

SHARE OF THE \$25BN ADDRESSABLE MARKET

**EMPOWERING GAME
DEVELOPERS TO
GENERATE HIGH
REVENUES
WITH IN-GAME
ADVERTISING**

CONFIDENTIAL

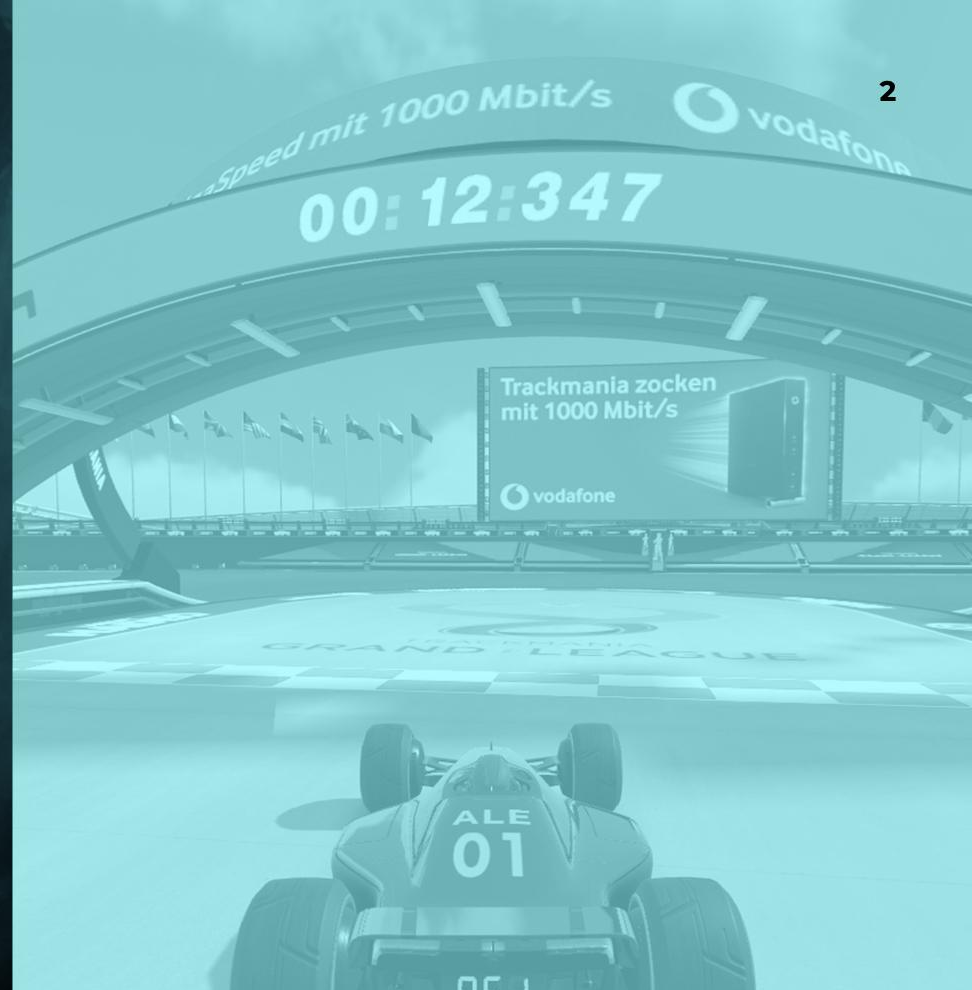




THE WORLD'S MOST ADVANCED IN-GAME ADVERTISING PLATFORM

**BACKED BY WPP, WHO MANAGES
A \$50BN ANNUAL MEDIA SPEND,
AND SONY INNOVATION FUND,
THE INVESTMENT ARM OF
PLAYSTATION OWNER SONY**

**ANZU EMPOWERS GAME
DEVELOPERS WITH SIGNIFICANT,
SUSTAINABLE REVENUE STREAMS
THAT RESPECT GAMERS
AND GAMEPLAY**





LED BY GAMING, TECHNOLOGY, AND ADVERTISING VETERANS



ITAMAR BENEDY

Co-Founder, CEO

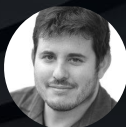
Ex-CEO of Glispa, AdTech company
with €100M in annual revenues



MICHAEL BADICHI

Co-Founder, CTO

Headed the innovation Lab at IronSource,
AdTech company with \$1B valuation



BEN FENSTER

Co-Founder, CPO

Made the first exit in social
gaming back in 2011

OUR MISSION: MAKE ADVERTISING IN GAMES BETTER



Better for advertisers | Access
coveted, valuable, and elusive
audiences.



