



RETRO RE-INVENTED

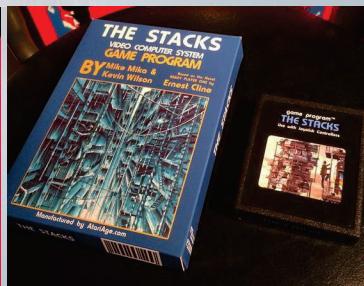
KEIKO KE-IMAGINE

# Opportunity



Working in tandem with Ernest Cline, *New York Times* best-selling author/screenwriter of *Ready Player One*, Digital Eclipse has the opportunity to develop all new game experiences based on his forthcoming sequel as well as potential re-releases of iconic game properties taken from scenarios found within the novel.

Previous Digital Eclipse game releases with Ernest Cline include realizations of "Phaeton" (left) from his novel *Armada*, and "The Stacks" an Atari 2600 game from *Ready Player One*.



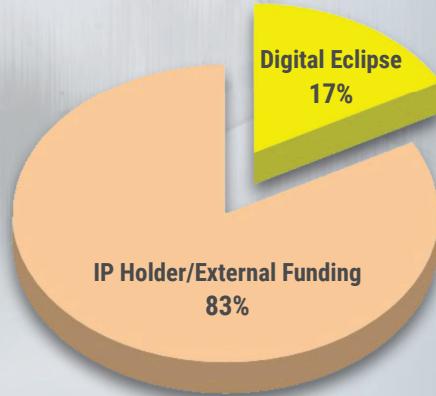
## Profit Goes to Those Who Fund It

Entrusted with high valued IPs



16x

Average Return On Investment



**Royalty Distribution**  
Revenue split determined by who funds development

# Conquering the Classic Games Market

## OUR NEW MISSION

Take Digital Eclipse already thriving business and flip the model by licensing and acquiring profitable IPs, funding development and self-publishing.

# How We Do It



## Identify Hits

Proven track record of identifying IPs with large returns on investment.



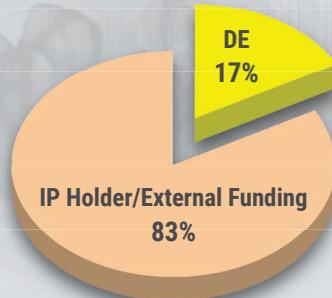
## Invest Upfront

Paying for development, publishing and obtaining IPs will increase return on investment for Digital Eclipse by over 60%.

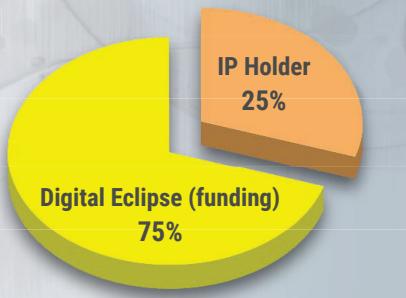


## Create Growth

By funding development, Digital Eclipse will gain the ability to increase production of products by at least 2x, creating rapid growth.



Old Revenue Distribution



New Revenue Distribution

## Current Products



### Re-Imagined

Classic Games Re-made  
with modern sensibilities



### Re-Mastered

Collections of Classic  
Games For Modern TVs



### Re-Invented

Original IPs Made In the  
Style of Classic Games

- ◆ Dev ~ \$2m-\$8m
- ◆ Revenue ~\$8m-\$32m

- ◆ Dev ~ \$150k-\$800k
- ◆ Revenue ~ \$300k-\$26m

- ◆ Dev ~ \$250k-\$500k
- ◆ Revenue ~ \$1.6-\$35m

# New Product: The Gold Master Series



## Gold Master Series

The culmination of all that we have learned in one bigger, high-value experience.

The evolution of the Digital Eclipse product line:

- All product line categories combined into one higher-value IP offering
- Higher MSRP with greater return
- Includes new franchise games that assemble members from the original development team
- Focused on a single franchise
- Includes products from the franchise's history
- Museum offers development documentation, concept art, and newly produced high-production value documentaries
- The ultimate fan service

## 5 Year Projection Overview

Projected Digital Eclipse Sales (2021-2025)  
Based On Average of 85% Royalty

**10m** = **8-10**  
Investment Total Games Launched

**430m**  
Total Gross Revenue

**265m**  
DE Gross Revenue  
Post Platform Fees

10M+ Investment creates opportunity to acquire higher performing IP which provides exponential increase in revenue, with an ROI of 2X-7X.

