

THREE GATES

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FEMALE GENDER MOBILE GAME STATISTICS

THE FEMALE MOBILE GAME MARKET IS UNDERSERVICED WITH PRODUCTS TO MEET THE GROWING DEMAND.

63%

of mobile gamers are female



37%

of mobile gamers are male

60%

of female mobile gamers play daily



47%

of male mobile gamers play daily

36%

more females spend in mobile games



31%

of males are less valuable than females

THREE GATES STRATEGY

THREE GATES STRATEGY TO FOCUS ON FEMALE TARGET GROUP FOR THE MOBILE PLATFORM

- Hidden Objects Game Portfolio in conjunction with SuperScale and Tivola
- Optimization of the current Tivola game portfolio utilizing SuperScale's Analytics
- Co-development of Tivola's upcoming game products with SuperScale's advisors



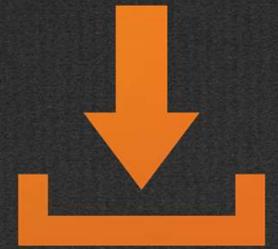
100M

PLAYERS SO FAR



70%

OF OUR TARGET GROUP ARE FEMALE



15M

ORGANIC DOWNLOADS A YEAR (70% FEMALE)



EXPERIENCED MOBILE PUBLISHING TEAM



LEADING ANALYTICS SYSTEM



HIDDEN OBJECT GAME SYSTEM

SUPER SCALE

THREE GATES

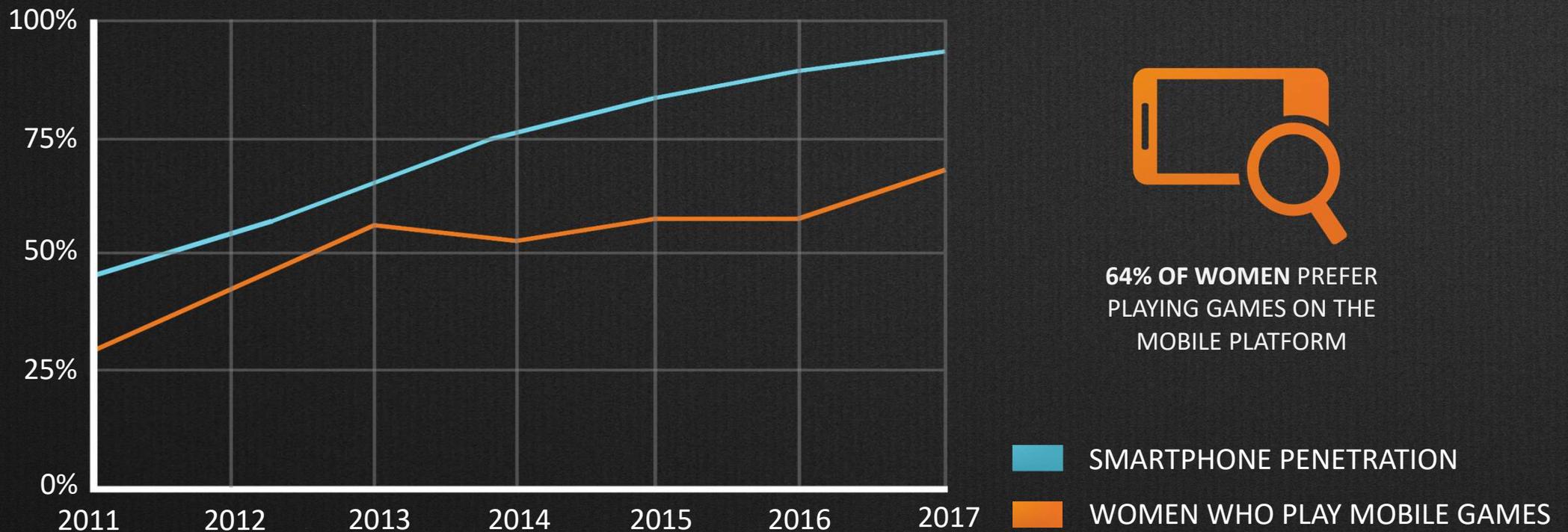
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THE MARKET SIZE

In 2019, there are 2.1 billion mobile gamers worldwide.

