



P L A Y T H E W O R L D

INVESTMENT HIGHLIGHTS

ALPHA TECH HAS CREATED **GAMERZARENA**, A COMPETITIVE GAMING PLATFORM OFFERING TOURNAMENTS, HEAD TO HEAD BETTING, SKILL BASED CONTESTS AND LEAGUE PLAY WITH **ALPHA COIN, A BITCOIN PEGGED TOKEN**.

ALPHA TECH offers exposure to the most potentially profitable part of the gaming ecosystem: A large user base with a freemium model and bitcoin pegged token.

- GamerzArena is a turn-key solution for an organization's gaming needs.
- Over 100,000 users and rapidly evolving with multiple strategic partnerships.
- Virtually all colleges, universities, and professional sports teams have a gaming division.
- Developing the **ALPHA COIN, a bitcoin pegged token** solution allowing users to build monetary value.

PROOF OF CONCEPT:

Alpha Tech has created an online gaming ecosystem that offers a one stop solution in the gaming / esports space.

- ✓ **ALPHA TECH** has an exclusive partnership with MLS's **Vancouver Whitecaps**.
- ✓ **ALPHA TECH** is partnered with the **New Jersey Devils**.
- ✓ **ALPHA TECH** has partnered and worked with well recognized organizations such as **Notre Dame, Syracuse University, Penn State, University of British Columbia, Barstool Sports, ESPN Radio** & more.

MULTIPLE REVENUE VERTICALS

- ✓ Monthly Subscription to Plus Account (\$12.99)
- ✓ Brand Partnerships
- ✓ 10% of All Skill Based Contests
- ✓ Monetizing Future Teams & Leagues
- ✓ Mobile Games and Contests
- ✓ User Retention and Data

Experienced Management, Board & Advisors



GAMING & ESPORTS INDUSTRY

The global gaming market will generate \$159 billion in revenue in 2020.



More people watch gaming video content than HBO, Netflix, ESPN and Hulu combined.



2019's League of Legends World Final had 100 million viewers, more than the NBA finals & Superbowl.



ESPORTS AUDIENCE COMPARED TO TRADITIONAL SPORTS AUDIENCE.

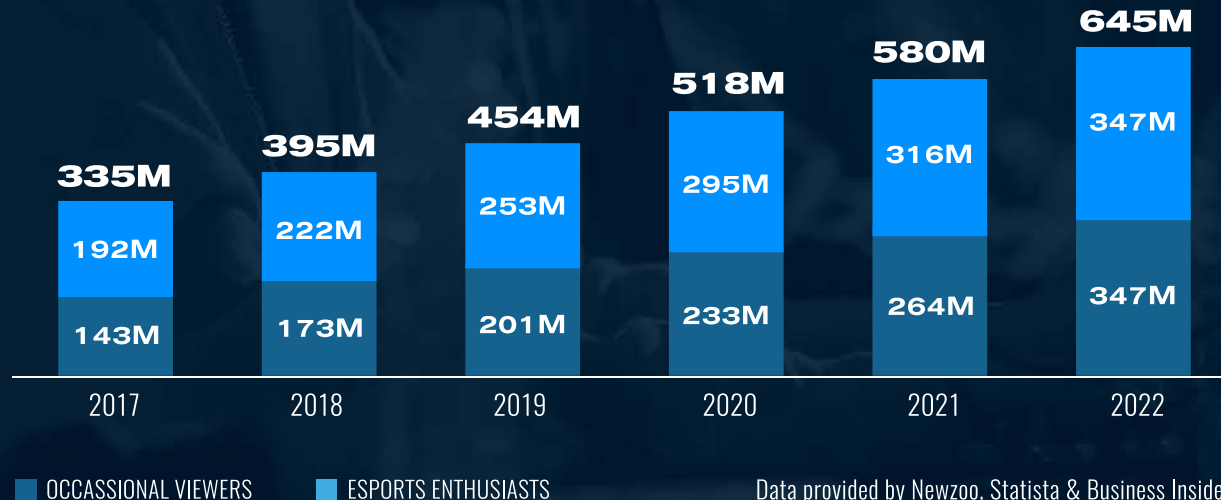


THE ESPORTS INDUSTRY

SHARE OF WORLDWIDE ESPORTS MARKET REVENUE IN 2019 BY REGION



ESPORTS VIEWERSHIP HAS BEEN GROWING AT A RAPID PACE



Data provided by Newzoo, Statista & Business Insider

300M

North America at \$300M
(per PwC)

