

WHERE PLAYERS GET PAID

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**INK
GAMES**

BY INFLUENCEINK, Inc.



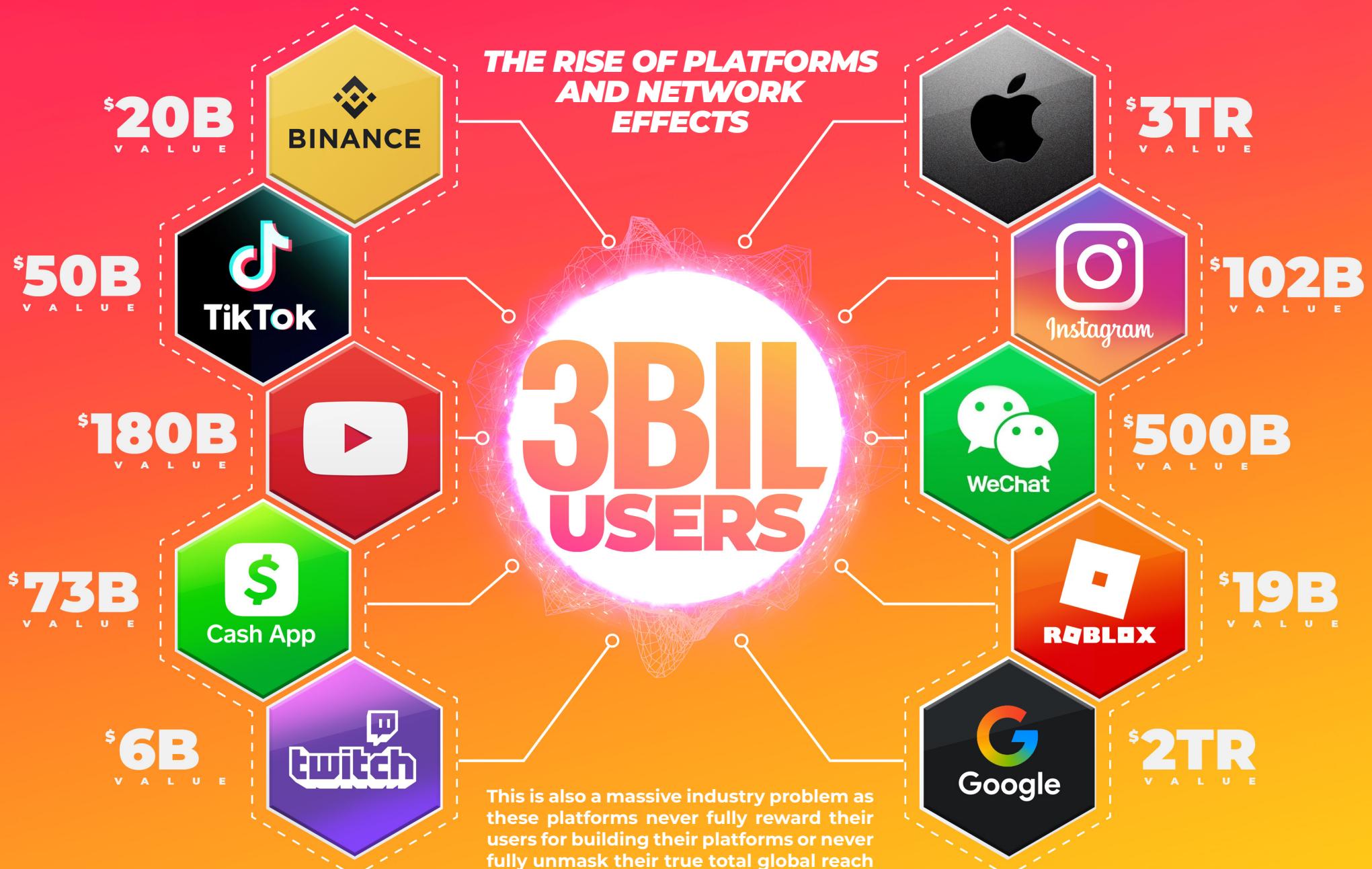
THE WORLD IS PRIMED FOR OUR PLATFORM

WE ARE THE FUTURE OF PLAYER MONETIZATION AND GAME DISTRIBUTION

Through a highly gamified play-to-earn experience with AAA games, INK™ is building the future of the leisure economy by incentivizing millions of users to create the world's largest connected network. As the world's only play-to-earn platform, we incentivize connectedness and will be capable of rewarding users in the form most relevant for them: fiat currency and real prizes (through our patent pending sweepstakes engine). Powering the INK Platform™ is our proprietary Payment & Tracking Engine, which for the first time connects millions of users together globally, allowing them to get paid day after day, month after month and year after year on the revenues that flow through their invites, connectivity and viral reach, all from their fingertips.