Better for developers | Create
new, sustainable revenue
streams that respect gamers.



Better for gamers | Keep on
playing.

INVESTORS



BITKRAFT

axel springer_

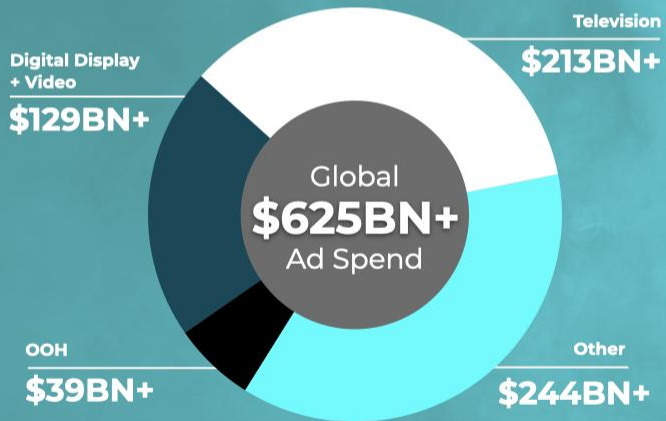


Sony
Innovation
Fund



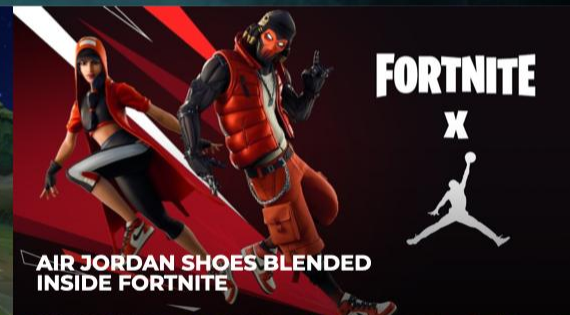
ADVERTISING IS BIG BUSINESS BRANDS ARE GETTING SERIOUS ABOUT GAMING

With a \$25Bn addressable market*, Anzu is relevant for most games across genres and platforms. Be part of it.



Source: Dentsu 2019

*Addressable market valuation based on Anzu deep-dive assessment





ANZU POWERING A NEW ECOSYSTEM

The gateway to a fully automated media marketplace for in-game advertising.

HAVE EYEBALLS, NEED REVENUE

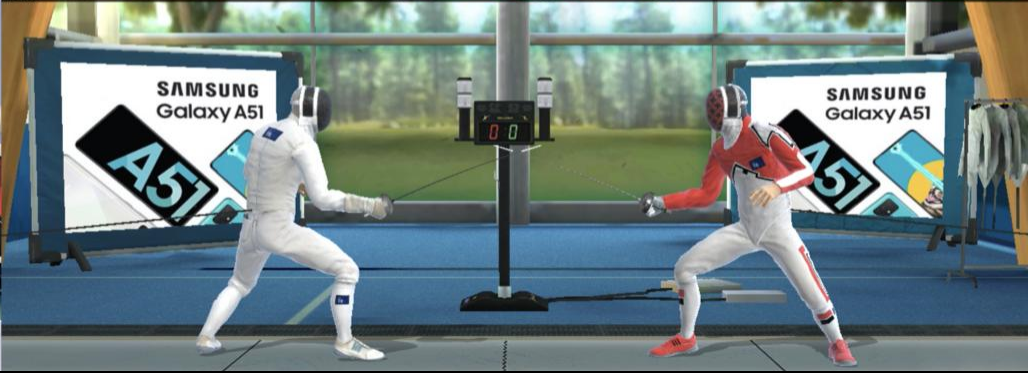
HAVE REVENUE, NEED EYEBALLS

ADVERTISING SUPPLY. INVENTORY FLOW

ANZU
PROGRAMMATIC
GATEWAY

ADVERTISING DEMAND. MONEY FLOW







A BETTER EXPERIENCE FOR GAMERS

People don't hate ads, they hate bad ads.

Anzu's gamer-centric approach results in gamer-centered advertising.