138M

Europe at \$138
(per PwC)

69%

Comes from in-game purchases,
sponsorships and advertising
(Source: Newzoo/Statista)

57%

Asia-Pacific (APAC) serves
over half (57%) of global
esports viewership
(Per: Newzoo)

FREEMIUM MODEL

LIKE MOST MAJOR SUCCESSFUL TECH PLATFORMS, **GAMERZARENA** IS A FREEMIUM MODEL, BUT ADDED VALUE IS OFFERED FOR A PREMIUM ACCOUNT, **GAMERZARENA+** FOR \$12.99/MONTH.

WITH **GAMERZARENA+** YOU GET:

- ✓ ACCESS TO **ALPHA COIN, A BITCOIN PEGGED TOKEN.**
- ✓ ACCESS TO BIGGER TOURNAMENTS & PRIZES.
- ✓ STATS AND ANALYTICS ON THEIR GAME PLAY.
- ✓ COACHING AND TOOLS TO ADVANCE & GROW.
- ✓ BETTER CONTENT TO SHARE ON YOUR SOCIAL MEDIA.
- ✓ THE OPPORTUNITY TO BE SCOUTED TO LARGER TEAMS & LEAGUES.
- ✓ HEAD TO HEAD BETTING.

SIMILAR TO:

FORTNITE

 **Hootsuite®**

 **amazon prime**

Candy Crush

 **Dropbox**

 **Spotify®**



VISIT:
WWW.GAMERZARENA.COM

- ✓ **AN ESPORTS ECOSYSTEM FOR ALL GAMERS.**
- ✓ **SIMILAR TO THE TRADITIONAL ARCADE, WHERE USERS BOUGHT TOKENS TO PLAY, GAMERZARENA OFFERS USERS **ALPHA COIN, A BITCOIN PEGGED TOKEN.****
- ✓ **GAMERZARENA PROVIDES VIDEO GAME CONTESTS WHERE GAMERS CAN COMPETE FOR CASH AND PRIZES IN LEADERSHIP AND BRACKET FORMATS. WE OFFER DAILY, WEEKLY, AND MONTHLY COMPETITIVE TOURNAMENTS.**
- ✓ **WE HAVE BUILT A USER BASE OF OVER 100,000 GAMERS.**



To view video on mobile [Click Here](#)

GamerzArena

100k+
USERS

4374
DAYS TOTAL
STREAM TIME

5,216,776+
SPECTATORS

96
COUNTRIES
REPRESENTED



CASE STUDY:
**BARSTOOL SPORTS
ENGAGEMENT**

GAMERZARENA HOSTED AN EXCLUSIVE 7-DAY FORTNITE EVENT, WHICH HELPED BARSTOOL INCREASE ITS TWITCH FOLLOWING BY **15%**!

- ✓ 1,000 USERS ON LEADERBOARD RECORDED AT LEAST 1 ELIMINATION
- ✓ 9,157 ENTRIES
- ✓ 6,501 RE-ENTRIES
- ✓ 2,700 UNIQUE USERS
- ✓ 1,000 USERS GENERATED 269 DAYS OF STREAMING CONTENT = 6.44 HRS PER WEEK SPENT BY EACH USER ENGAGING WITH THE BRAND

*“Barstool Sports contracted **GamerzArena** to build our contest and they’ve exceeded our expectations across the board. The level of personal and interactive content it provides us for our community is invaluable!”*