In 2019, 63% of all mobile gamers are women.



64% OF WOMEN PREFER PLAYING GAMES ON THE MOBILE PLATFORM

SMARTPHONE PENETRATION
WOMEN WHO PLAY MOBILE GAMES

Smartphone penetration correlated with the growth in female mobile gamers.



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THE PRODUCT FEATURES

HIDDEN OBJECT GAME SYSTEM FEATURES

- VARIETY HIDDEN OBJECT GAME VARIATIONS
- DAILY REWARD CALENDAR SYSTEM
- DAILY QUEST SYSTEM WITH LEADERBOARD
- TUTORIAL AND ONBOARDING DIALOG SYSTEM
- CASE MENU FRAMEWORK
- INVESTIGATIONS SYSTEM
- MINI-GAME LIBRARY SYSTEM
- MAIN MENU MAP SYSTEM
- BUILDING META-GAME SYSTEM
- CUT SCENE SYSTEM
- CARD SYSTEM
- DIALOG SYSTEM
- STORE EVENT FEATURES AND PLAYER SEGMENTATION



The hidden object game system will facilitate the efficient development of a portfolio of hidden object games.

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ACCESS TO THE TARGET GROUP

ACCESS TO THE TARGET GROUP THROUGH THE CURRENT TIVOLA PLAYERS

- GAME PORTFOLIO STATS 2018
- OVER 100 MILLION DOWNLOADS
- OVER 15 MILLION NEW DOWNLOADS PER YEAR

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THE GAME DEVELOPMENT TEAM



**SUPER
SCALE**

**MARKETING AND
ANALYTICS**

FROM SUPERSCALE:

MLIKKA LUOTIO

PRODUCER

Formerly at Rovio and Wooga

MARTIN SOKOL

USER ACQUISITION SPECIALIST

TOMAS KLEINMANN

GAME DESIGN CONSULTANT



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GAME COMPANY

NEW THREE GATES TEAM MEMBERS:

STEVEN-ELLIOT ALTMAN

NARRATIVE DESIGNER

Narrative designer for PEARL'S PERIL, one of the top grossing hidden object games of all time.

LUKAS JEVCAK

ART DIRECTOR

Worked in several artistic capacities at quality studios such as SONY and EIDOS as well as working on over 20 hidden object game titles at BigFishGames.



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GAME COMPANY

FROM TIVOLA:

MINGA PANTEN

GAME DESIGN

SVEN JÜRGENS

PUBLISHING



**SUPER
SCALE**



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THE TRANSITIONAL EXECUTIVE MANAGEMENT TEAM



DON GEYER

CEO

Don is CEO and co-founder of Three Gates Studios. He has over twenty years of experience managing projects and organizations with team sizes ranging from as small as three to over two hundred team members.

MATTHEW WILSON

BOARD MEMBER

Formerly at Rovio (Angry Birds) as Head of Marketing and Director of Business Development. Currently consulting Three Gates as a board member as well as running Wild Sloths OY.

HENDRIK PEETERS

CEO TIVOLA BRANCH

Hendrik has been CEO of Tivola games for six years where he has overseen the entire development process of the game portfolio.

HÅKAN MATTSSON

TECHNICAL INTEGRATION OFFICER

Håkan has been overseeing technical operations of several organizations including the game department at Uppsala University and Three Gates Game Studio.

HARALD RIEGLER

PRODUCT & INTEGRATION OFFICER

Harald has been CEO of Sproing Interactive Media for over twenty years as well as holding executive and consulting positions at several gaming companies and organizations.