Every person on the planet should share in the revenues of the platforms they've built. Not one time, but forever. Imagine if people were paid a portion of the revenues that flow through the users they've referred to countless platforms. What has been the viral impact of those invites and how much revenue has been generated through that connectivity?

At INK, we are paving the way for over 3 billion people to get paid from their mobile device every single day.



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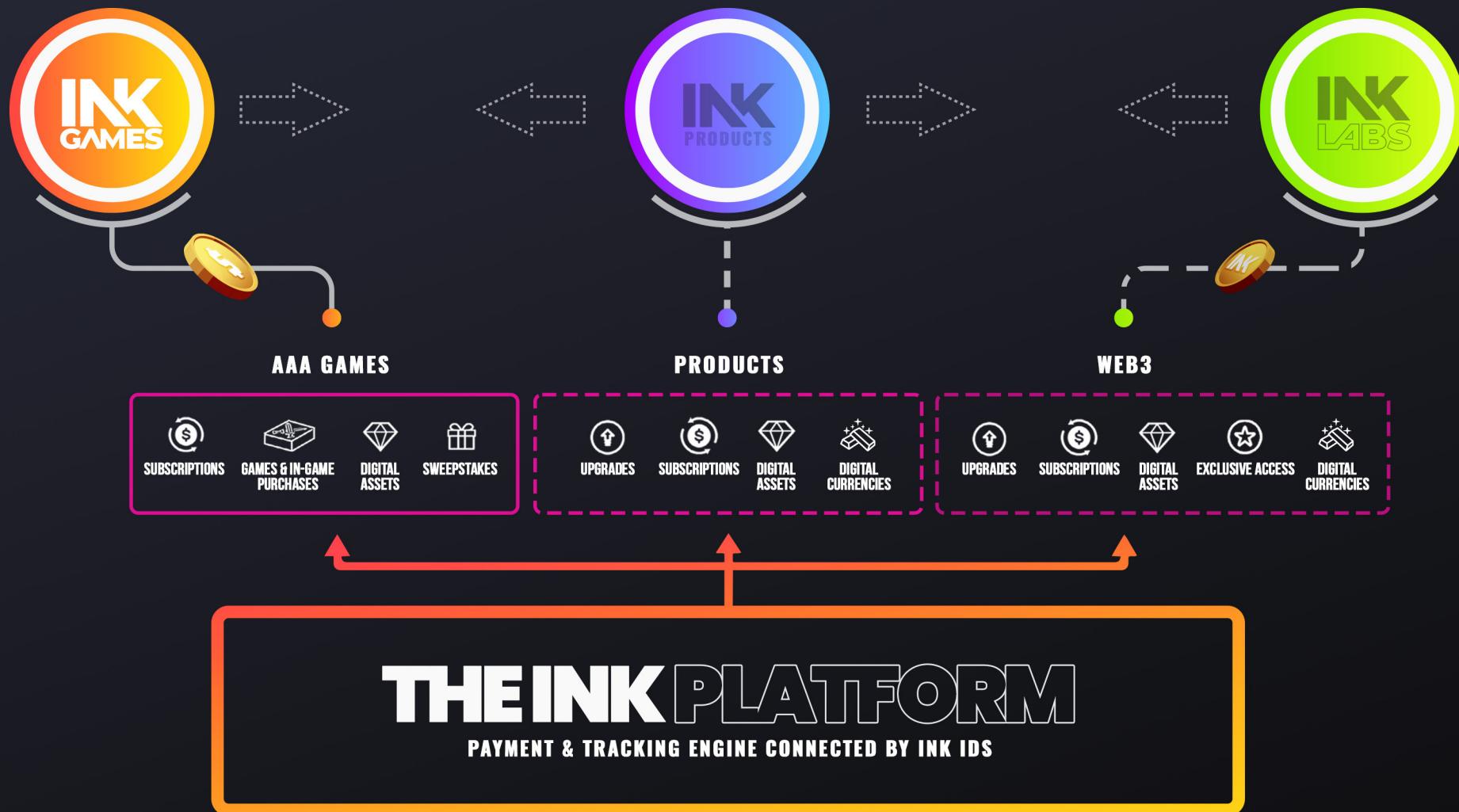
WE ARE THE SOLUTION

WE BRIDGE THE GAP BETWEEN NETWORK EFFECTS AND VIRAL EFFECTS: CONNECTIVITY IS EVERYTHING.