DEVLIN D’ZMURA
BARSTOOL SPORTS SOCIAL MEDIA
MANAGER & CONTENT PRODUCER

**A RELATIONSHIP
WITH THE
VANCOUVER
WHITECAPS FC**



AN OPPORTUNITY THE FIRST OF IT'S KIND

EXCLUSIVE PARTNERSHIP WITH VANCOUVER WHITECAPS FC

**40,000 MEMBERS OF THE WHITECAPS YOUTH DEVELOPMENT
LEAGUE ARE ELIGIBLE FOR GAMERZARENA+ & OTHER
ALPHA TECH PROGRAMS.**

- ✓ 40,000 WHITECAPS YOUTH MEMBERS ENGAGED
- ✓ VANCOUVER WHITECAPS CHOSE TO WORK WITH ALPHA BECAUSE ALPHA HAS CREATED AN ONLINE GAMING ECOSYSTEM THAT OFFERS A ONE STOP SOLUTION IN THE GAMING/ESPORTS SPACE.
- ✓ THIS PARTNERSHIP PRESENTS ALPHA WITH MULTIPLE REVENUE VERTICALS INCLUDING: SIGNIFICANT USER ACQUISITION FOR GAMERZARENA+, SPONSORSHIP REVENUE FOR ONLINE TOURNAMENTS, COLLABORATIONS, AND MORE.

A RELATIONSHIP WITH THE NEW JERSEY DEVILS



NEW JERSEY DEVILS FIRST ENGAGEMENT

- ✓ TWO DAY EVENT, WITH 8 PRO ESPORTS PLAYERS, AVERAGING OVER 1,000 VIEWERS PER DAY.



TOPSHELFCOOKIE



DADDYPADRE



NOSLEEVES



DUCKSGAMING



FLAPANTHERS



DEKESLAYER



DONTBESAAD20



COMBINED TWITCH FOLLOWING OF OVER 65,000,
BRINGING MASSIVE EXPOSURE FOR ALPHA TECH.

- ✓ ALPHA WILL CONTINUE TO RUN TOURNAMENTS AND FAN ENGAGEMENT CONTESTS WITH NJ DEVILS AND ALSO ENGAGE THEIR USER BASE FOR GAMERZARENA+.

DISCOVER THE NEXT GENERATION

WE SEE COLLEGES, UNIVERSITIES, YOUTH LEAGUES, AND SPORTS ORGANIZATIONS AS THE PROVING GROUND FOR THE NEXT GENERATION OF ESPORTS ATHLETES.

ALPHA TECH HAS WORKED SOME OF THE MOST RECOGNIZED INSTITUTIONS GLOBALLY, EXPOSING **GAMERZARENA** TO AN ENTIRELY NEW USER BASE.

AS A RESULT, WE ARE HAPPY TO HAVE RELATIONSHIPS WITH THE FOLLOWING:



