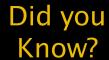


EMPOWERING CREATORS AND FANS WORLDWIDE

OTT Networks, Interactive Experiences, and Effective Monetization



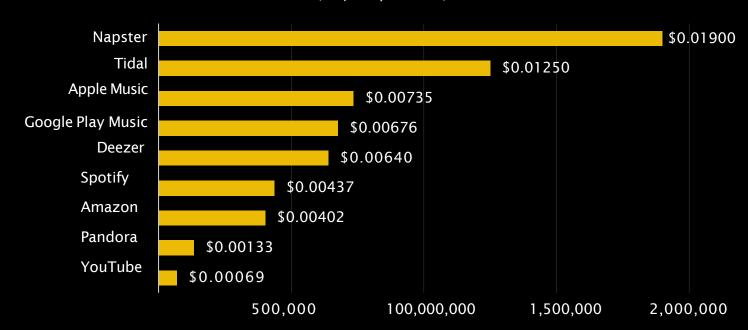
Streaming platforms aren't helping creators (Even if They Want To).





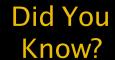
Stream revenue goes to the top 1% of label artists!

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



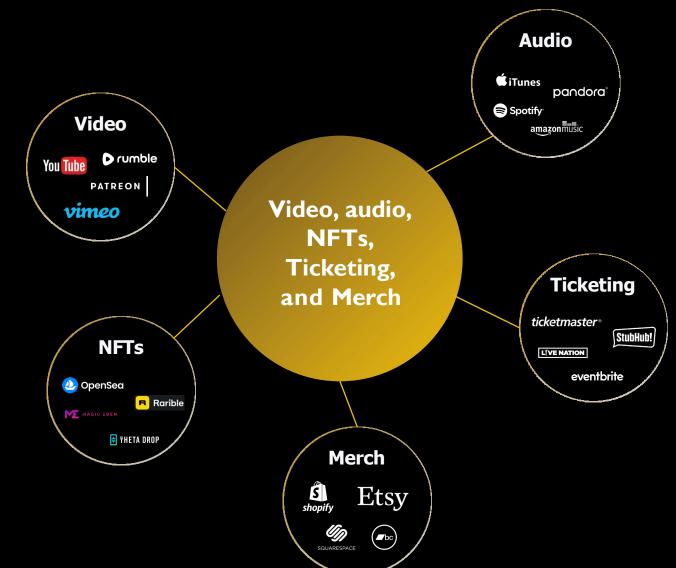


Fragmented Content Distribution Cost Creators Time and Money!





Creators list growing an audience as their biggest challenge!



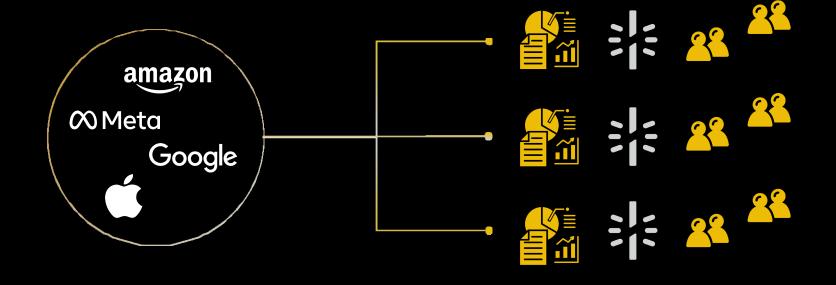


In Streaming Who's Watching is as Valuable as How Many!

Did You Know?



Ad revenue is generated by content creators user data, but creators 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



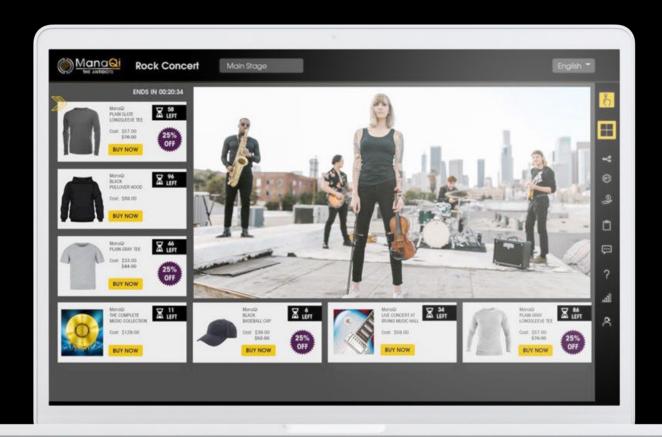
CREATE ON YOUR TERMS!

Stream anytime, anywhere using the Cloud Production Studio



REVENUE GENERATION

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





CREATOR JOURNEY

Content Upload Monetization Analytics Signup User Account Content Library Monetization Dashboard Engagement Tools Profile Creation Analytics Dashboard Upload Tools Ticketing System Verification Subscription Plans Feedback System • Content Management • 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 GatewayFiat / Crypto Wallets

3

Engage

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

4

Join Communities

- Community Forums
- Discussion Boards
- Social Sharing Features





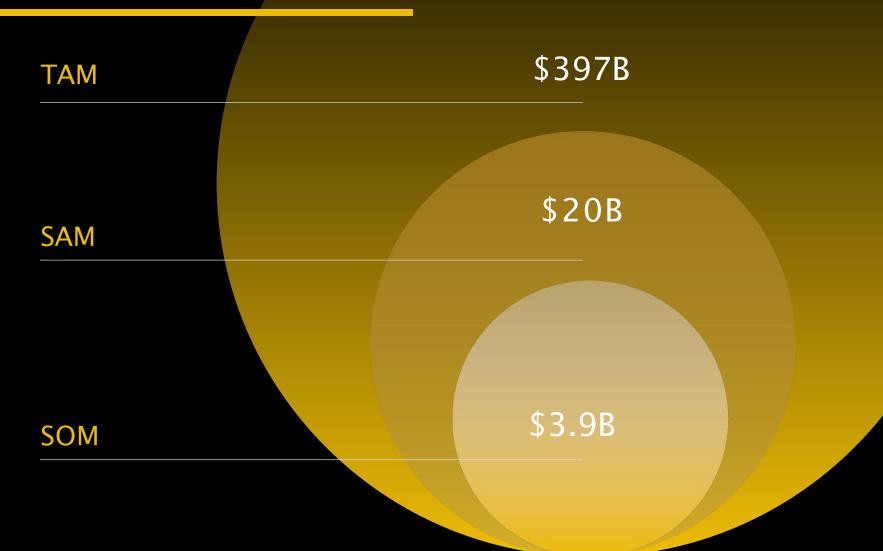




Easier for Fans!



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

Higher Margins!



MEET OUR VISIONARY TEAM



ADAEFONSECA CEO / Co-Founder Retired Army Veteran,



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.





in

3 Successful Exits



CHARLES C. WARCZAKOWSI

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



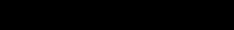
WALTER SANTIAGO

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.

















in









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