Our proprietary algorithm and technology connects and tracks our users to distribute payment through the platform, all with an INK ID™. Through this revolutionary payment technology, we unlock limitless attribution, tracking, and revenue sharing based on connectivity and viral reach. With our technology, connections and activities are endlessly tracked—both direct and viral. These extend beyond individual invites, incentivizing users to maximize their impact radius and capitalize on the full network and viral effects. We don't limit attribution either. Users will earn perpetually for all revenue generating activity across every one of our platform games, applications, or products.

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The opportunity to collect revenues through the platform exists not only for influencers, and digital creators, but also for the average person with just a few social connections. INK™ tracks all personal on-boarded connections and the viral impact of those connections. Imagine if Meta, Instagram, LinkedIn or TikTok unmasked the user's true connectivity and viral impact? Better yet, what if they paid the user for it? That's the INK Platform™.

INK™ will revolutionize the gaming space all while launching first party exclusives onto the platform through our development team. As the world and its economies constantly become more integrated with technology, we will challenge the structure of how games are marketed and distributed via traditional platforms.

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ACCESS 24/7 GLOBALLY

YOUR WINDOW INTO THE INK PLATFORM ANYWHERE IN THE WORLD

The INK Platform is the catalyst for building a future that empowers users from every walk of life to participate in global earnings all from their fingertips. No matter how big or small your influence is, there are earnings to be made. INK Pay™ turns an everyday user into an influencer by allowing them to drive revenue from any amount of connections. INK Pay™ puts money back into the pockets of the users.



WE START WITH GAMING

OUR FIRST EXCLUSIVE TITLE ON THE INK GAMES PLATFORM

Gaming is a \$175B industry primed for disruption, making it the perfect market to first deploy our platform and technology. There is currently no other platform where a user can consistently monetize their reach and viral impact.

Prize Kingdoms™ is a revolutionary new mobile game. The first and only mobile game with a built-in sweepstakes engine. A free-to-play social board game that tests your luck like no other! PRIZE KINGDOMS™ is taking the board category to the next level, offering an experience that anyone can play and enjoy, with opportunities for deep immersion. This will be the first of many titles to supercharge audience growth and engagement on the INK Platform™.



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WE KNOW THE SPACE

Our team has experience in building and scaling enduring studios and franchises. Only a team that has helped build the space could be equipped to evolve it. An ALL-STAR team of entrepreneurs, developers and industry leaders. We've worked on numerous titles and projects at EA, Zynga, Sciplay & more. We're also the founding team behind Buffalo Studios, creator of Bingo Blitz, the #1 bingo franchise in the world - acquired by Caesars Interactive for \$100M+.



EA's first team in the social gaming space. Poker, Slots, Scratch-offs and Blackjack. Players were able to customize their avatar, chat and explore a virtual casino.



Founded Diluted Studios which was acquired by Zynga (\$18.6M) to make Zynga Slots. Slots games earned over \$150M in 2015. The team is now responsible for \$21M in quarterly revenues.



Founded the Austin development studio. Conceived and launched two original top-grossing titles.



Founding team of Buffalo Studios, creator of Bingo Blitz — #1 bingo franchise on mobile, generating over \$1.2M in daily revenue. Acquired by Caesars Interactive Entertainment for \$100M.



LISA BUNDAY

CHIEF FINANCIAL OFFICER

Lisa is an accomplished financial executive with over 30 years of hands on operating, management, and strategic planning experience, specializing in high growth companies. She has held the CFO position for companies in a variety of industries and life stages.

MARK TAIT

CHIEF OPERATING OFFICER

Mark is a mobile gaming executive, product management expert, and team builder who has launched seven top-200 worldwide grossing titles for major publishers including Zynga and SciPlay. Mark founded SciPlay's Austin development studio and launched two "forever franchises" (games with \$100M+ annual bookings) for Zynga, including social casino powerhouse Hit It Rich! and the recent global match-3 hit Harry Potter: Puzzles & Spells, a franchise on pace to gross over \$150M in its first year.

CHANNING CORN

CHIEF TECHNOLOGY OFFICER

A seasoned start-up professional with over 25 years of engineering experience building and scaling game technology in multiple genres for top-tier developers such as Everi, Zynga, and SciPlay. Most recently served as Director of Engineering for SciPlay's Austin studio and oversaw development of multiple titles with nearly \$200 million combined annual revenue.

BRYAN CRANE

CHIEF GROWTH OFFICER

Bryan is an experienced financial executive with a history of raising capital for emerging private and public companies in the fintech and technology sectors. He is experienced in corporate governance, investor relations, and corporate development.