GAMERZARENA ONLINE GAMING ECOSYSTEM


A 100% UNIQUE MONETIZED
EXPERIENCE

Diversity of tournaments engages
a broad audience

PREMIUM CONVERSION RATE

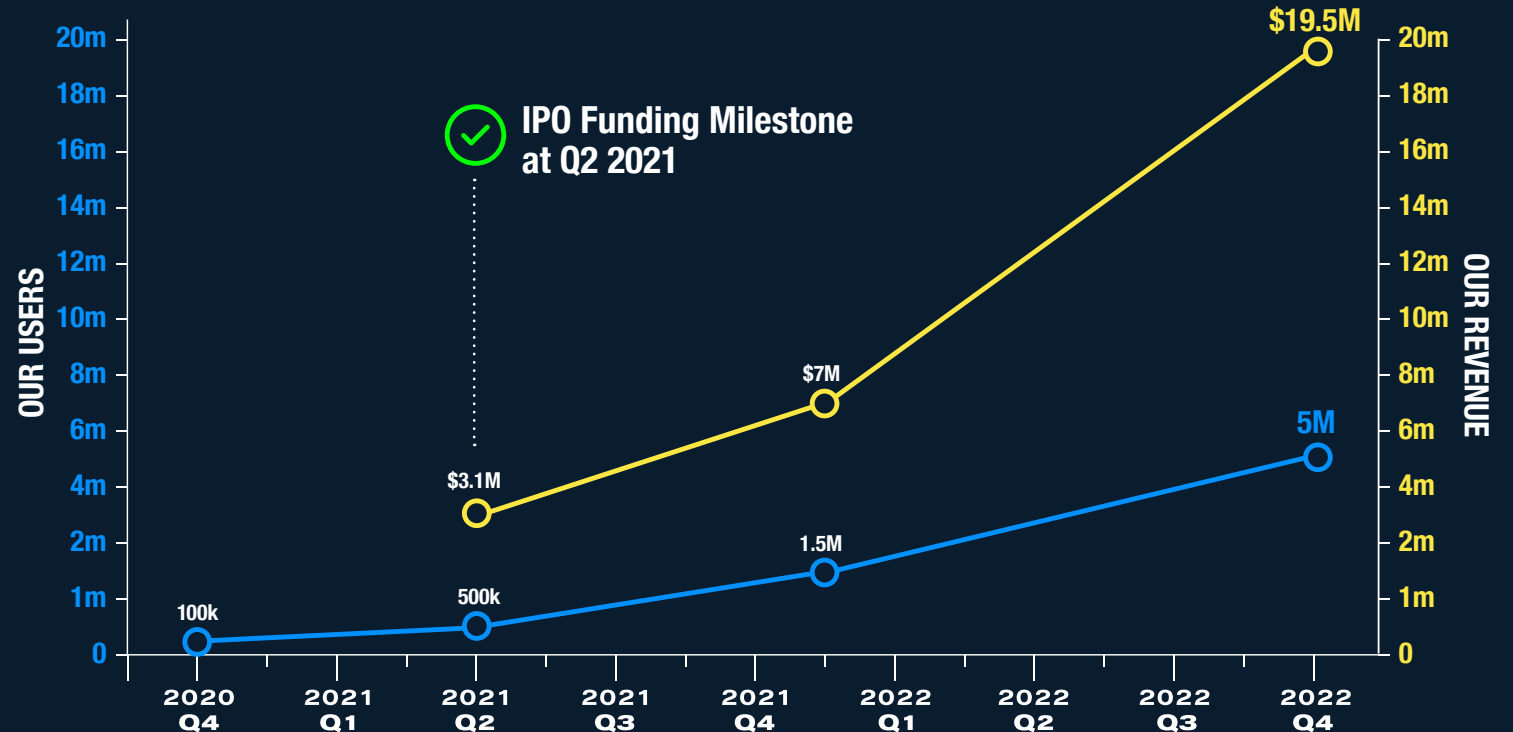
 PlayStation.Plus **39.7%**

 Spotify **45.4%**

 Dropbox **1-4%**

 Premium **1.24%**

Source: www.sony.net & www.hbs.edu



- ✓ Q2 2021 = 4% Conversion Rate
- ✓ Q4 2021 = 3% Conversion Rate
- ✓ Q4 2022 = 2.5% Conversion Rate

* Conservative projections made on the examination of other freemium and premium models and based on the early launch of GamerzArena+.

SKILL BASED CHALLENGES

USERS PLAY FOR CASH HEAD TO HEAD.
ALPHA TAKES A 10% SERVICE FEE



IT IS ESTIMATED THAT ESPORTS
WAGERING WILL EXCEED

**\$12.9 BILLION
WORLDWIDE IN 2020**

THE FASTEST GROWING SEGMENT OF
HEAD TO HEAD CHALLENGES.



OUR USER DATA ESTIMATES 10-20% OF GAMERZARENA
FREEMIUM USERS PLACING HEAD TO HEAD WAGERS WITH AN
AVERAGE BET SIZE OF \$2 - \$10 PER MATCH MONTHLY.

\$5.4M IN REVENUE

\$6 PER WAGER MONTHLY, OF 15% OF
OUR 500K USER GOAL BY MID 2021

SKILL BASED CHALLENGES: THE REVENUE OPPORTUNITIES

SKILLZ, THE MULTI-PLAYER TOURNAMENT PLATFORM THAT LET'S YOU COMPETE FOR REAL CASH AGAINST OTHERS, IS SHOWING THE MASSIVE REVENUE UPSIDE PRESENTED BY SKILL BASED CHALLENGES.