## Potential Licenses



JOUST  
DEFENDER

ROBOTRON:  
2084

SMASH  
TV



Disney

TRON

DIE  
HARD  
TRILOGY

ALIEN  
TRILOGY

## Potential Licenses



Microsoft





## TEAM

## CEO: Andrew Ayre



As co-founder, Co-President, and Executive Director of Foundation 9 Entertainment, Andrew helped grow that business into the largest independent video game developer in North America.

Throughout his career, Andrew has played a key role in M&A, corporate development, business development, key relationships and strategy.

Andrew won the Ernst and Young's 2011 special citation for Product Innovation for Canada. He has a B.A. degree in Government from Harvard College. He is credited on over 400 games. Andrew has overseen the establishment and growth of several successful video game companies and the development and release of 100s of products since the early 1990s.

He is a veteran of the industry and he and his executive team are well experienced in bringing World class products to market.

## Studio Head: Mike Mika



As Studio Head for Other Ocean and Digital Eclipse, Mike has 25+ years game development experience. His name is synonymous with innovation and high-quality game experiences.

He helped launch mobile companies, digital content for consoles, and shipped over 300 games on every platform since the Game Boy. He still gets his hands dirty producing, engineering, and designing games.

As a game preservationist, he serves as a coordinator and consultant to the Library of Congress and Smithsonian Museum, and is on the Board of Directors of the Videogame History Museum and the Video Game History Foundation. He also sits on the Google Game Advisory board.

He also produces and contributes to television and film projects, including the Netflix/Nickelodeon animated series *Glitch Techs* and the feature film *Free Guy*. In addition to that, you can see him in such films as *Atari: Game Over*, *Outerlands*, and *Insert Coin*.

...and he is also known as the “Donkey Kong Dad” for a hack of Donkey Kong that went viral, so that his daughter could play as the girl-character, Pauline.

## **Business Development: Tom Russo**



With a career spanning games journalism (Next Generation) and television production (G4TV) Tom has a passion for telling the stories behind the industry's seminal games. As the business development lead, he's always looking for partners with great IP and a desire to celebrate their heritage.

## **Chief Financial Officer: Jodi McLellan**



With 10 years of public practice experience as a CPA, Jodi joined Other Ocean in 2011 and oversees the finance teams for the group of companies, including financial reporting, project modeling and forecasting, sales and vendor contracts, investment, tax and finance planning, transfer pricing, and internal controls.

She received her Bachelor of Accounting Technology from British Columbia Institute of Technology (BCIT) in 2004 and CGA (CPA) designation in 2006. Jodi is an avid cyclist and enjoys home restoration projects in her free time.

## Executive Producer: Stephen Frost



Stephen Frost brings 20+ years of experience spanning video game development, journalism and community management. A lifelong gamer, he has a deep passion for classic gaming and brings his well-rounded knowledge to every Digital Eclipse collection he works on.

## Executive Producer: Jeff Nachbaur



Jeff Nachbaur has been a video game producer for more than 20 years. He currently leads the Other Ocean Emeryville development team day-to-day, focused daily on making every project as fun and engaging as possible. His team most recently completed the 2019 remake of MediEvil.

## Highlights from the over 250+ games that Digital Eclipse has produced



Joust, Defender, Robotron  
First classic arcade emulation.  
First Digital Eclipse releases.



Digital Eclipse was one of the first developers on Game Boy Color, bringing big titles to the small screen.



Street Fighter II relaunched as a remaster, revives franchise interest.

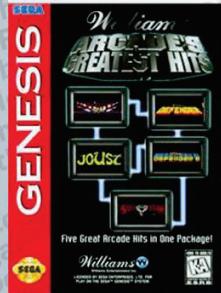


Digital Eclipse relaunched with Megaman, selling over 1.1m units.



**1992**

Games released for every platform that bring back classic Midway and Williams franchises



Digital Eclipse brought epic franchises from console to the Game Boy Advance. Not just ports but new games as well.



