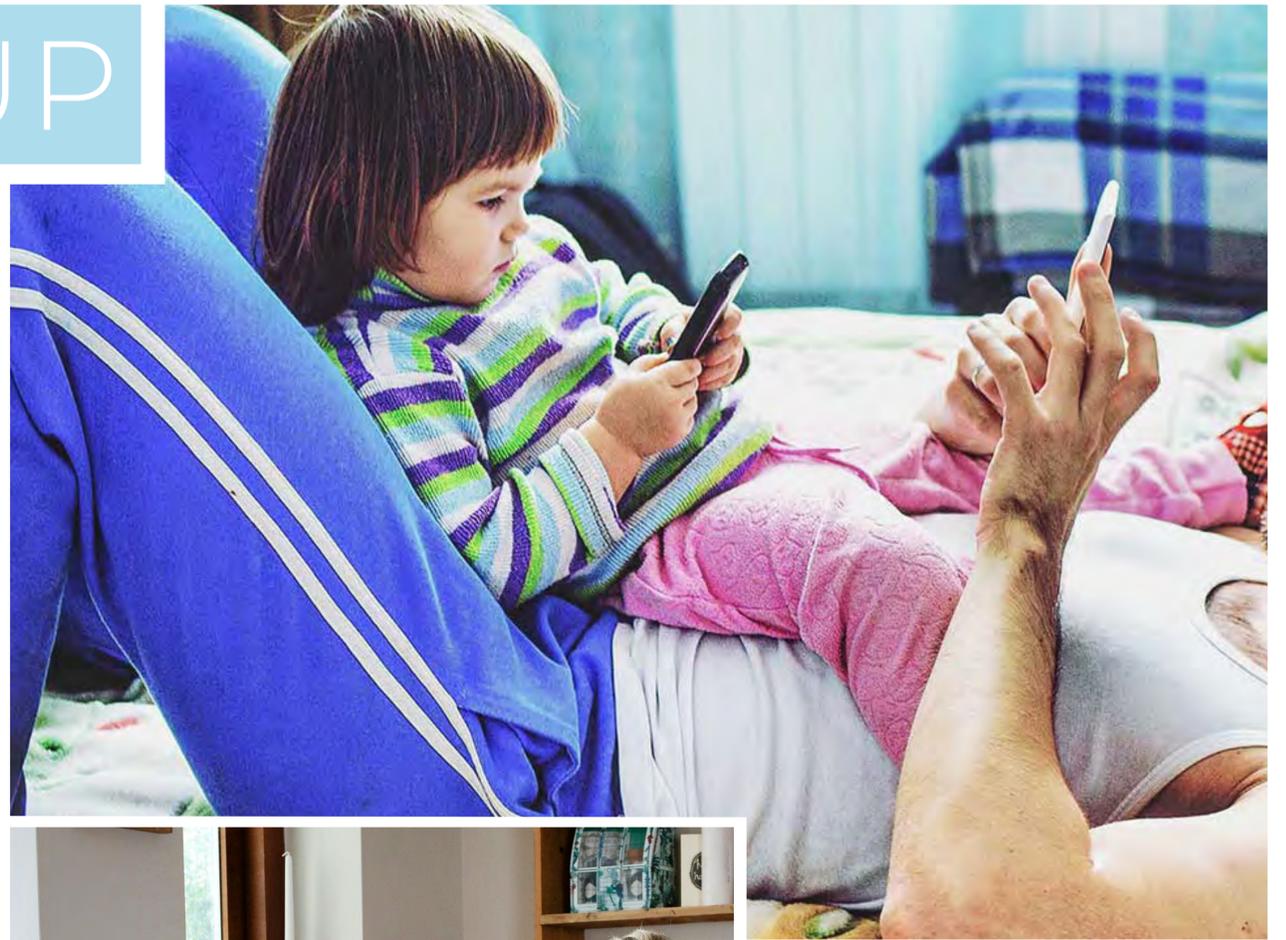


VIRSIX GAMES



THE FUTURE OF **PLAY**

SCREEN TIME IS UP

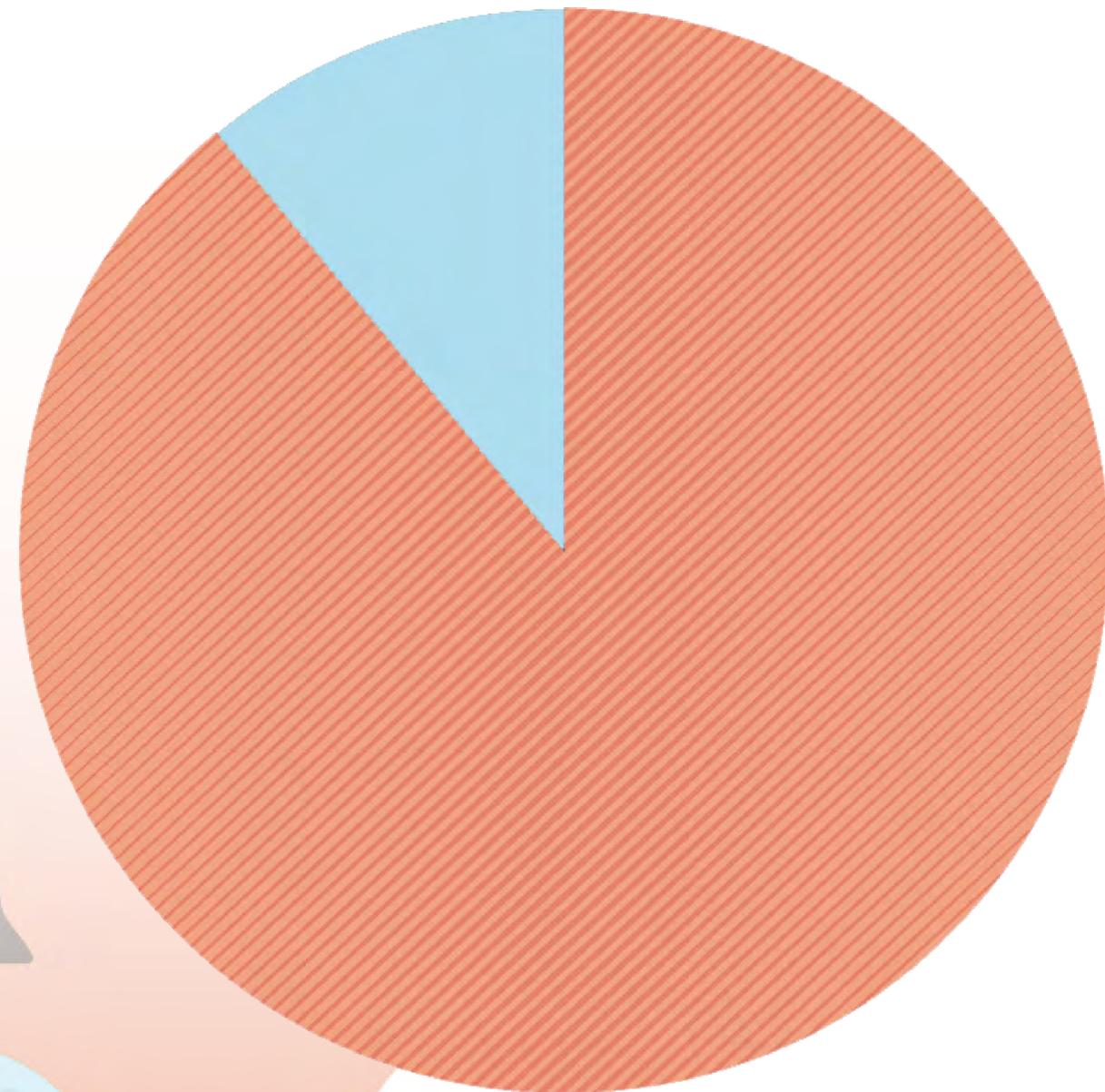


TOGETHER TIME IS DOWN

89% of parents in the US say technology regularly interferes with their interaction with their child.