Skillz recently announced financial results for the third quarter ended September 30, 2020.



REVENUE GREW
92% TO \$60M
COMPARED TO \$31.2M
DURING THE COMPARABLE
2019 QUARTER



REVENUE YTD GREW
91% TO \$162M
COMPARED TO \$85.1M
DURING THE COMPARABLE
2019 PERIOD.



19TH
CONSECUTIVE
QUARTER WITH
REVENUE GROWTH

** Recently completed their IPO and is now evaluated at \$8.2 Billion USD.

Source: www.gamingstreet.com and www.businesswire.com



NASDAQ: SKLZ | MARKET CAPITALIZATION USD \$8.2B

Skillz is the leading **mobile games** platform that connects players around the world in fair, fun, and meaningful competition.

Skillz has seen an incredible growth trajectory by hosting cash prize tournaments for casual gamers, which is a cornerstone of **Alpha's growth model**.

**2.7M ACTIVE MONTHLY USERS
AND 30M TOTAL USERS.**

PLAYER GROWTH

June 2016 - **9M**

May 2017 - **12M**

April 2018 - **15M**

Sept 2018 - **18M**

December 2020 - **30M**

REVENUE RATE

has grown to **\$400m**
in August, compared
\$200m in February.

BY 2022, IT IS PREDICTED THAT
45.9% OF THE GLOBAL
POPULATION
WILL BE MOBILE GAMERS.

MOBILE GAMES REVENUE IN 2021 IS
PROJECTED TO REACH

\$20.4 BILLION

IN THE U.S. - UP 12.1% YOY

REVENUE IS EXPECTED
TO REACH

\$29.6 BILLION

BY 2025

Source: Statista, CNBC, Forbes

All Values in USD

MOBILE GAMING ACQUISITION: PARADISE CITY GAMING

- ✓ Alpha acquired Paradise City Gaming because it allows the Company to enter into the mobile gaming industry, an industry worth **\$68.5 billion at the end of 2019** and projected to be worth over **\$200 billion by 2023**.
- ✓ Alpha will leverage Paradise City Gaming and their growing library of mobile games to grow its user-base by hosting skill based contests, head to head betting, and charging entry fees for tournaments.
- ✓ Through it's management team, Alpha has strong relationships with popular actors such as Jamie Foxx and as a result, has been able to secure the IP mobile gaming rights to his films such as Groove.
- ✓ Comparable: **Skillz**, a mobile multiplayer competition platform offering skill based challenges, has recently completed their IPO and is now evaluated at **\$8.2 Billion USD**.

Source: www.venturebeat.com



PARADISE CITY
G A M I N G

GROOVE

The Movie: Releasing 2021

STARRING
**JAMIE FOXX &
DAVE BAUTISTA**

THE ALPHA LEAGUE

PLAYER DEVELOPMENT

THE OPPORTUNITY

- ✓ **LACK OF DEFINED CLEAR PATH TO PRO LEVEL GAMER**
- ✓ COMMUNITY ORIENTED SOLUTIONS FOCUSED ON TALENT AND SKILL
- ✓ PARTNERSHIPS BETWEEN REAL WORLD SPORTS TEAMS AND ESPORTS COMMUNITY

THE FARM TEAM CONCEPT

- ✓ **REPLICATE THE CULTIVATION OF PROGRESSIVE TALENT**
- ✓ INTEGRATE TECHNOLOGY TO IDENTIFY TALENT AND ENGAGE DIRECTLY WITH PROSPECTS

THE RESULT

- ✓ **AMATEUR TO PROFESSIONAL**
- ✓ SUSTAINABLE PACKAGED CONCEPT EASILY DIGESTED BY BRANDING PARTNERS
- ✓ FAN LOYALTY AND PLAYER LEGACY CREATION

COMING SOON: ALPHA COIN

The Next Generation's Arcade

ALPHA WILL OFFER THE ABILITY
TO PURCHASE BITCOIN PEGGED
TOKENS ALLOWING USERS TO ENTER
TOURNAMENTS AND CONTESTS.



