TRUE>GAMERS



















































WHO WE ARE?

TRUE GAMERS

gaming clubs & cybercafes network

OUR GOAL

is to unite the entire gaming community

150+

Branches opened all over the world

750+

Tournaments executed

450000+

Customers every month

14

Clubs in the UAE

10+

Clubs in the process globally (EMEA)

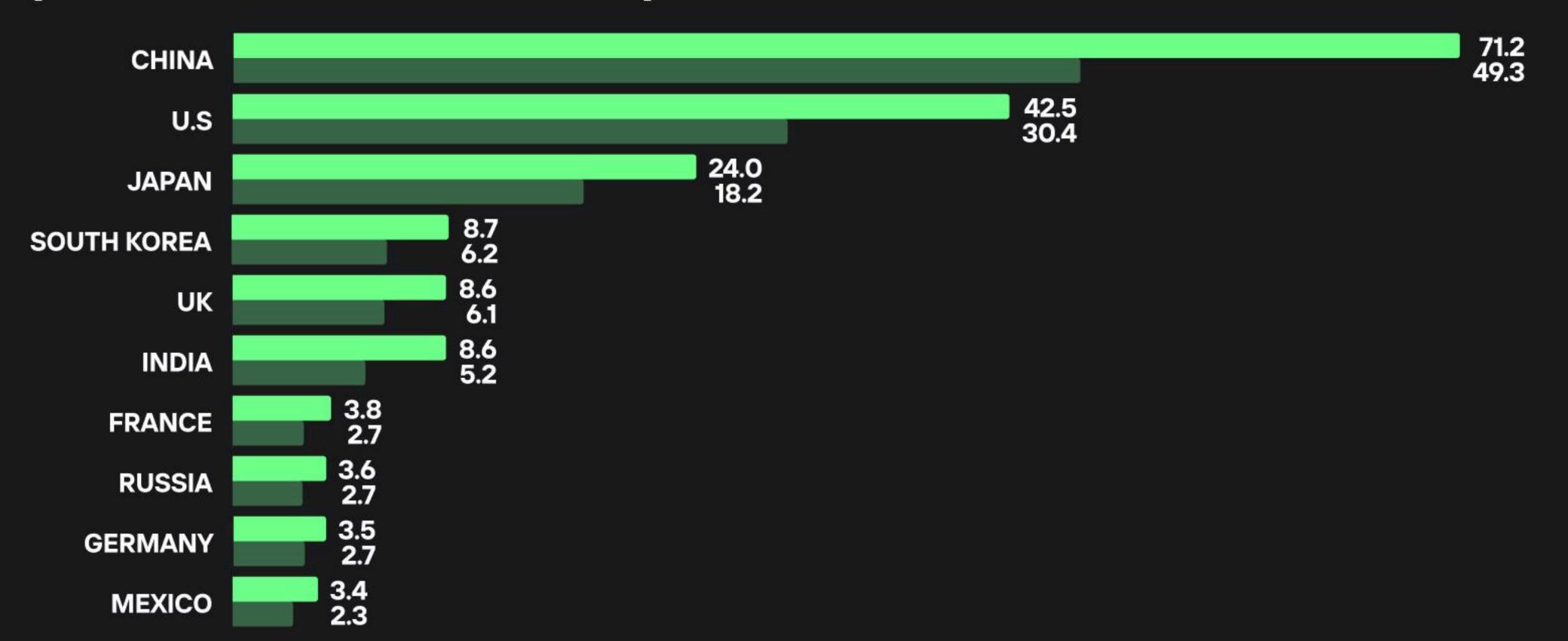
10+

Tournaments per week

TRUE GAMERS IS ONE
OF THE LARGEST GAMING
CLUBS & CYBERCAFES
NETWORKS IN THE WORLD

GAMING IS A HUGELY POPULAR AND PROFITABLE \$200+ BILLION INDUSTRY

ESTIMATED REVENUE OF VIDEO GAMES PER COUNTRY (IN BILLION U.S. DOLLARS)