Behavioral pediatrician Jenny Radesky's 2017 survey on the effects of excessive screen time between parents and children under five.

SCREENS KEEP US APART



89%





**“PLAY IS BEING JOYFULLY
IMMERSED IN THE MOMENT,
AND AS ADULTS, WE RARELY
DO THAT.”**

Catherine Tamis-LeMonda, Professor of Developmental
Psychology at New York University

**“FAMILY GAME NIGHT ONCE A
WEEK CAN PROMOTE BONDING,
CREATIVE THINKING AND
PROBLEM-SOLVING SKILLS.”**

The Bump



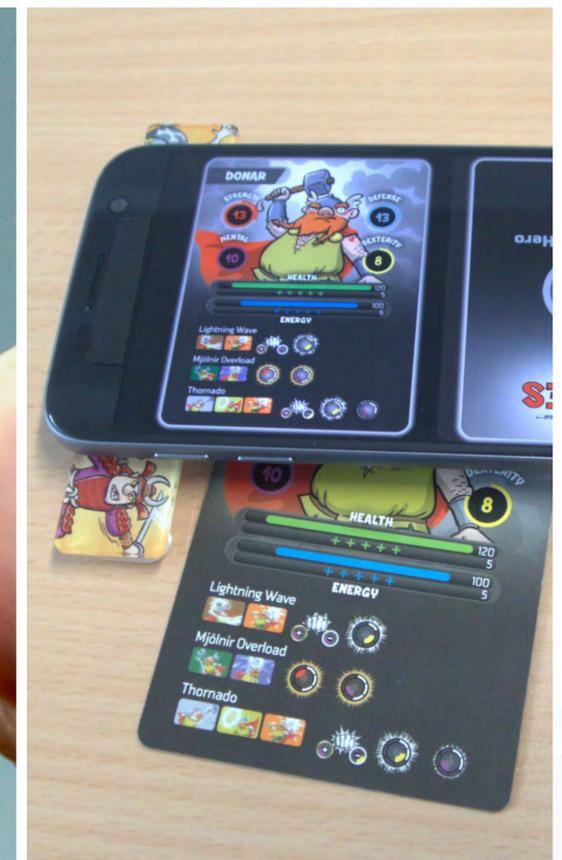
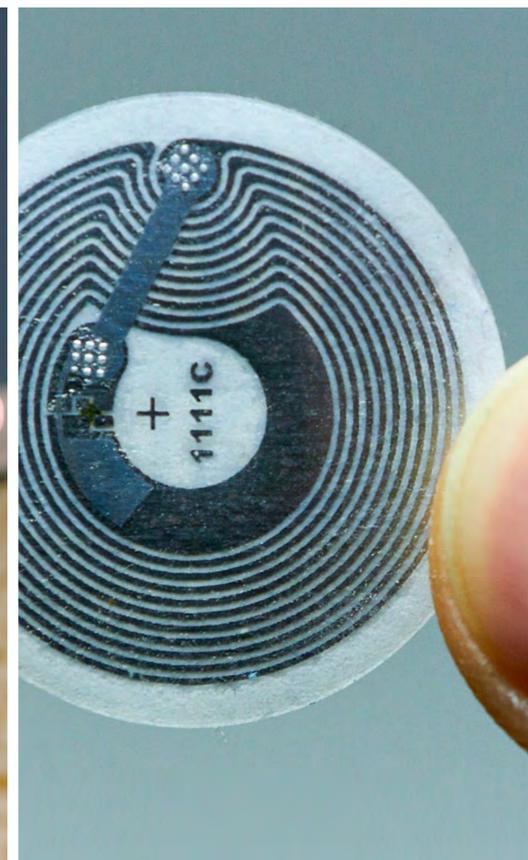
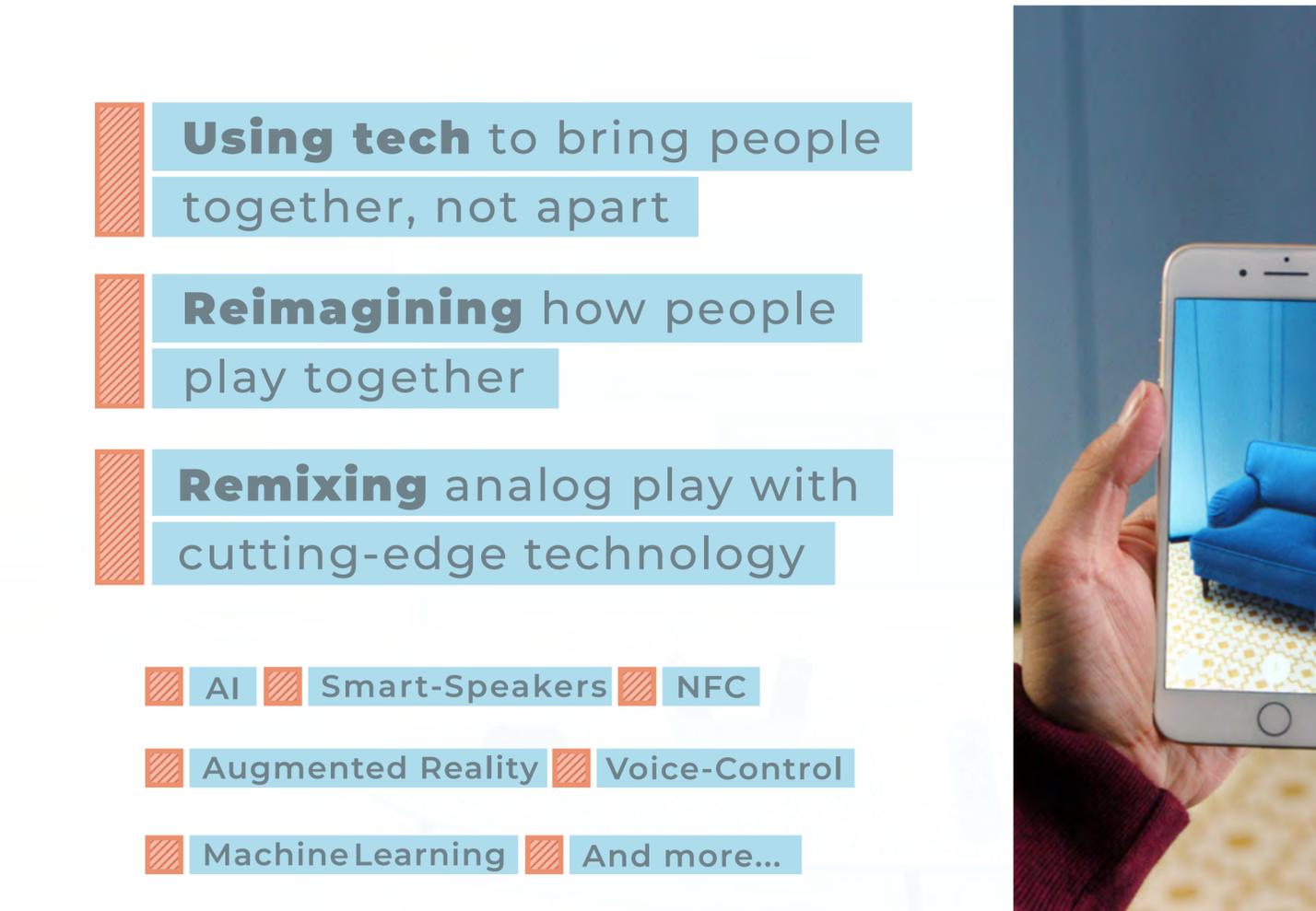
THE FUTURE

OF

PLAY

IS

TOGETHER



**WE
ARE**

Using tech to bring people together, not apart

Reimagining how people play together

Remixing analog play with cutting-edge technology

AI Smart-Speakers NFC

Augmented Reality Voice-Control

Machine Learning And more...