Easy transfer of funds
for a global platform.



Winners receive token prizes allowing
them to build value for purchases on
the GamerzArena store, or redeem
for their local currency.



GamerzArena+ members
will receive special discounts
to the Alpha Coin.

COMPARABLES



OPERATIONAL FOCUS

Online Esports Ecosystem with tournaments, contests, skill based betting, stat tracking, and more

Esports team and news websites

Sports and entertainment company with focus on skill-based betting

Cross-Platform esports Community with skill-based betting & social ranking

Online gaming platform that allows users to connect and create games

MARKET SEGMENT

Esports

Esports

Online Gaming

Online Gaming

Online Gaming

PUBLIC OR PRIVATE

Q1 2021

Public (EGLX)

Public (FANS)

Public (SKLZ)

Q1 2021

MARKET CAPITALIZATION

\$20.6M

\$455M

\$156M

\$8.2B

\$29.5B

Similar Revenue Model

Source: Company filings last updated Jan, 2021

LEADERSHIP

UNRIVALLED EXPERIENCE CREATIVITY AND INNOVATION

TEAM



MATTHEW SCHMIDT
CEO / BOARD OF DIRECTORS

- Technology and film entrepreneur.
- Executive Producer on 9 films including Groove Tails, Dreamland, The Opening Act, Worth, Ride, and more.
- Cumulative budgets of over \$60 million USD.
- Co-founded Paradise City Films & Advisor to Victory Square Technologies, Immersive Tech, and V2 Games.



JONATHAN ANASTAS
CHAIRMAN / BOARD OF DIRECTORS

- Group Chief Marketing Officer, ONE Championship & ONE Esports.
- Former Global Head of Digital Marketing at Activision.
- He helped Call of Duty achieve \$10 billion USD in franchise sales globally.
- Former Vice President & Global Head of Marketing for legendary video game brand Atari.



BRIAN WILNEFF
COO

- Esports & technology entrepreneur.
- Founder of GamerzArena.
- Played key role in developing relationships with major colleges such as Notre Dame.
- Key partnerships with Barstool Sports & ESPN Radio.



LEADERSHIP

UNRIVALLED EXPERIENCE CREATIVITY AND INNOVATION

TEAM



ELI DUSENBURY
CFO

- Consultant for audit and public practice firms in both Canada and the US and has held several CFO positions.
- CFO of Havn Life Sciences Inc. (Market Cap \$92m). CFO of Chemesis International Inc. (Market Cap high as \$250m).
- Obtained his Chartered Professional Accountant designation in 2011 and holds a BBA in business and accounting from Capilano University.



TIM LAIDLER
BOARD OF DIRECTORS

- Complete a Master of Counselling at UBC, during which time he spent thousands of volunteer hours helping create the Veterans Transition Network, a non-profit organization helping Canadian Veterans nationwide.
- Executive Director of the Institute for Veterans Education and Transition at UBC. The institute focuses on supporting the needs of veterans in the community as well as supporting cutting edge research with Veterans.





CODY LYNGE
ADVISOR

- Passionate marketing professional with over 15 years of experience including Red Bull Canada.
- Demonstrated ability to execute on the highest level including, forging relationships with business partners, and developing/executing business plans.
- Specializes in event management, promotion, and athlete management.



AARON MALLIN
ADVISOR

- Editor and Post Production sup/ producer for 10 years on broadcast commercials, music videos and feature films.
- Known for filmography such as, Gregoire, Forced to Fight, Two Stans & a Dan, Adele's Wish, Blueprint to the Heart.



ROBYN CARROLL
DIR. BUSINESS DEVELOPMENT

- Seasoned Business Development professional.
- 5 years of experience in both Business Development and Event.
- Former Vancouver Whitecaps FC Premium Executive.
- Experience working within the American Hockey League, NCAA, and New York Golf Industry.



