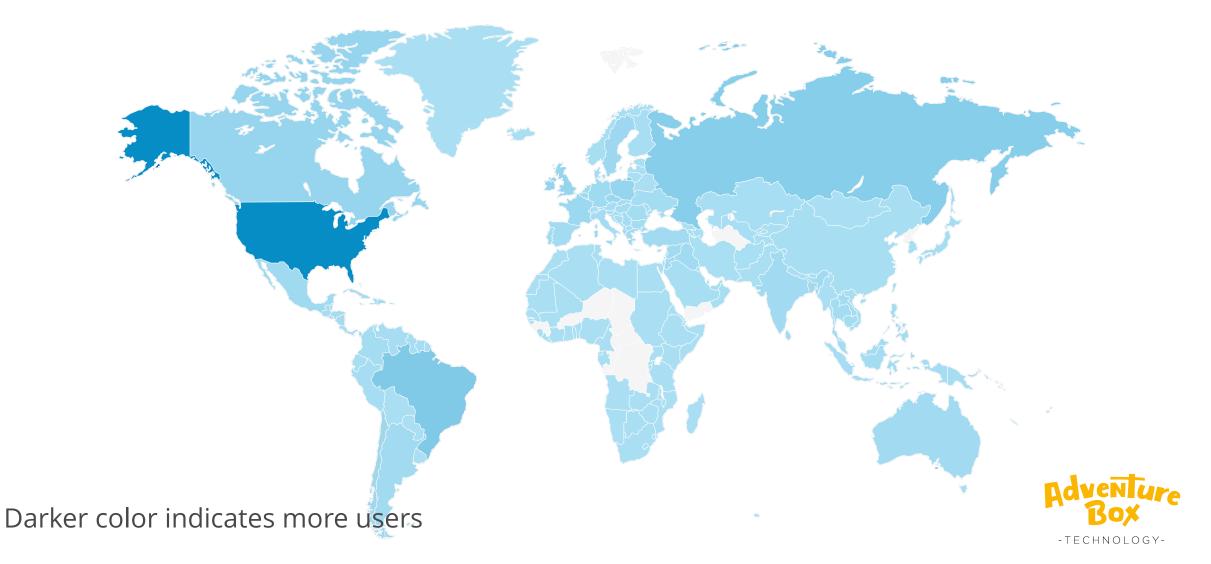
- + 250-500% more effective sharing
- + works on simple devices
- + cannot be pirate copied
- + no risk for downloading virus
- requires fast broadband

ADVENTURE BOX USP:s

- + patented capacity effective streaming
- + user can create their own games
- + will license technology and patent