**2019**



## Partners

Microsoft

SONY

Nintendo®

CAPCOM

Disney

LUCASFILM  
Ltd

SNK®



SEGA™

WB  
GAMES

KONAMI

UBISOFT



ARCADE  
1UP

ACTIVISION



## APPENDIX: CORE BUSINESS

## Forging the Business of Retro

In 1992, Digital Eclipse shipped the very first arcade-perfect emulations of classic Midway games for Apple's Macintosh, inventing game emulation and launching the "classic game collection" genre.

Today, Digital Eclipse continues to lead the way in the category in sales, critical reception and innovation.

Our remasters, reimaginings, and reinventions have made us the most successful developer in the space.

If it's retro, we made it.



## Technology - Bakesale Engine

Since its inception in 2006, our internal engine, Bakesale, has continuously evolved, delivering the tools we need to make games quickly. Its multi-platform framework has supported every platform launch ahead of Unreal and Unity.

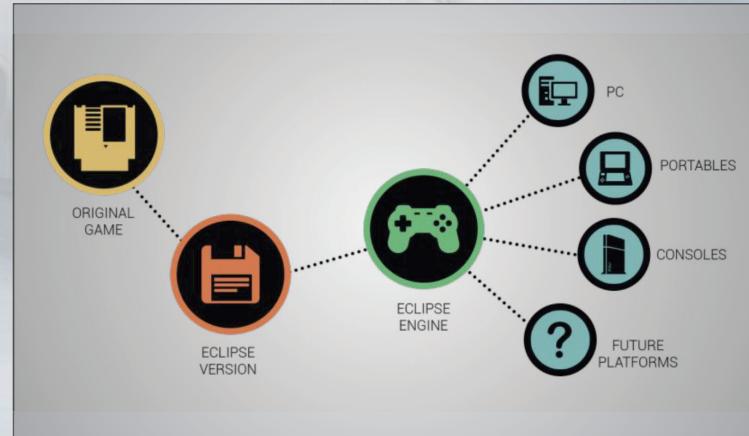
- No licensing fees or revenue share required
- Lightweight/Modular
- Online Network multiplayer
- Web/HTML5
- Audio/Video Playback



## Technology - Eclipse Engine

Digitize a movie once, and it's watchable forever, no matter how technology evolves. Scan a book, and it can be reprinted infinitely. Port a game, and it's only playable on that one platform... getting it running anywhere else would require a significant amount of work and investment.

The Eclipse Engine solves this problem by putting all of the porting needs on the engine itself, not the games. Once a game is converted to our Eclipse format, it will run anywhere Eclipse does. And we'll keep it updated, too, meaning that wherever we go, the games can easily follow.



## CORE BUSINESS: Re-Imagined

We're especially talented at creating new games based on classic franchises that live up to the quality and integrity of the original games but feel entirely new and exciting for next-generation game players. The scale and scope of these games are varied with success as the constant. Recent examples include *MediEvil* for Sony Santa Monica and *Night Stalker* for the upcoming Intellivision Amico.

→ **Large**

- ◆ Dev \$2m-\$8m
- ◆ Revenue ~\$8m-\$32m
- ◆ Profit ~\$3m-\$25m

→ **Small**

- ◆ Dev \$200k-\$1.9m
- ◆ Revenue ~\$800k-\$15m
- ◆ Profit ~\$250k-\$12m



## CORE BUSINESS: Re-Mastered

Our claim to fame is our meticulously curated classic game collections. We don't just simply emulate games on new platforms, we remaster the games, often modernizing them with new controls and improving the graphics and experience while subscribing to the concept of "artistic intent." We produce a treasure trove of bonus materials, from design documentation to concept art, and produce feature length documentaries about the games and their creators. We've become the de facto commercial archaeologists of the videogame industry. While the games are the attraction, the bonus materials are quickly becoming the main event.

