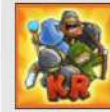




Browser based games
are great, they're easy
to **make** and **play**.



Kingdom Rush

73,790,304 plays
Rating: 9.7/10



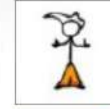
Warfare 1944

36,893,184 plays
Rating: 9.4/10



The Fancy Pants Adventure World 2

22,575,575 plays
Rating: 9/10



Fancy Pants Adventures

15,164,020 plays
Rating: 8.9/10



Toss the Turtle

12,267,165 plays
Rating: 9.2/10



The Last Stand

11,609,090 plays
Rating: 9.3/10



Chaos Faction

11,228,724 plays
Rating: 9/10



Gun Mayhem

9,862,378 plays
Rating: 8/10



Territory WAR

8,282,184 plays
Rating: 9/10



Warfare 1917

43,874,414 plays
Rating: 9.5/10



The Last Stand 2

28,249,001 plays
Rating: 9.4/10



Chaos Faction 2

17,745,481 plays
Rating: 8.9/10



Warlords 2: Rise of Demons

13,523,074 plays
Rating: 8.7/10



Hobo

12,217,534 plays
Rating: 7.9/10



Sonny

11,386,350 plays
Rating: 9.5/10



Swords and Souls

10,910,888 plays
Rating: 9.9/10



Firestone Idle RPG

9,578,251 plays
Rating: 8.4/10



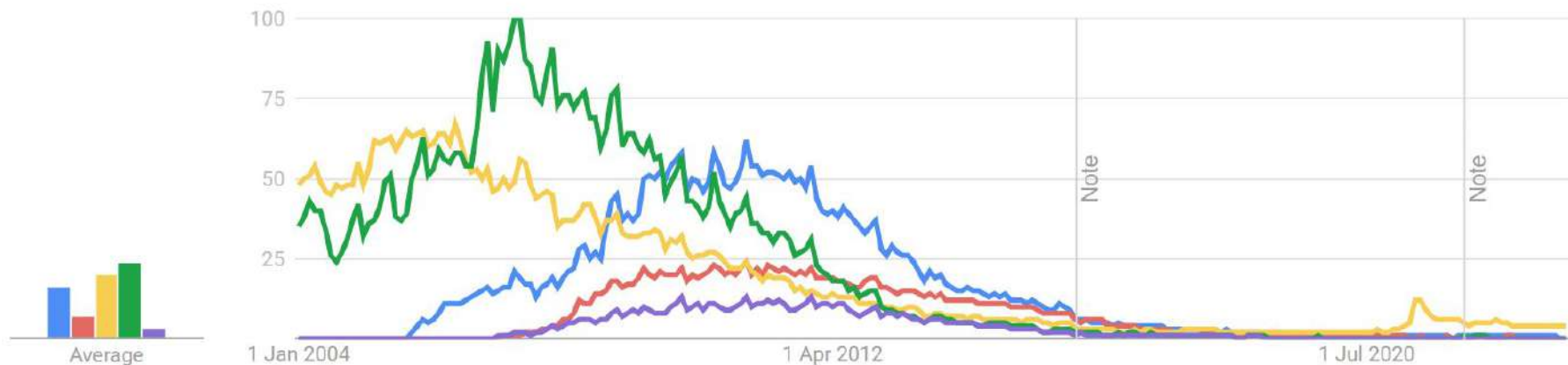
Desktop Tower Defense 1.5

6,882,337 plays
Rating: 8.5/10

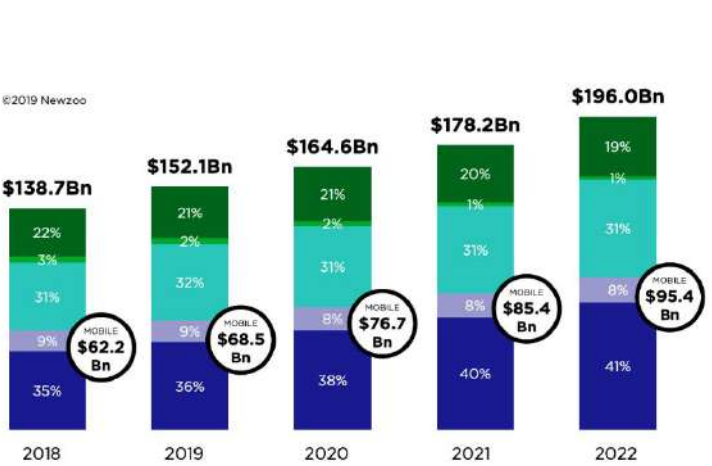
Browser gaming was very popular once, but has since diminished.

● Armor Games ● Kongregate ● Newgrounds ● Addicting Games ● Not Doppler

Worldwide, 2004 – present

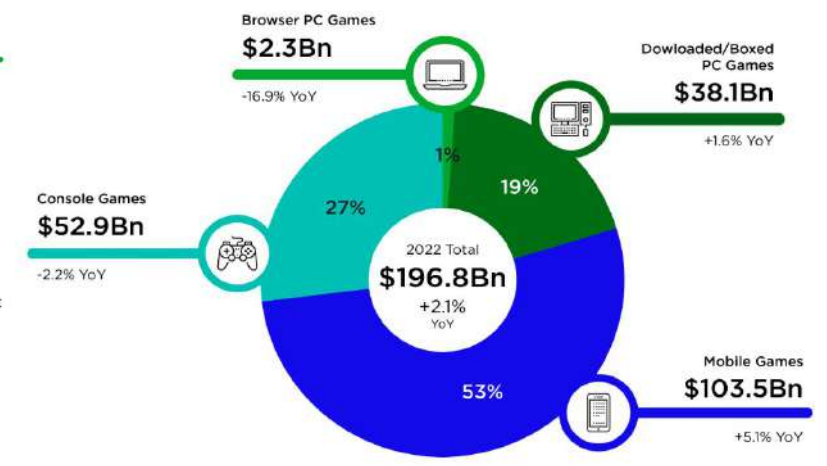


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+9.0%
TOTAL MARKET CAGR
2018-2022

