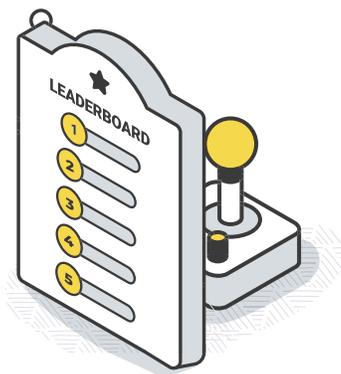
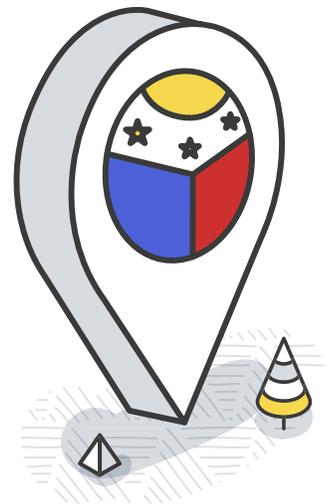


If your brand is ready to get into gaming, hyper-casual is a great place to start.

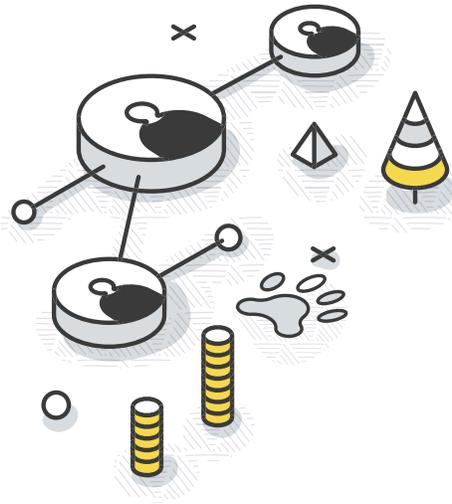


1. Mobile is the world's most popular gaming platform, surpassing all other platforms from mid-2016 onwards.

2. In the Philippines, mobile gaming is even more prevalent, because of the ease of access to smartphones. **72.1% of internet users aged 16-64 say that they have mobile games on their phone, and 90.1% rather play on their phone over laptops and game consoles.**



3. **Top 5 Breakout Games Worldwide are Hyper-Casual,** there are 6.3B total hyper-casual downloads globally, and are played daily for 5m 18s at average.



Making your own branded game is manpower-intensive, not to mention costly.

At mgames, you can take a pick of our library of 200+ games and turn existing game/s into your own!



Hyper-Casual games are easy to understand, and easy to win. Our games come in the very handy HTML5 format, which means they can be integrated anywhere your digital campaigns are present (Social Media, Websites, App, TV Operating Systems*)

If you just need plain games, we can license the use of the games to you, to be integrated wherever you need them to be.

*needs a data connection to load the game/s



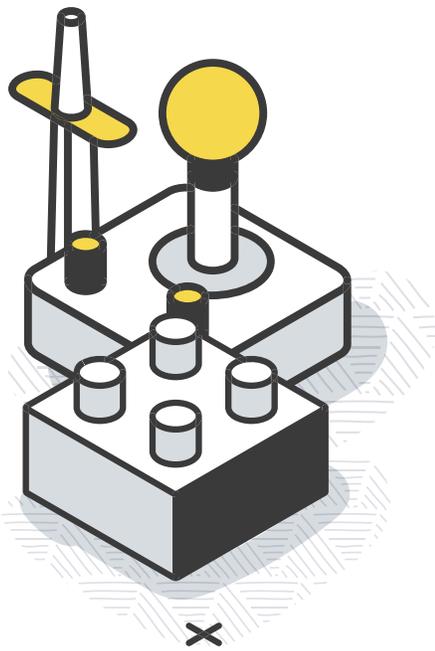
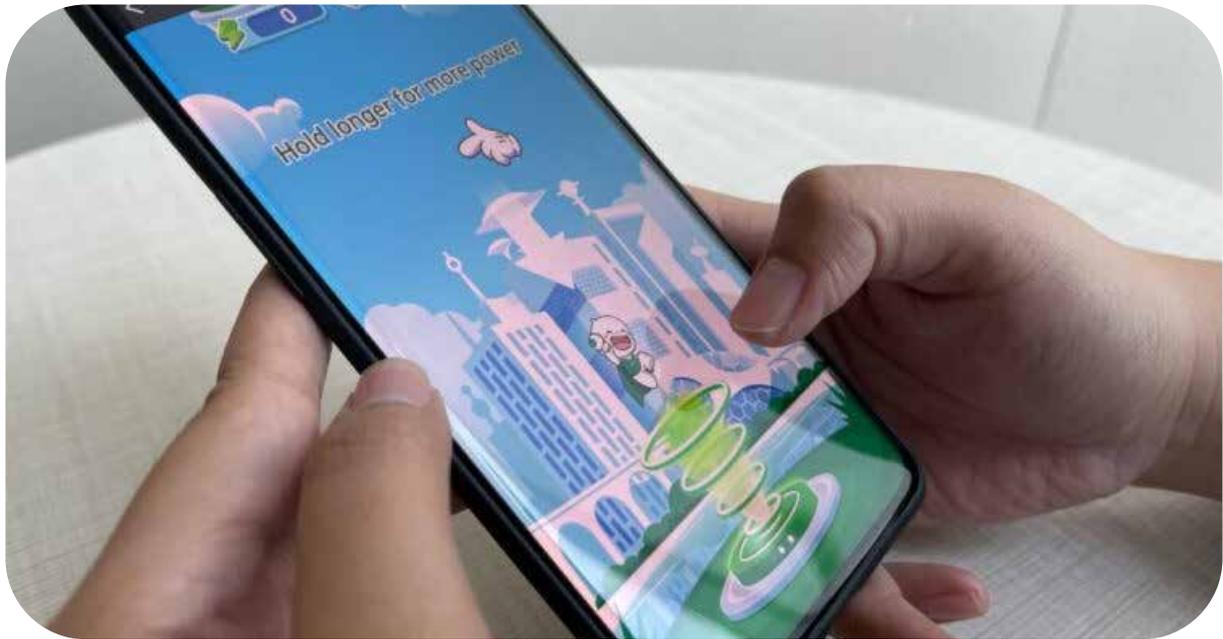
Take engagement even further, with Tournaments.

mgames is our social skill-based gaming platform, where users can play a variety of games, compete with their friends, and get rewarded!

You can take advantage of the leaderboards and reward systems formed for your game to incentivize the users that love to engage with your brand and product. Hosting tournaments hyper-extends that engagement to more users in and out of the mgames platform.



Success Story: **OPPO Philippines**



OPPO Philippines reskinned Unicorn Blast and maximized gaming for their social media communications, and included local stores and ecommerce platforms to complete the engagement and conversion journey of their players.