### → Collections

- ◆ Dev \$350k-\$2m
- ◆ Revenue ~\$8.5m-\$26m

### → Individual

- ◆ Dev \$150k-\$800k
- ◆ Revenue ~\$300k-\$5m



## CORE BUSINESS: Re-Invented

While Digital Eclipse has become very successful working with brands that game players know and love, it has used this expertise to build its own franchises that harken back to those halcyon days. These games celebrate the simplicity and the love for pure gaming, and carry the artistic torch of creativity forward with innovations in multiplayer, graphical effects, and social connectivity, feeling like an alternate reality where the unique vision of yesterday was carried forward into the best tomorrow. Exemplified by *#IDARB*, *Dark Void Zero*, *Starlords* and the upcoming *Hiscore Hero*.

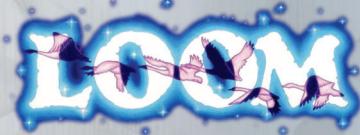
- Dev \$250k-\$3m
- Revenue ~\$1.6m-\$35m





## APPENDIX: POTENTIAL LICENSES

## Potential Licenses



## Potential Licenses

ACTIVISION



PITFALL!



H.E.R.O.



PRINCE OF PERSIA

RAYMAN



## APPENDIX: RECENT WORK



Mega Man Legacy Collection was Digital Eclipse setting a new standard when it comes to classic game collections by going beyond the games and celebrating the history of the fandom.

Features like the museum that show people a behind the scene look at how these classic games were made is one of the biggest reasons that game collections by Digital Eclipse outsell the competition.

*Over 1 Million+ Copies Sold.*

2015 - PS4, Xbox One, Switch, PC, 3DS



*"Mega Man Legacy Collection is an object lesson for how game compilations should be engineered, providing rock-solid adaptation to a new platform, respecting the material's historic context, and exercising restraint" - IGN*



“Textbook case on how to preserve classic games”



*“Mega Man Legacy Collection* has been referred to as a Criterion Collection-style reissue by developer Frank Cifaldi of Digital Eclipse, and I could not agree more. This is not just a rehashing of *Mega Man*. It’s an appreciation of art. You can feel the love that the developers had for the source material in the restoration.”



“Everything from the menu presentation to the game emulation is crafted with such care that its developers clearly understood the subject matter. It’s the best *Mega Man* game collection to date, and shows how a classic series can be revitalized in the right hands.”



“*Mega Man Legacy Collection* is an object lesson for how game compilations should be engineered, providing rock-solid adaptation to a new platform, respecting the material’s historic context, and exercising restraint. 9/10 “Editor’s choice”





Street Fighter is the most iconic fighting game series of all time. It has an enormous fan base that is intimately familiar with all titles and holds re-releases to high standards.

In order to satisfy such a demanding fanbase, Digital Eclipse built out a new network infrastructure to allow for competitive play with players around the world on games that were originally made without online play.

In addition to online play, training mode and local vs was added to ensure that these classic had feature parity with modern fighting games.

*Over 1 Million+ Copies Sold.*

2018 - PS4, Xbox One, Switch, PC



*"The Street Fighter 30th Anniversary Collection is another example of Digital Eclipse going above and beyond to properly port and pay tribute to a bounty of classic Capcom games."*  
- Gamespot



"You may have played them before, but they're still relevant, and being able to play arcade-perfect *Street Fighter III: Third Strike*, with ranked online play, shouldn't be missed..."

**PlayStation.**  
Official Magazine - UK

"Legends should only grow in their retelling, and with *30th Anniversary Collection* and Digital Eclipse's fine work, Street Fighter has never stood taller."

 **EUROGAMER**



"A big collection of awesome games and behind-the-scenes content that no Street Fighter fan should miss. Street Fighter is a series worth celebrating and Digital Eclipse has managed to do so in a manner that feels respectful to the series and to the people who keep the spirit of arcade battles alive..."

 **GAMESPOT**



Digital Eclipse adds additional content that results in a significant increase in sales.

Previous releases of Aladdin and Lion King were barebones, containing no additional features, resulting in less than 10k in sales.

The Disney Classic Games: Aladdin and the Lion King has interviews on the making of the game, never before seen concept art, trade show demos, and even a updated version of the original game.

It is projected to sell more than 500,000 copies at 3x the price than the previous releases.

