



SAB Games is IT company with all competences to create mobile projects of any difficulty
The only Unity certified mobile game development team in Central Asia.

For 4 years, the company has prepared more than 100 mobile applications
and launched more than 30 web services.

Launch and develop a global publishing system for mobile apps with following results by 2022 year



\$5 250 000 revenue
per month



Cross-targeting advertising
for longer LTV of
every paying user.



Non-stop game and
app development



35 000 000 monthly
active users



RPA mount \$0.15

Why will we achieve the goal?

Expertise

**Investment
Plan**

**Soft
launched
apps**

**Soft
launched
system**

**Market
Trends**

Team

**Over 100
Apps**

**Partnership
with 20
studios**

**Over 200
new game
scenarios**

Top Management



Anton Stepanov
CEO, Founder

Entrepreneur. Being a member of the board of directors of a large production and trading company, he decided to do what he was really interested in.

Having come to the IT business as a novice, for several years he was able to take the company to self-repayment, having grown a full-fledged full-stack team with a very high level of expertise.

For the first time in history, he brought Unity team to Central Asia where he held a joint conference with them and the first official certification in the region.

Having made a strong-willed decision not to waste himself on launching single applications, he developed a strategy of a big launch and led the company to 100 ready-made applications and tools for user retention.

He is the author and inspirer of most of the developed applications, as well as the mentor of each project within the company.



Khojiakbar Muminov
COO

Executive. Being one of the best graduates of the Faculty of Mathematics at Moscow State University, a multiple winner of international programming competitions, he joined the company as a junior Android developer, a year later became a leading analyst, and two years later became a technical director of the company and a future minority shareholder.

He trained about 20 specialists, participated in the development of all company projects.

He is the winner of the majority of internal hackathons conducted by the company, was the initiator of the organizing sleeping places in the office of the company, in order to be able to work 24 hours at the office when it's needed.

The sports heart of the company, the organizer of the football team among the workers of the company, the organizer of the monthly competition with a prize fund and the initiator of the transition of the office environment to healthier lifestyle.

Company's Expertise



35 Application
Development



69 Game
development



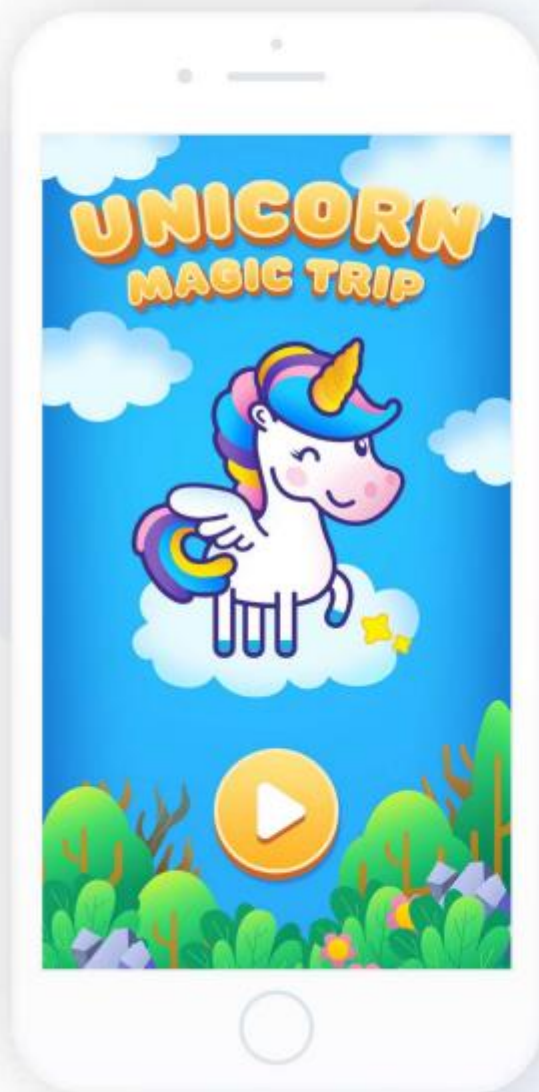
30 Web services
development

We developed projects for:



