

# EMPOWERING CREATORS AND FANS WORLDWIDE

OTT Networks, Interactive Experiences, and Effective Monetization



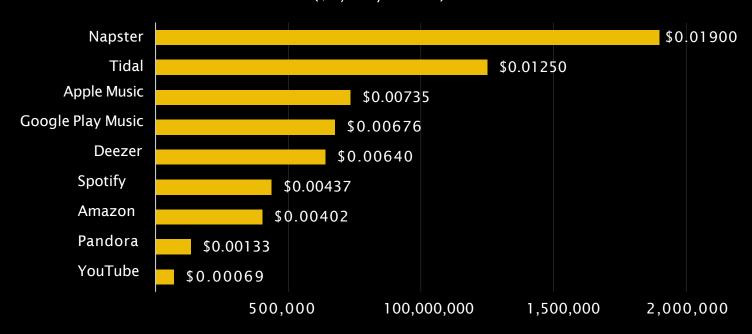
### Streaming platforms aren't helping creators (Even if They Want To).

Did you Know?



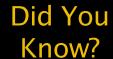
Stream revenues goes to the top 1% of label artists!

Number of streams necessary to meet U.S. monthly minimum wage (\$1,472/month)



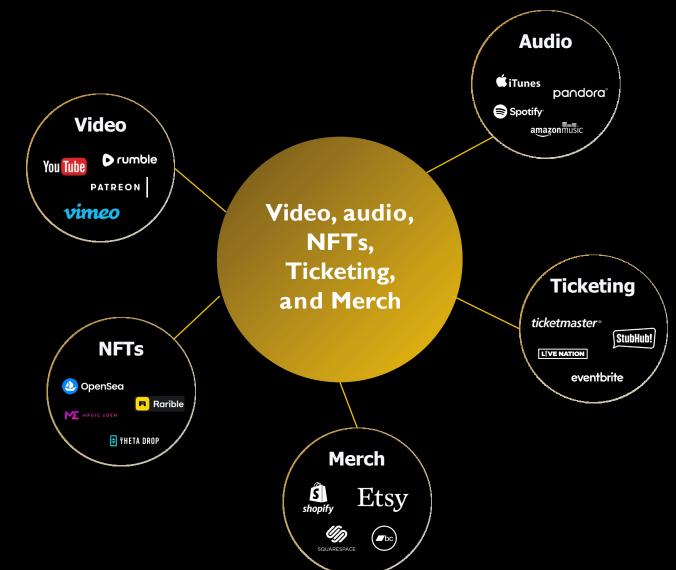


### Fragmented Content Distribution Cost Creators Time and Money!





Creators list growing an audience as their biggest challenge!