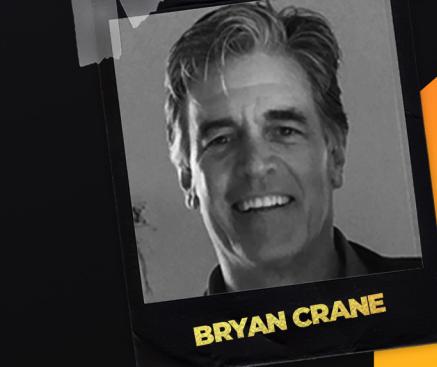
LISA BUNDAY



MARK TAIT



CHANNING CORN



BRYAN CRANE



ROBERT TOWLES

CEO | CO-FOUNDER

Robert is a successful consumer product and mobile gaming entrepreneur and investor with multiple multi-million dollar exits. He has an eye for investing, analyzing trends, asset acquisition and a diverse sales and marketing background. Robert has been a lead investor in the gaming space, one franchise alone now generating over 27M MAUs. Prior to a \$100M+ exit to Caesars Interactive Entertainment, he led the launch and growth of a 65,000 user platform, generating \$45M+ in sales in the highly competitive health and fitness niche. Notably, Robert and the team accelerated this through well-planned, viral, social media campaigns.

JOSH GAUSE

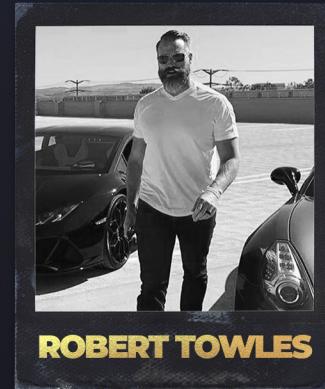
PRESIDENT & CHIEF CREATIVE OFFICER | CO-FOUNDER

Josh is a two-time Emmy nominated designer that led the path for EA into social gaming before founding Buffalo Studios. Once Buffalo was acquired by Caesars Interactive Entertainment for \$100M+, Josh then founded Diluted Studios and developed Elite Slots. Elite Slots was acquired by Zynga, paving the way for their slots franchise to generate \$21M+ in quarterly revenues.

THOM MARTINSON

CHIEF BRAND OFFICER | CO-FOUNDER

Thom has over 15 years of design experience and leads branding, visual marketing, UI design, web design and digital imagery as the head of the INK™ design team. He has worked with startup companies, professional sports teams, the entertainment industry, technology & gaming companies as well as hospitality companies. In 2017 he was nominated as one of Northern Nevada's "Top 20 Under 40" by BizNEVADA Magazine.



ROBERT TOWLES



JOSH GAUSE



THOM MARTINSON



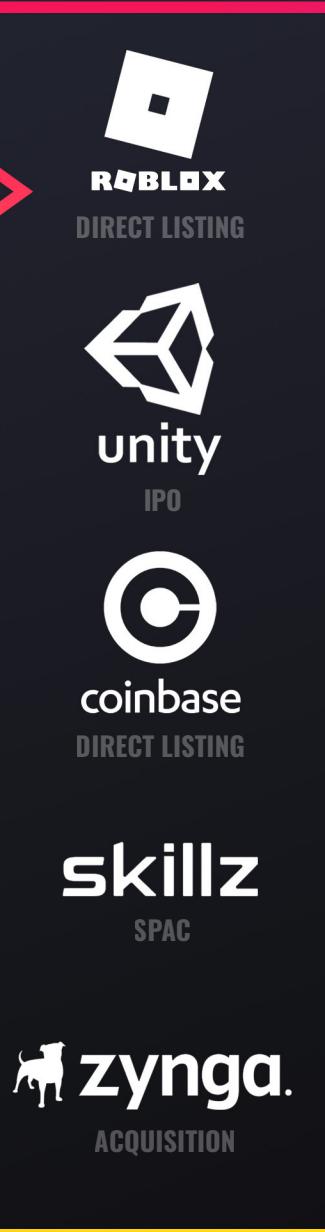
2023 [LAUNCH
EARLY 2023]

YEAR 2

\$172M
SUBSCRIPTIONS & IN-APP PURCHASES + PLATFORM FEES & AD REVENUE

\$43M
SUBSCRIPTIONS & IN-APP PURCHASES + PLATFORM FEES & AD REVENUE

EXIT SCENARIOS



Projections above are absent of INK Digital Currency, Zip and Postal land sales and blockchain revenues

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FINANCIAL PROJECTIONS + POTENTIAL EXIT SCENARIOS

By revolutionizing the incentive structure for viral acquisitions, we're turning millions of users into highly incentivized promoters. Our goal is to reach 1B+ worldwide users on the INK Platform™. INK's frictionless experience, from creating an INK ID™, to sharing, to getting paid, means that the platform is primed for a viral explosion of users who will start connecting their social networks to INK™ and earning perpetual income.