2019 - PS4, Xbox One, Switch, PC



"Are Disney's *Aladdin* and *The Lion King* still worth playing 25+ years later? The answer is absolutely! Digital Eclipse has added enough features to attract fans new and old..." - **Playstation Lifestyle**



"Are Disney's *Aladdin* and *The Lion King* still worth playing 25+ years later? The answer is absolutely! Digital Eclipse has added enough features to attract fans new and old..."



PlayStationLifeStyle.net

"...the art gallery, quick-save features, and added extras such as the final cut of *Aladdin* solidify this collection as the definitive way to experience these games"



"...the actual best part of this package is the Criterion Collection-like additions, specifically the bountiful interviews with the original developers. This is an essential entry into the greater view of video game history and I'm so happy that a collection like this exists."

**NintendoWorldReport**



Other Ocean is the premiere provider of commercial emulation for the line of Arcade1Up home arcade units.

With 20+ titles under our belt, we work closely with the Arcade1Up team and their factories in China to ensure authentic arcade gameplay on the most cost-effective hardware available.

Additional Titles Include: Street Fighter, Galaga, Burgertime, Pac-Man, Centipede, Space Invaders, and more!



*"The most important function of the Mortal Kombat Arcade1Up cabinet is how well it plays the included games...The Mortal Kombat Arcade1Up machine is a blast." - IGN*

# MEDIEvil

Originally a beloved classic on the PlayStation 1, MediEvil fans' were less-than-enthused with the PSP in remake in 2005 that took too many liberties with the original.

The team at Other Ocean Emeryville undertook the challenge of rebuilding the entire game from the ground up in the Unreal Engine with the goal of preserving and delivering the feel of the original.

MediEvil for PS4 is by-design authentic to the PS1 Classic, with updated graphics and gameplay to capture both the nostalgic crowd and those brand new to the franchise.

2019 - PS4, Xbox One, Switch, PC



*"I'm not sure I've played any remaster that has done as good a job updating the overall aesthetic for modern hardware without ever betraying the atmosphere of the original." - PSX*



# MEDIEvil

"Other Ocean has revived MediEvil in a way that stays true to the original while making just enough changes to keep Sir Dan relevant for the future."

**PSU**  
PlayStation Universe

"The game looks absolutely gorgeous too—taking the aesthetic of the original that blended Horror Comedy and Dark Fantasy; and giving it the treatment it deserved. Everything from Sir Daniel himself, to each enemy is excellently redesigned; appearing creepy, but in a fun, cartoonish way."

**CGM**  
CGMAGONLINE.COM

"I'm not sure I've played any remaster that has done as good a job updating the overall aesthetic for modern hardware without ever betraying the atmosphere of the original."

**PSX**  
EXTREME



# #IDARB

What began as an experiment in crowd-sourced game design, ended in with a critically acclaimed title downloaded more than 1 Million times **in its first week (5 million+ lifetime)**.

Inspired by *Bomberman* and *Smash Bros*, #IDARB is an action/sports title that supports up to 8 simultaneous players. It was the title first used by Microsoft to prove crossplay on Xbox, and the first to feature integrated “spectator interactivity” via social platforms Twitch and Twitter.

Other Ocean's #IDARB quickly gained market attention by engaging an active social media community of gamers who enjoy contributing ideas to games. The game made a big splash at E3 2014, with a “Best in Show” honorable mention by Nerdist.

2015 - Xbox One, PC



*“#IDARB reminds me of the core reason why I play videogames...”* - **Destructoid**



# #IDARB

"#IDARB reminds me of the core reason why I play videogames..."

**DESTRUCTOID**

"Even at its silliest, even when you're playing as President Josiah Bartlett and dunking over the head of Robocop, don't get it twisted: *IDARB* plays like an honest-to-goodness, capital-S Sport."



**Polygon**



"#IDARB is a game that keeps on giving and the quintessential Xbox One multiplayer experience."

**HARDCORE GAMER**

*"#IDARB is a fantastic party game with its large player count, simple-yet-solid mechanics, and the ability to let those spectating interact. It's the perfect game to keep loaded on your Xbox One..."*

**gameinformer**



## Re-targeted System Ports

Digital Eclipse has more than two decades of experience taking games and making them run perfectly on other platforms. It has ported games to all current systems, including VR.

They have worked with Sony, Microsoft, Capcom, Double Fine, and more.