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THE BOARD



VIKTOR MODIGH
CHAIRMAN



MARTIN EKDAL
BOARD MEMBER



MATTHEW WILSON
BOARD MEMBER



JOAKIM DAHL
BOARD MEMBER



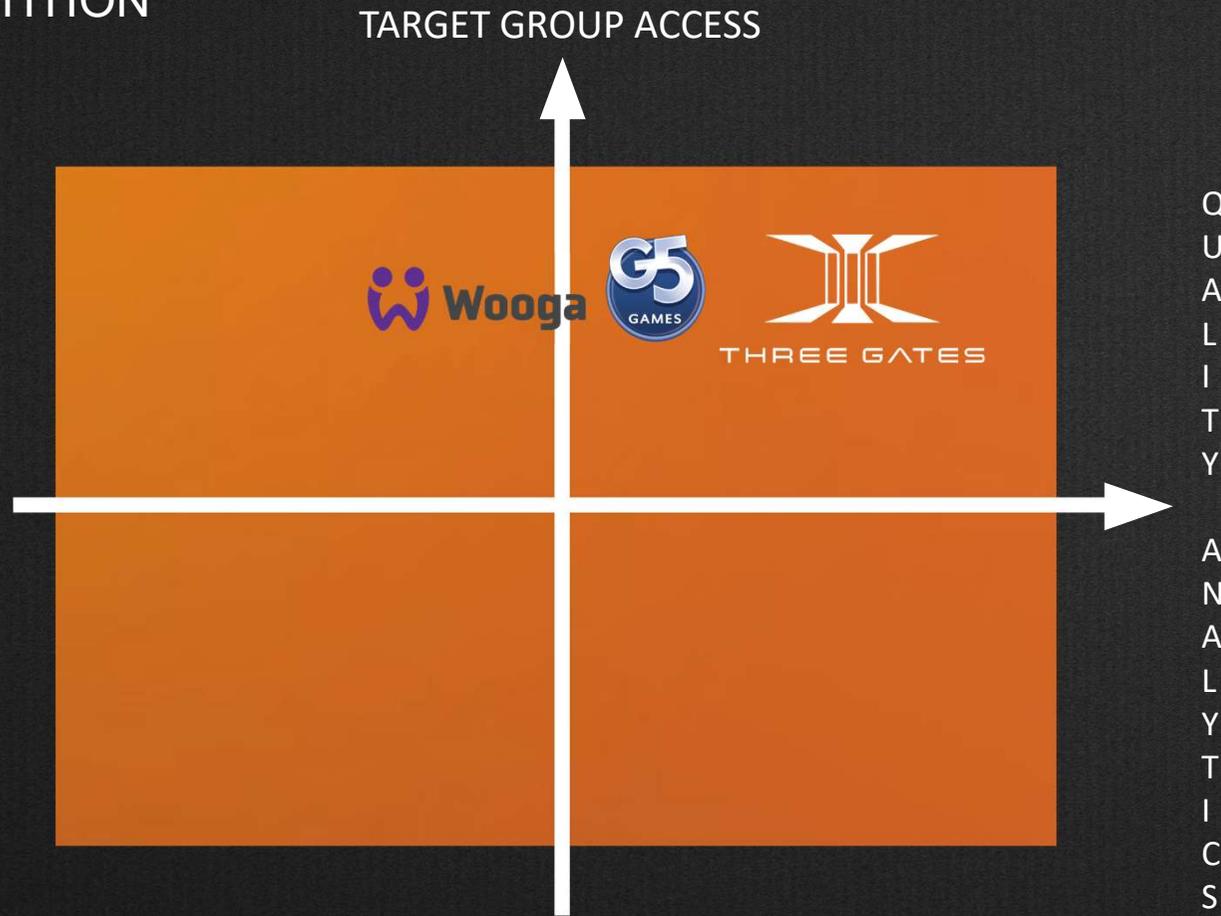
SEAN KAUPPINEN
BOARD MEMBER



DON GEYER
CEO



THREE GATES THE COMPETITION

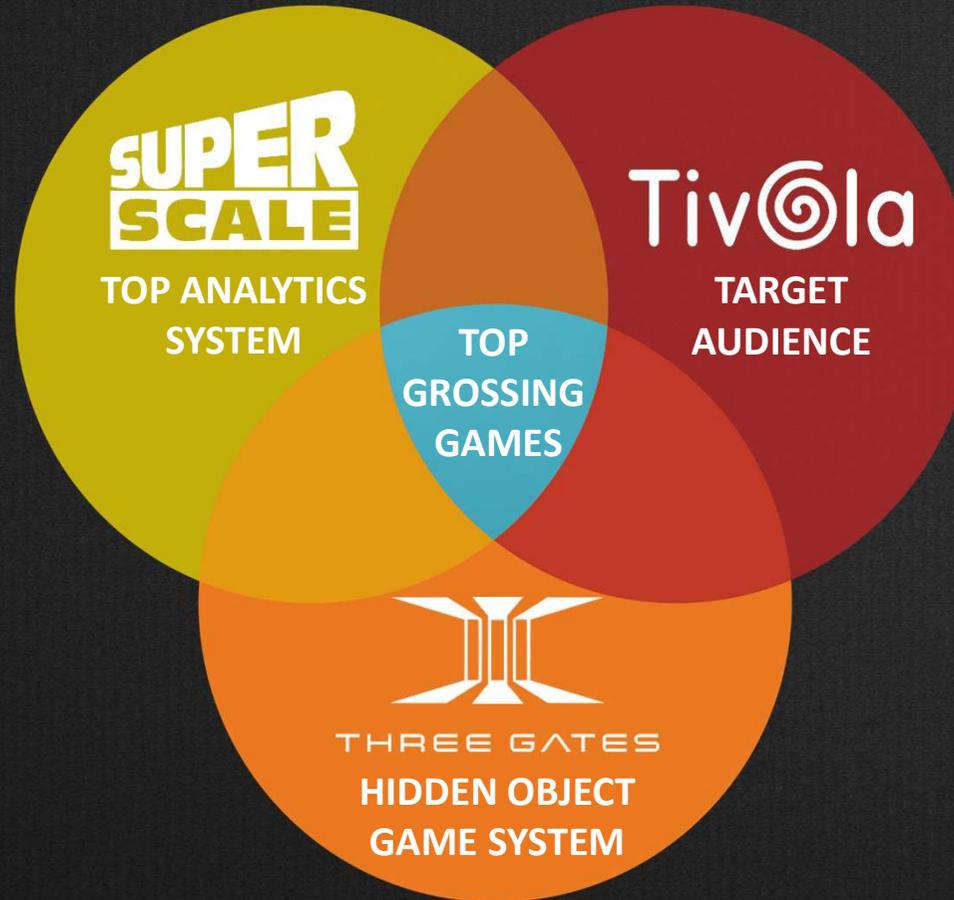


KEY DIFFERENCES (2): Target group access & Analytics optimization



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OUR COMPETITIVE ADVANTAGE



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INCOME PROJECTIONS

INCOME PROJECTIONS 2020-2021

YEAR	Q1	Q2	Q3	Q4	TOTAL
2020	0,4 MEUR	0,6 MEUR	0,8 MEUR	1,1 MEUR	2,9 MEUR
2021	1,6 MEUR	1,9 MEUR	2,4 MEUR	2,8 MEUR	8,7 MEUR

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EMISSION INFORMATION

Emissionen: Företrädesemission av aktier om cirka 24,6 MSEK, högst 24 622 370 st aktier emitteras.

Villkor: För varje befintlig aktie erhålls fem (5) teckningsrätter. Det krävs en (1) teckningsrätt för teckning av en (1) ny aktie till en kurs om 1,00 kronor per aktie.

Teckningskurs: 1 kr per aktie.

Teckningstid: 2 december - 16 december 2019

Teckningsförbindelser: Inför föreliggande nyemission har teckningsförbindelser om cirka 8 MSEK ingåtts, motsvarande 32,5 procent av hela emissionen.

Användning av emissionslikvid

Kapitalinjektion Tivola	5 300
Emissionskostnader	1 600
Kvittning lånefinansiering	8 000
Återbetalning lån	4 000
Rörelsekapital.....	2 000
Marknadsföring.....	3 700
Summa	-24 600



CONTACT INFO

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