INK FUNDRAISE

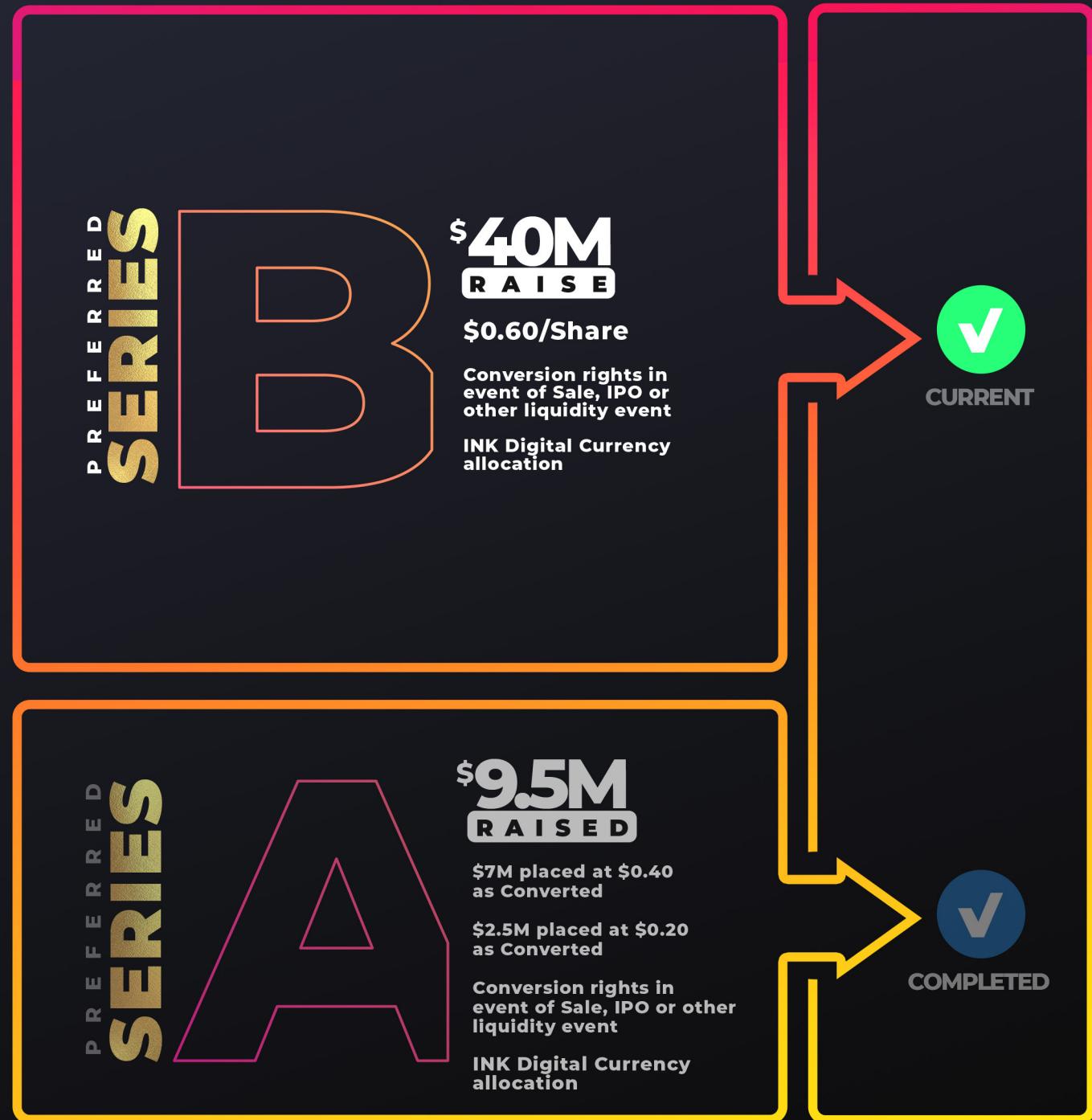
USE OF FUNDS

Funding will be used for general corporate purposes including platform & IP development, mobile development, staff & talent acquisition, buildout costs, marketing, legal fees, publishing costs and platform deployment.

CONTACT

ROBERT TOWLES - CHIEF EXECUTIVE OFFICER
robert@inkgames.io

BRYAN CRANE - CHIEF GROWTH OFFICER
bryan@inkgames.com



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