BLENDED

"I feel like this is the most neutral way I've ever seen ads being implemented in video games."



Riolutm
Gamer



RELEVANT

12% Increase in brand affinity* with personalized and hyper-targeted ads that are favored by gamers



REALISTIC

Real-life brands bring more realism to virtual gaming worlds



**LET
GAMERS
PLAY**

*Based on Anzu brand-lift study in partnership with Segmanta



A BETTER REVENUE MODEL GAME DEVELOPERS

Significant, sustainable revenue streams that respect gamers and gameplay.



VERIFIED

Anzu's SDK has been tested, audited, and integrated by AAA games



SIMPLE

Easy drag-n-drop integration with all game engines across any platform



PREMIUM

Multiple creative rendering functions for perfectly matching ad formats to gaming worlds where they appear



RELIABLE

No impact on gaming experience due to efficient device resource management and SDK architecture



SECURE

ISO 27001 Information Security Standard certified, GDPR, CCPA and COPPA compliant



CONTROLLED

Complete inventory management across content, data, pricing, ad formats, frequency, ad density



CORE SDK SINGLE CODEBASE HIGHLY OPTIMIZED

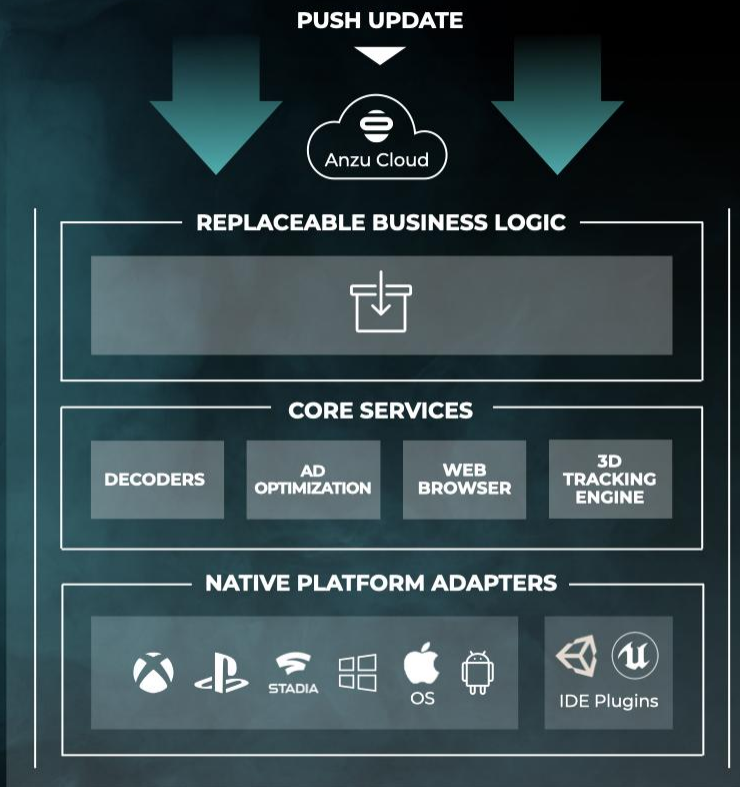
- ▶ Major and custom-built game engines
- ▶ Support for 12 platforms across mobile, PC, console
- ▶ Minimal effect on the game with low impact on final build size, RAM and CPU
- ▶ Quick, easy drag-n-drop integration