WE MADE

THE WORLD'S
FIRST
ALEXA POWERED
MURDER-MYSTERY
BOARD
GAME

ST. NOIRE

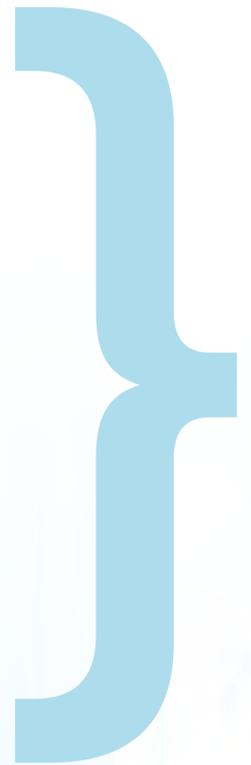


- IMMERSIVE MURDER-MYSTERY**
World's first voice-controlled tabletop
- SPEED-TO-MARKET**
Ideation to in-market in 6 months
- #1 AMAZON HOT NEW BOARD GAME**
Within 12 hours of launch
- SOLD OUT**
Within 24 hours

ALEXA,
ACCUSE THE MAYOR
OF MURDER.

WHICH MADE

EVERYONE

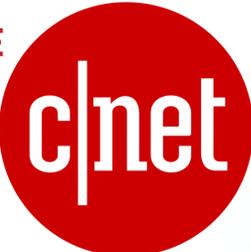






























TALK ABOUT

US



HOW WE MAKE MONEY

- Consumer Product Sales
- Licensing Intellectual Property For Royalties
- Co-Development Collaborations



WHERE

WE'RE

AT

9 GAMES

Optioned to a top global board game/toy company

2 GAMES

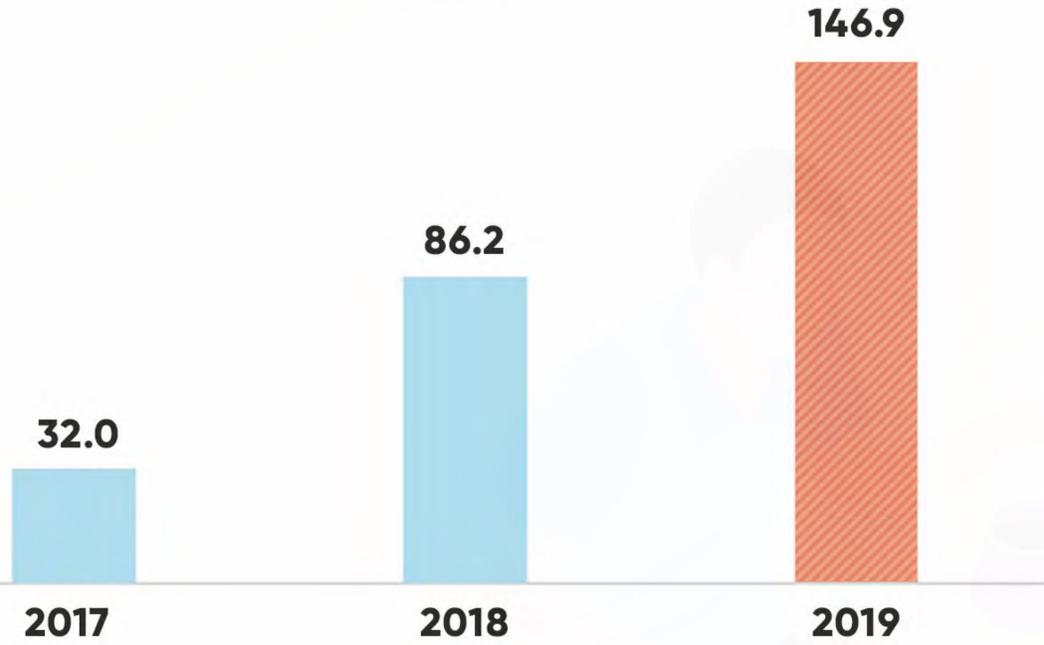
On hold with a top global board game/toy company