RON SEGEV
ADVISOR

- Founding Partner at Law Firm Segev LLP.
- Consulted for leading figures within cryptocurrency regulatory sphere.
- Former General Counsel and Senior Legal Counsel for one of the largest online gaming companies in the world.



ADAM MORRISON
ADVISOR

- Co-Founder & General Manager of Oxygen Esports, Co-Founder & President of Esports Capital Corp.
- Former CTO for Millennial Esports Corp. TSX-V: GAME
- Contributed heavily to the design and build out of the Millennial Studio & Arena in downtown Las Vegas.





DR. GERRY RAMOGIDA
ADVISOR

- Performance therapist with the Golden State Warriors.
- Former therapist with Vancouver Canucks and Seattle Seahawks.
- Consultant to many Olympic and professional athletes.



DR. DAVID PUTRINO
ADVISOR

- Director of Rehabilitation Innovation for Mt Sinai.
- Played key role in developing esports relationships with the Brooklyn Nets, Logitech, Take Two Interactive, Manchester City, Red Bull High Performance, and more.



ADRIAN DUKE
ADVISOR

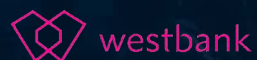
- Chief Operating Officer for Immersive Tech.
- Chief Executive Officer & Co-Founder of SkyTurtle Technologies Ltd.
- Exceeded over \$5 million in revenue.
- Top 30 under 30 by BC Business magazine.



ALEAH CHAYTOR
DIR. MARKETING & COMMS

- Successful founder of Lacuna Marketing.
- As a Marketing Strategist Aleah has successfully partnered with clients to future proof their businesses.
- Accomplished in developing strategies that navigate changing environments, take advantage of opportunities, and mitigate risks.

JW MARRIOTT



AVISON
YOUNG



MICHAEL BECKER
ADVISOR

- Chief Executive Officer of Imprint Entertainment.
- Over 20 years experience in the entertainment and media industry.
- Represented clients in Sex and the City, I Robot, The Notebook, Nip/Tuck, and more.



IMPRINT ENTERTAINMENT

CAPITALIZATION

	SHARES
ISSUED AND OUTSTANDING	59,106,498
WARRANTS AND OPTIONS	18,244,844
FULLY DILUTED	77,351,342

NOTES:

Escrow Schedule: 38m shares subject to 12 month escrow breakdown as follows: 8,588,829 free on trade date, 6,329,167 free 3 months from trade date, 3,022,412 free 4 months from trade date, 7,702,117 free 6 months from trade date, 3,022,412 free 8 months from trade date, 6,329,167 free 9 months from trade date, 3,022,412 free 12 months from trade date. 2.9m shares subject to 36 month escrow. An additional 17.8 m shares from private financings free 4 months from trade date. In addition to Issued & Outstanding, 7m Performance Warrants remain unearned.

Disclaimer

This presentation is confidential and is being issued by Alpha Tech (the "Company") for informational purposes only. Reliance on this presentation for the purpose of engaging in any investment activity may expose an individual to a significant risk of losing all of the property or other assets invested. This presentation may not be copied, reproduced, distributed, discussed or used without the express written consent of the Company or its advisors on its behalf, or for any other purpose than the evaluation by the recipient of a possible investment in the Company.

The Company does not make any representation or warranty as to the accuracy or completeness of the information in this presentation, and the information herein may not be relied upon by you in evaluating the merits of investing in any securities referred to herein. This presentation does not contain, nor does it purport to contain, a summary of all of the material information concerning the Company or the terms and conditions of any potential investment in the Company. If and when you determine to proceed with discussions and investigations regarding a possible investment in the Company, prospective investors are urged to carry out independent investigations in order to determine their interest in investing in the Company.

In furnishing this presentation to the recipient, the Company and its advisors reserve the right to provide the same or similar information to other persons and to enter into agreements with other parties regarding the opportunity described in this presentation and to cease to provide the recipient with information on the opportunity, all without notice to the recipient.