SMART ARCHITECTURE

Allows a simple push update, no need to release a new game version

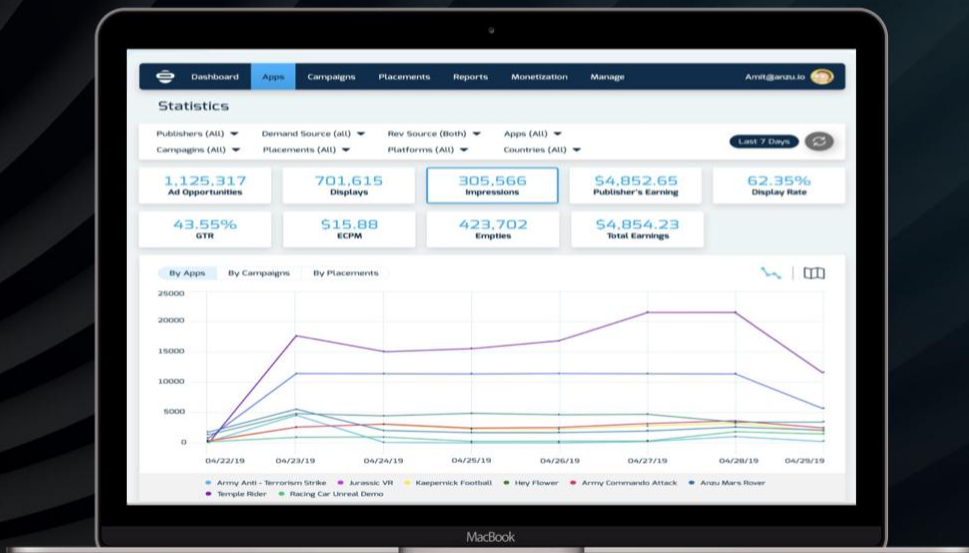
AUTOMATED CLOUD TESTING

Results in battle-tested technology for all new features across platforms





SELF-SERVE DASHBOARD



100% CONTROL FOR PUBLIC AND PRIVATE MARKETPLACES



Full inventory management



Advanced campaign controls



Campaign optimization



Cutting-edge ad creative handling



Real-time analytics and reporting



FORMAT SUITE NATIVE, CREATIVE, DYNAMICALLY UPDATED

Automated Adaptive Aspect Ratio Match - proprietary rendering functions match the ad to the environment where the ad appears.



BLENDED DISPLAY



- ▶ Standard IAB creatives
- ▶ Internal / RTB
- ▶ Static or dynamic
- ▶ Rectangular shape
- ▶ Interactivity options



BLENDED VIDEO



- ▶ Standard IAB creatives
- ▶ Internal / VAST / RTB
- ▶ 3D audio support
- ▶ Rectangular shape
- ▶ Interactivity options



REWARDED TV AD



- ▶ CTV
- ▶ Full-screen video
- ▶ High definition (HD)



CUSTOM AD



- ▶ Bespoke branding
- ▶ Sponsorship packages
- ▶ Complex shapes
- ▶ Interactivity options



TRUSTED BY AAA GAME STUDIOS

"We are very happy to partner with Anzu to increase our ability to deliver high quality live experiences thanks to real advertising being displayed in our electronic stadium."



FLORENT CASTELNERAC
Managing Director

UBISOFT
NADEO





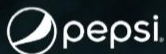
TRUSTED BY ADVERTISERS AND ADTECH VENDORS

BRAND ADVERTISERS

Mondelēz
International



SAMSUNG



MAJOR AGENCY GROUPS

MEDIACOM

MINDSHARE



Wavemaker

dentsu

essence

ÆGIS

network

ADTECH VENDORS

MOAT



comscore

CHEQ

nielsen

KANTAR



Digiseg

"COVID-19 has quickly accelerated the demand for in-game advertising. As a previously underutilized category, this collaboration with Anzu.io is a big step in bringing gaming and esports to the forefront of mainstream digital media channels. It offers our clients unprecedented access to the two billion+ gamers who remain relatively untouched by ads."



MARK READ
CEO

WPP



ANZU THE DOMINANT FORCE

Anzu is empowering game developers to drive significant, sustainable revenues from in-game advertising.



THE ONLY

**PROGRAMMATIC
IN-GAME AD
SOLUTION FOR
CONSOLES**

THE ONLY

**LICENSED XBOX
IN-GAME
ADVERTISING
PROVIDER**



THE ONLY

**VERIFICATION
SOLUTION TO
TRACK, OPTIMIZE,
AND AUDIT IN
REAL-TIME**



THE ONLY

**PROGRAMMATIC
AD SOLUTION FOR
ESPORTS
AND GAME
STREAMING**



THE ONLY

**ISO 27001
INFORMATION
SECURITY
STANDARD
CERTIFIED
SOLUTION**



THE ONLY

**IN-GAME AD
SOLUTION
SUPPORTING
MULTIPLE VERSIONS
OF MAJOR AND
CUSTOM-BUILT
GAME ENGINES**



FLEXIBLE BUSINESS MODELS

ANZU MARKETPLACE



- Programmatic campaigns
- Direct brand and agency deals
- Full inventory and revenue control

SAAS



- Direct deals with brand advertisers
- Internal promotion campaigns



www.anzu.io