- Boxed/Downloaded PC
- Browser PC
- Console
- Tablet
- Smartphone

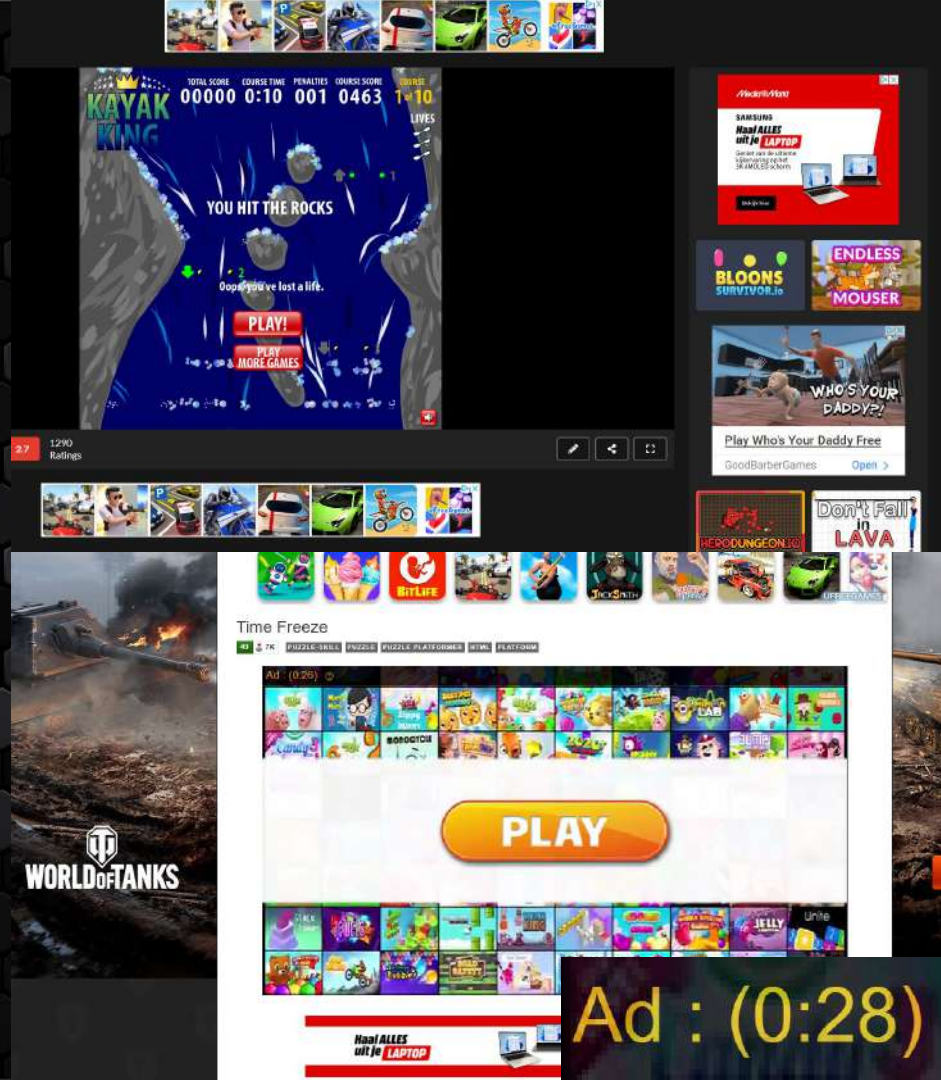


The browser PC game market is rather lackluster,
currently.

The problem:

Webgames are difficult to monetize.

Banners are **unsightly**, while video interruptions are **unbearable**.





This kills webgame portals

Not enough money to pay the devs → cheaper games → less users
to watch ads → less money → repeat

Now, indie game developers struggle.

The only option is to sell on Steam, where devs are required to provide a marketable, and thus a substantial and polished product. This proves unfeasible and terribly risky:

The average development time is 2 years while 70% commercially fail.



Furthermore, casual gamers are without quality gaming content.

Casual gamers won't go through the effort of searching, researching and purchasing games. They don't care that much, it's not their hobby.

They'd have to be presented something **fun**, **free**, and **accessible**.



The solution:

FredGames

A new browser game platform with an innovative monetization model.

Introducing: Adcoins

*not crypto, just an in-app currency system.



= +1



Watch ads to earn:
"Credits"



= -1



Credits gradually
deplete by gaming

This system enables users to watch ads in bulk, as
to not get interrupted during gameplay:

Ads... without interruptions.

A distinctive platform for advertisers:

- Non-skippable 10-60s fullscreen ads exclusively.
- Pay for views, not impressions.
- Pricing by supply and demand.
- Get bonus views by being less annoying: fewer words, reduce noise, dim brightness, etc.
- Users get rewarded for paying attention and a penalty for slacking off.
- No ad targeting, the user base is already sorted.

Differentiators from traditional webgame portals:

- The adcoin system.
- No thumbnails, only gameplay shorts.
- Discovery page with algorithmic video feed.
- Fullscreen games exclusively.
- Tag-based search engine.
- Gamification elements for profiles: lvl, xp, achievements, badges, unlocks.
- Developer tools and apis.

The spiral doesn't have to go down:



The timing is *perfect*:

- All once popular web gaming portals are either hanging by a thread, or have shut down already: *No competition.*
- The AAA gaming industry is having problems: *People speculate a crash.*
- WebGPU just got released and will replace WebGL: *Better graphics and performance for webgames.*
- AI is still very much developing: *Programming, art and music will get even easier.*

Team

Me

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Web developer/game developer/entrepreneur

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And

Crebos International

65 developers en designers

Makers of: playtoearn.games.com



Raising 50K for platform development and marketing.



FredGames

For anyone up for some quick and easy fun, game developers in search of a career, and advertisers with a message to be heard.

FredGames

-The TikTok of Gaming-