10+ GAMES

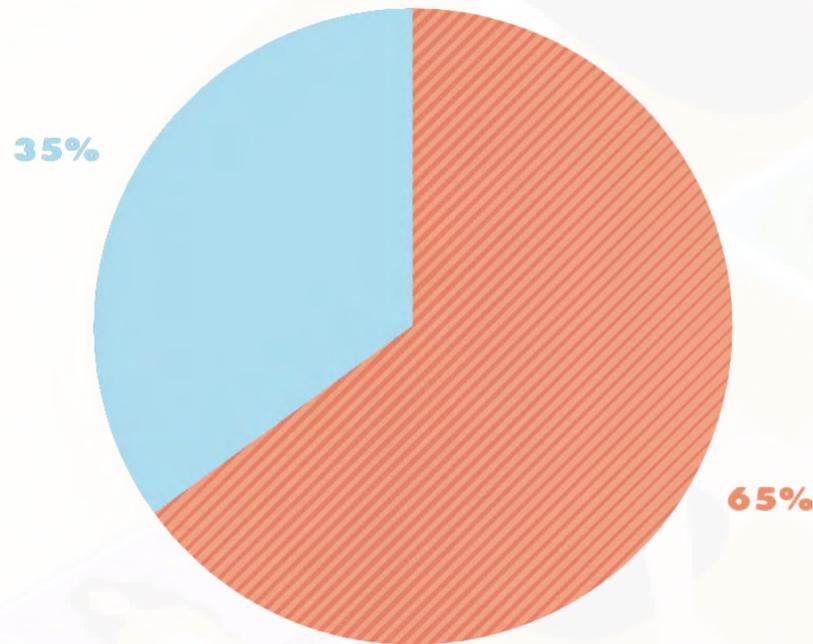
In Development



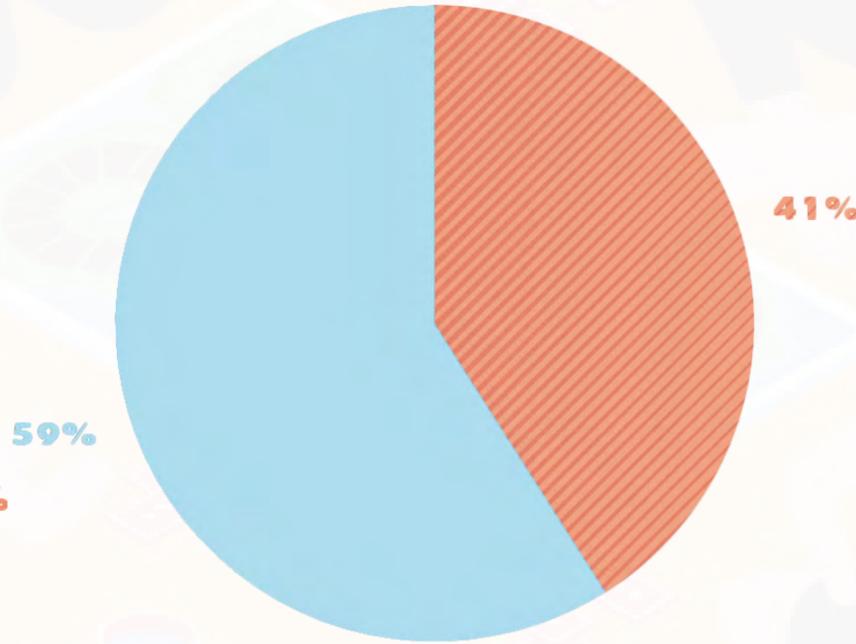
WORLDWIDE SMART SPEAKER SALES (MILLIONS)