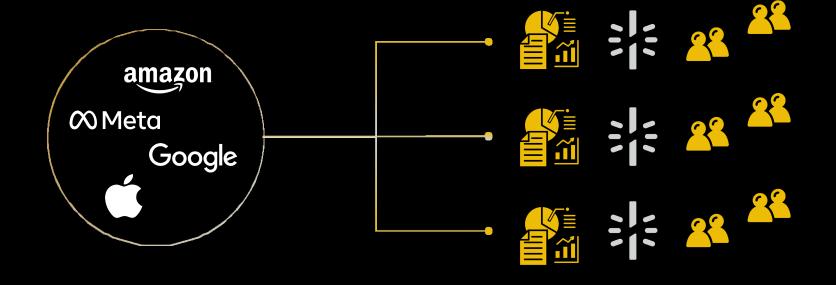


### In Streaming Who's Watching is as Valuable as How Many!

### Did You Know?

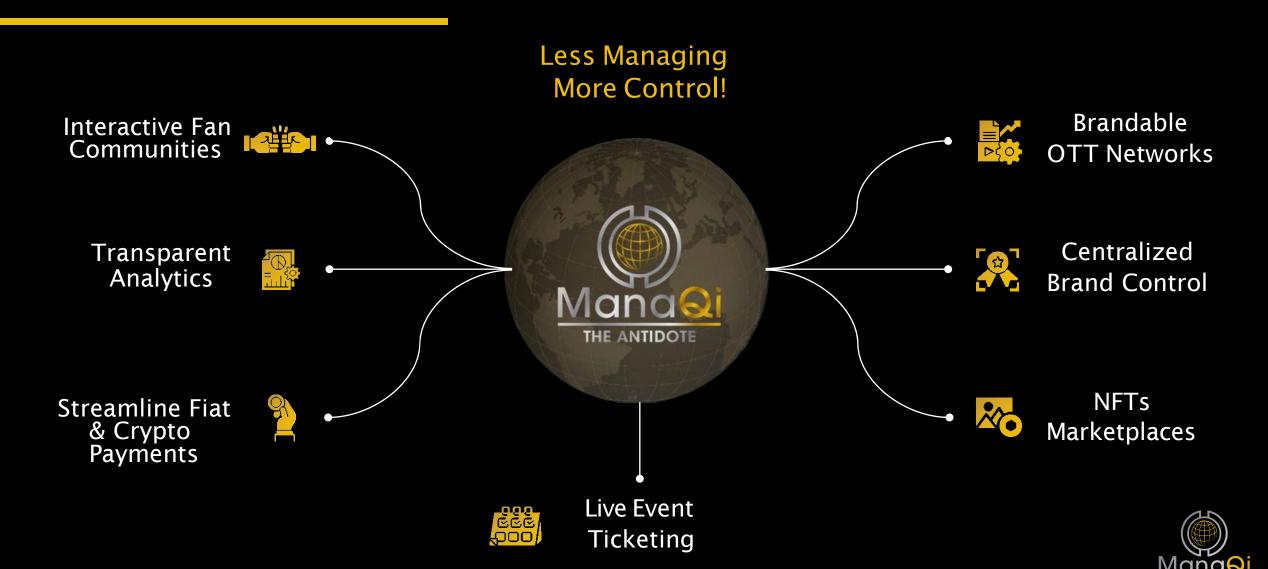


Ad revenue is generated by content creators user data, but creator don't own the data or content! Data is the currency of web2!





### ManaQi levels the playing field



# LIVE INTERACTIVE TV - REVOLUTIONIZING ENTERTAINMENT

With one-click, viewers can purchase anything on the screen without leaving the engagement. Advertisers and affiliates can also capture this viewership, selling products and services to global audiences in real time!



### PRODUCT PLACEMENT & BRAND GROWTH

Digital Network & Mobile Apps



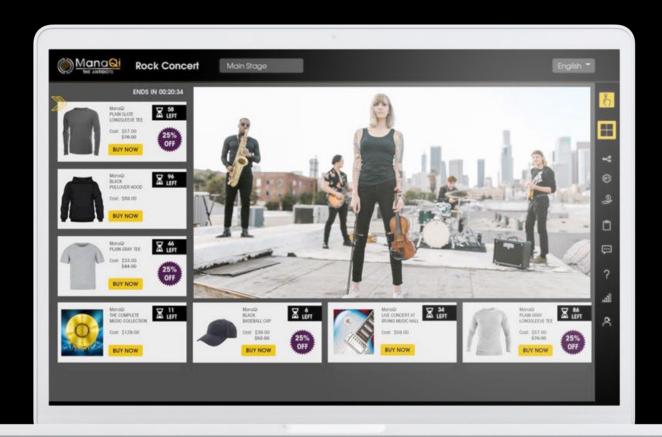
#### **CREATE ON YOUR TERMS!**

Stream anytime, anywhere using the Cloud Production Studio



#### **REVENUE GENERATION**

Affiliates, Merchandise Advertisers, Sponsors, Subscriptions, PPV, Ticketing, Payment's.





## CREATOR JOURNEY

**Content Upload Analytics Monetization** Signup Content Library User Account Monetization Dashboard Engagement Tools Ticketing System Profile Creation Upload Tools Analytics Dashboard Verification • Content Management Subscription Plans Feedback System • NFT/Merch Marketplace System PATREON You Tube twitch





ManaQi







### **FAN USER JOURNEY**

Discover Content

- Personalized Content Feed
- Search Functionality
- Recommendation Engine

2

### Purchase

- Ticketing System
- Subscription Options
- Secure Payment Gateway
- Fiat / Crypto Wallets

3

### Engage

- Live Chat, Q&A Sessions
- Real-time Polls, Reactions
- Meet and Greet, Ads
- Merch / NFT Purchases
- Donations