GLOBAL REACH WITH AN EFFECTIVE SOLUTION









INFLUENCER BACKED





THE MOBILE VERSION IS KEY

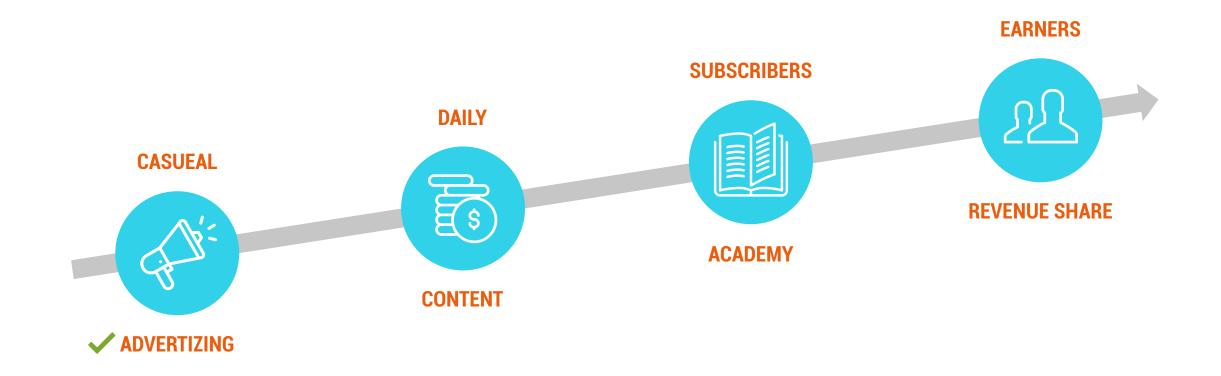








A PROVEN BUSINESS MODEL





SHARING AMATEUR MADE GAMES IS WORTH USD 7.6 B*

		VIDEO Annual global revenues USD 69B	MUSIK Annual global revenues USD 19B	SPEL Annual global revenues USD 155B	
	Pro	NETFLIX	Spotify [®]	STEAM [®]	
		USD 11B	USD 4B	USD 4.5B	
	Amateur	VouTube	SOUNDCLOUD	Adventure Box -TECHNOLOGY-	
		USD 3.4B	USD 100M	USD 7.6B*	
* Managei	ment estimate				Adve

-TECHNOLOGY-

PREPARING FOR RAPID EXPANSION

Five year head start on the video game industry. Technical substance

May '14 – Jun '15 • Online 3D-engine • 3k accounts	7 er & shi ts	aring				Ju • •	DONE Jul '17 – aug'19 • Stabilised tech to 1.0 • Soft launch • 58k accounts • Advertizing model					Se •	• Dec: I			Mobiles supported Minecraft YouTuber launc Revenue models 100%				
Q2 Q3 Q4 Q1 Q2 Q 2014 2015	Q3 Q4	Q1 Q2	2 Q3	Q4	Q1	Q2 20	Q3	Q4	Q1	Q2 20	Q3	Q4	Q1	Q2 20	Q3	Q4	Q1	Q2	Q3	Q4



A TEAM WITH THE RIGHT COMPETENCE

Experienced international entrepreneurs and tech experts



CHRISTOPHER KINGDON CEO & co-founder MSc KTH, MBA SSE Built and sold 5 companies. A pioneer of Location Based Services.



CLÉO HAYES-MCCOY CTO & co-founder BSc Trinity University Programmer and mathematician who built a 3D engine for the Stanford particle accelerator.



HANS RICHTER

BA Sthlms Univ, MBA Uppsala Techer of finance at business school IHM and the board academy. Hans has been the CFO of several companies.



DMITRII SAPELKIN

Product owners & desginer CAD Engineer, St Petersburg Designed games since 2005 for companies such as Electronic Arts, Oberon Media, Activision and Midway.



DAN GREENING VP Development & COO PhD Computer Science UCLA Built and sold 3 companies in Silicon Valley. Scrum/Agile/Lean coach. Moved to Sweden to "build the next Spotify!"



RICKARD RIBLOM CMO KTH, SSE Lead online marketing for 4 companies. Prior to that a management consultant.



A COMPETENT BOARD

Experienced and with stock exchange competence



PETER LÖNNQVIST Chairman BBA SSE Board professional including charing 2 video game companies and 1 VC company.



CHRISTINE RANKIN

Director MBA VP Head Control Veoneer. Former CFO Cherry AB (publ), Director Technopolis plc. Roles as Nasdaq, Spotify andPwC.



STAFFAN EKLÖW Director Barrister Chariman Bublar Group AB (publ). Former CEO Legal Firm Lindahl, Head of legal for TV4.



LORANG ANDREASEN

Director Marketing Berghs Experienced entrepreneur, especially in e-gaming. Former main owner of Cherry.



CHRISTOPHER KINGDON

Director MSc KTH, MBA SSE Built and sold 5 companies. A pioneer of Location Based Services



CLAES KALBORG

Director IHM Business School Director Flexion Mobile and Kidoz. Head of global licensing King (Candy Crush) and SVP Rovio (Angry Birds).



LISTING AT NASDAQ

FINANCE HISTORY*

- USD 5M raised capital
- Post money valuation USD 7.4M, approx. USD 0.8 per share
- 9 142 400 shares

LISTNING

Application sent Growth market

*See company description for details





SUMMARY

SUMMARY

- Market tested and patenterad 3D-engine for a market worth >7 BUSD
- Cost effective organization (5 MUSD raised)
- Towards listing. Strong board and management

ONGOING

- Mobile version being completed
- Launching with Minecraft YouTubers in Dec
- Three new revenues models implemented Aug 2020

INVESTMENT

 A long term strategic investment with significant potential and already established substance







CONTACT

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