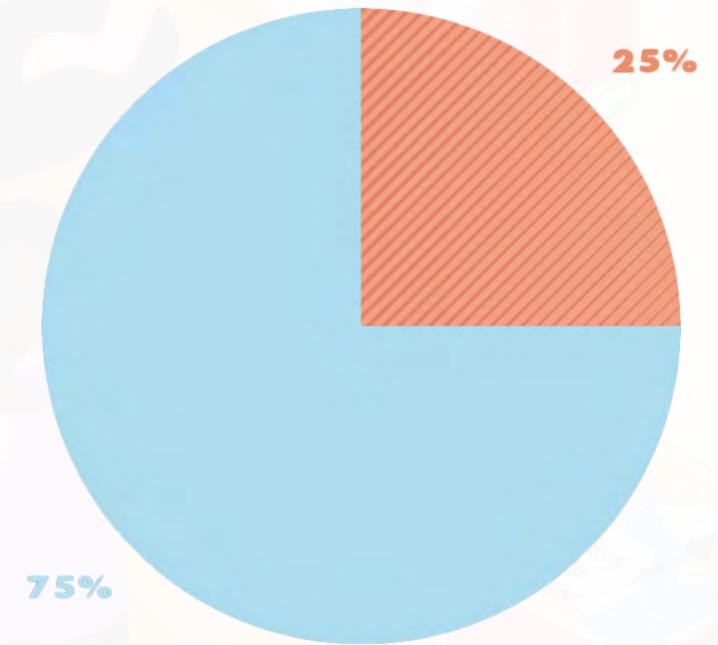
65% of respondents say that they would never go back to life without an AI speaker.



41% of respondents say they purchase AI powered speakers to entertain children and families.



25% of respondents say they use AI powered speakers to play digital interactive games.



+ 1000%

VOICE ASSISTANT MARKET

275 Million Units

By 2023

(Up from 25 Million units in 2018)

+ 200%

SMART TOY MARKET

\$18 Billion

By 2023

(Up from \$6 Billion in 2018)

+ 18%

NFC MARKET

\$50 Billion

By 2025

(Up from \$40 Billion in 2018)



VIRSIX GAMES

+ 37%

DIGITAL GAMES MARKET

\$160 Billion

By 2022

(Up from \$117 Billion in 2018)

+ 66%

TABLETOP MARKET

\$12 Billion

By 2023

(Up from 7.2 Billion in 2018)