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### Join Communities

- Community Forums
- Discussion Boards
- Social Sharing Features









**Easier for Fans!** 



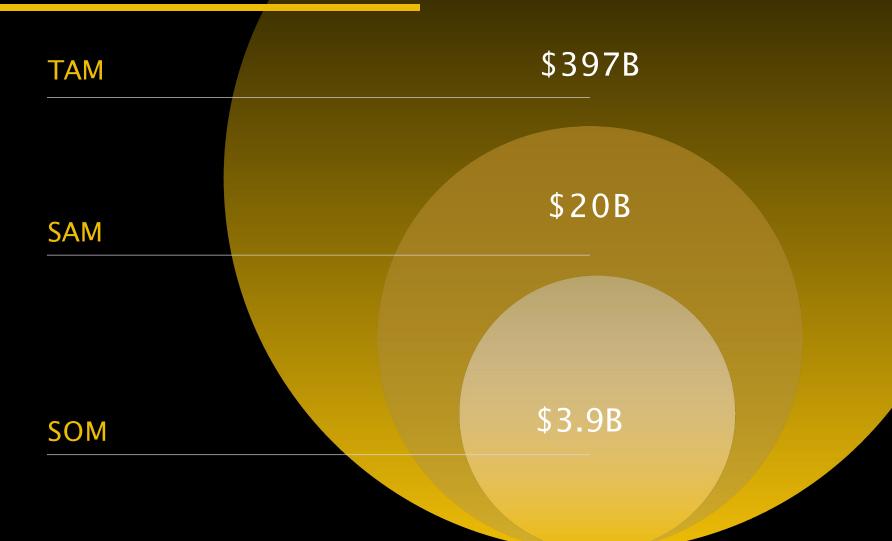
# **COMPETITIVE LANDSCAPE**

	ManaQi HE ANTIDOTE	twitch	You Tube	PATREON
Subscriptions	<b>②</b>	$\checkmark$	✓	✓
Live Payments		$\checkmark$	$\checkmark$	$\checkmark$
Content management		<b>√</b> *	<b>/</b> *	<b>√</b> *
Fan Interactions		$\checkmark$	$\checkmark$	$\checkmark$
Tips/Donations		$\checkmark$	✓	$\checkmark$
Listening Party	<b>②</b>	$\checkmark$	X	X
Cloud Studio		X	X	X
Event Ticketing	<b>②</b>	X	X	X
Fiat/Crypto Payments		X	X	X
Web3	<b>②</b>	X	X	X
NFT Marketplace		X	X	X
Self-Administered Ads		X	X	X

\*Limited capabilities

**More Control!** 

# MARKET SIZE & OPPORTUNITY



Creators
demanding
monetization tools
have long been
ignored. We turn the
tide in their favor!



# **BUSINESS MODEL**

ManaQi gets 1-30% of every transaction!



Creator Subscriptions



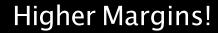
User Subscription



Affiliate & Vendor Marketing



White Label Licensing



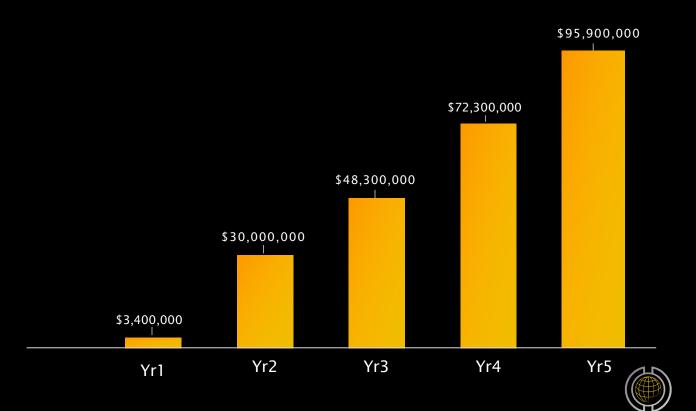


## FINANCIAL PROJECTIONS

### Event Ticketing

- Revenue Share
- Subscriptions
- Advertisers
- White Label

#### PROJECTED REVENUE



### MEET OUR VISIONARY TEAM



ADAE FONSECA CEO / Co-Founder Retired Army Veteran, Global Project Manager, 2x Founder



**ARUN PARIMI** CTO / Co-Founder Lenovo Chief Project Architect, COO Global Fight League, 3x Founder



**ANTHONY CARUSO** ESQ.

Chief Legal Counsel Former Tech CEO, Sports Agent, and 2x Founder.





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3 Successful Exits



CHARLES C. WARCZAKOWSI

**CFO** Experience in Saas scaling, M&A, IPOs, Inductee CFO HoF



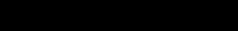
#### WALTER **SANTIAGO**

CMO 35 years National and International SaaS sales and marketing experience.



#### **ANTHONY VALENZUELA**

**Executive Producer** 20 years of experience in content creation, distribution, and production with major streaming platforms.









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NETFLIX



## **OUR ASK**

**LEAD ROUND** 

\$1.5M

**TERMS** 

**SAFE** 

Convertible Note SAFT

#### **EXIT STRATEGY**

- · IPO
- Licensing
- Merger/Acquisition

#### 12-MONTH OBJECTIVES

- · Launch product
- · Marketing and Customer Acquisition
- · Hire Key Staff
- · Strategic Partnership and Business Development
- · Operational Scaling

#### MAKING US HIGHLY ATTRACTIVE TO:

- Music Industry
- Event Ticketing
- Film
- Streaming
- Marketplaces