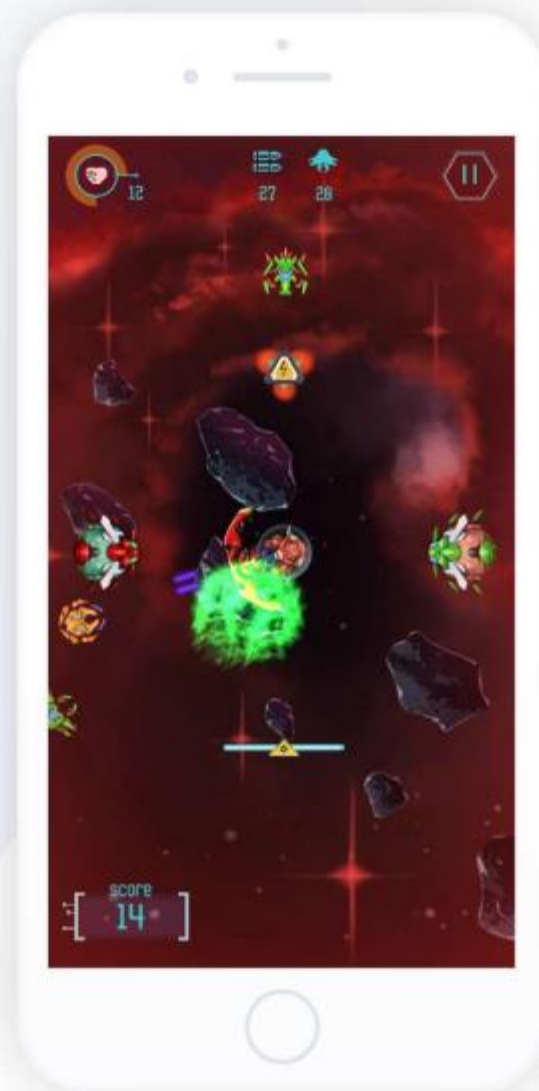
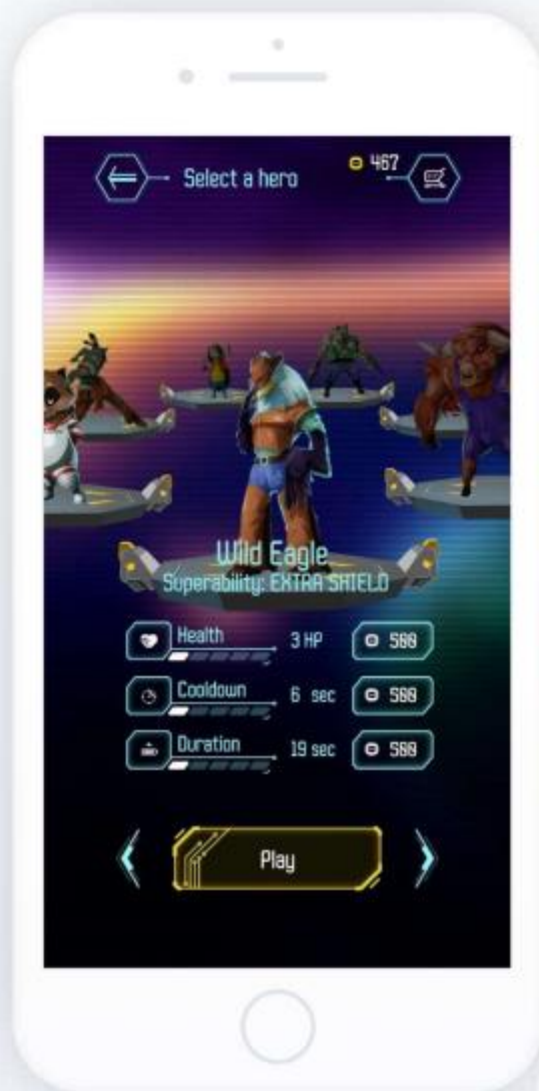
Our projects

Unicorn. Magic Trip



Our projects

Spin Defend



Our projects

70 Seconds

Platform: iOS

Region: Worldwide

Period: 1 month

Installs: 6K

Average Session Length: 17 mins

*Median session length in casual mobile games: 7.5 mins

*According to GameAnalytics-Benchmarks-Report-2018

<https://goo.gl/FiQHEH>



Launch Plan