+ 153%

AR GAMING MARKET

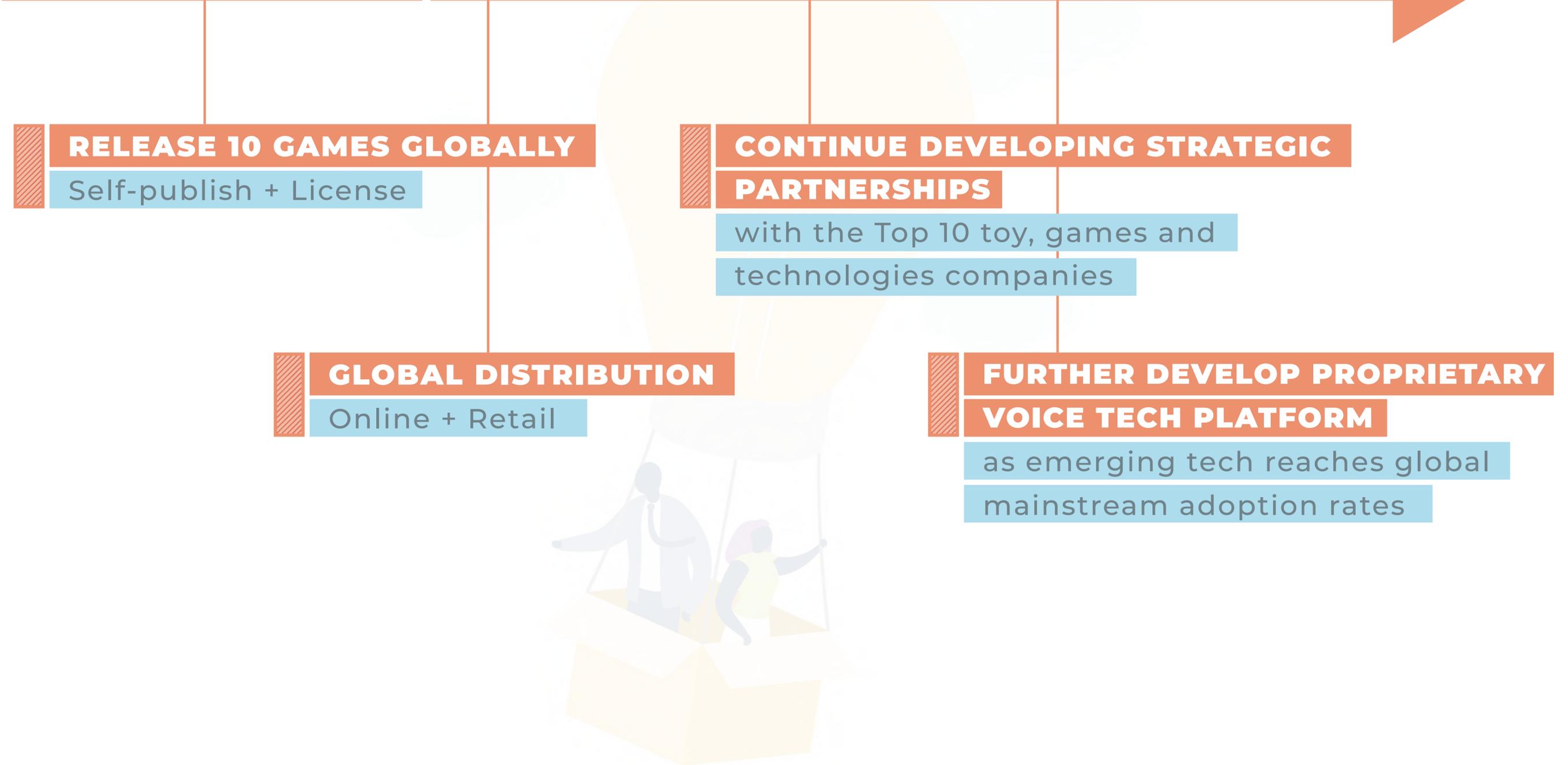
\$280 Billion

By 2023

(Up from \$170 Billion in 2017)

WHAT'S

NEXT



RELEASE 10 GAMES GLOBALLY

Self-publish + License

CONTINUE DEVELOPING STRATEGIC PARTNERSHIPS

with the Top 10 toy, games and technologies companies

GLOBAL DISTRIBUTION

Online + Retail

FURTHER DEVELOP PROPRIETARY VOICE TECH PLATFORM

as emerging tech reaches global mainstream adoption rates

WHY VIRSIX



CREATIVITY + VISION

Pioneering an industry

High growth market

Building human connections



PROVEN SUCCESS

Sales

Partnerships

Awards + Media



TEAM + EXECUTION

Industry-leading experience

Top gaming, film and technology profiles



CONTACT@VIRSIX.GAMES

Looking forward to your email

+1 (310) 999-0492

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Contact us

VIRSIX GAMES



THE FUTURE OF **PLAY**