This presentation is not, and under no circumstances is to be construed as, a prospectus, an advertisement or a public offering of securities in the United States, Canada or any other jurisdiction. No securities commission or similar authority of the United States, Canada, or any other jurisdiction has reviewed or in any way passed upon this document or the merits of the securities described herein, and any representation to the contrary is an offence.

This presentation does not contain all of the information that would normally appear in a prospectus under applicable Canadian or United States securities laws. Neither the delivery of this presentation, at any time, nor any sale made pursuant hereto, will imply that the information contained herein is correct as of any time subsequent to the date set forth on the cover page hereof or the date at which such information is expressed to be stated, as applicable, and, except as may be required by applicable law, the Company is under no obligation to update any of the information contained herein (including forward looking statements and forward looking information) or to inform the recipient of any matters of which it becomes aware that may affect any matter referred to in this presentation (including, but not limited to, any error or omission which may become apparent after this presentation has been prepared).

This presentation is not intended as an offer or solicitation with respect to the purchase or sale of any financial instrument. If a private placement of the equity securities of the Company occurs, such transaction may not be registered under the Securities Act of 1933, as amended (the "Act"), or the securities laws of any other jurisdiction, and would be conducted in reliance on exemptions from the registration requirements of the Act and other applicable laws and subject to selling and transfer restrictions.

Investing in the Company involves significant risks given the early stage nature of the Company's business. Prior to investing in the Company, prospective investors are urged to consult with their legal, investment, accounting, tax and other advisors to determine the risks and consequences of an investment in the Company. Prospective investors should not construe the contents of this presentation as investment or legal advice.

This presentation contains certain forward-looking statements and forward-looking information. Forward-looking statements are frequently, but not always, identified by words such as "expects," "anticipates," "believes," "intends," "estimates," "potential," "possible," "projects," "plans," and similar expressions, or statements that events, conditions or results "will," "may," "could," or "should" occur or be achieved or their negatives or other comparable words. Any forward-looking statements made herein or made elsewhere by the Company are made solely based on information available to the Company as of the date hereof and based only on the Company's current beliefs, expectations and assumptions regarding the future of its business, anticipated events and trends, the economy and other future conditions. As such, they are subject to inherent uncertainties, risks, assumptions and changes in circumstances that are difficult to predict (including but not limited to risks applicable to early stage ventures and cannabis organizations), and in many cases outside of the Company's control, and you should not rely on such forward-looking statements. All statements other than statements of historical fact could be deemed forward-looking, including, but not limited to, any statements about historical results that suggest trends for the Company's business, any statements of plans, strategies and objectives of management and any statements of expectation or belief regarding future events. "Future-oriented financial information" is forward-looking information about prospective results of operations, financial position or cash flows, based on assumptions about future economic conditions and courses of action, and presented in the format of a historical statement of financial position, statement of comprehensive income or statement of cash flows. Similarly, a "financial outlook" is forward-looking information about prospective financial performance, financial position or cash flows that is based on assumptions about future economic conditions and courses of action that is not presented in the format of a historical statement of financial position, statement of comprehensive income or statement of cash flows. Future-oriented financial information and financial outlook made herein or made elsewhere by the Company are made solely based on the information available to the Company as of the date hereof and are subject to the same assumptions, risk factors and other qualifications as all other forward-looking information, and presented solely for the purpose of conveying the current anticipated expectations of the Company and may not be appropriate for any other purposes.

Forward-looking statements and forward-looking information address future events and conditions and therefore involve inherent known and unknown risks and uncertainties. Actual results may differ materially from those in the forward looking statements and forward-looking information due to risks facing the Company or due to actual facts differing from the assumptions underlying its predictions.

Certain of the information contained in this presentation concerning the industry and its trends and performance is based upon or derived from information provided by third-party consultants, other industry sources and our research. The Company believes such information is accurate and that the sources from which it has been obtained are reliable. However, the Company cannot guarantee the accuracy of such information and has not independently verified the assumptions upon which any projections are based.



alphatech.inc



Email
ir@alphatech.inc



Instagram
@gamerzarena



Twitter
@gamerzarena



Twitch
gamerzarena