2021

2025

WE ARE TAPPING INTO \$8+ TRILLION USD GLOBAL FOOD AND BEVERAGE (F&B) MARKET





REVENUE F&B UP TO

OFFLINE BUSINESS POWERED BY TECH

ROBO-DOG WAITERS

Own software and technological solutions for the implementation of robo-dogs in the service sector

EDUCATIONAL PLATFORM

Educational platform and partnerships to enable the IT and eSports education for kids and teenagers



ERP SYSTEM

Own ERP system for eSports clubs operations management & reporting





THE CONCEPT OF HOSTING

COMMON PC AREA

For players and big tournaments



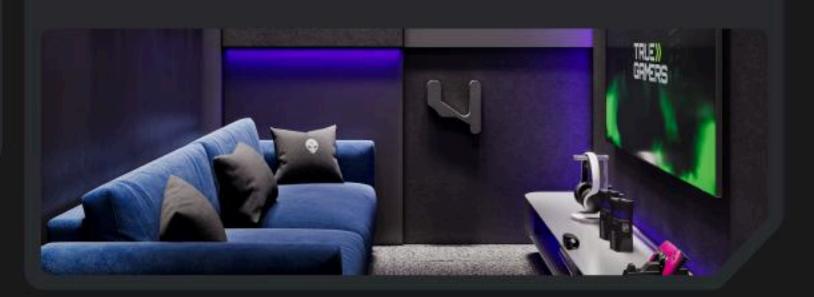
BOOTCAMPS

For teams and companies who want privacy



CLOSED PS5 ROOMS

To play in the company



CAR SIMULATORS

For a unique experience

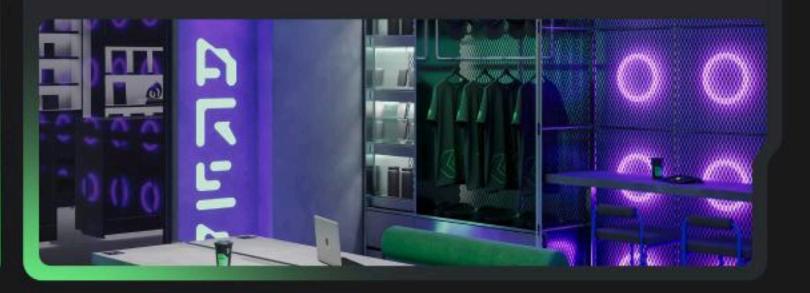


THE BAR AREA

With the opportunity to buy drinks, snacks & food



BRANDED MERCH ZONE



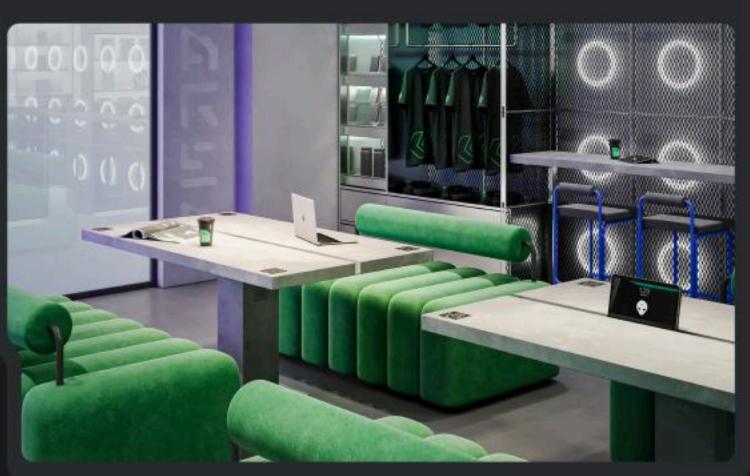
TRUE GAMERS CYBERCAFE CONCEPT

Modern place for digital nomads and professionals with hardware consumptive tasks as a blending of our gaming club, Starbucks and WeWork

O1/ Regular gaming club with available PCs for hardware consumptive tasks in daytime



O2/ Coworking/Cafe area for productive work during daytime and for chill at evening

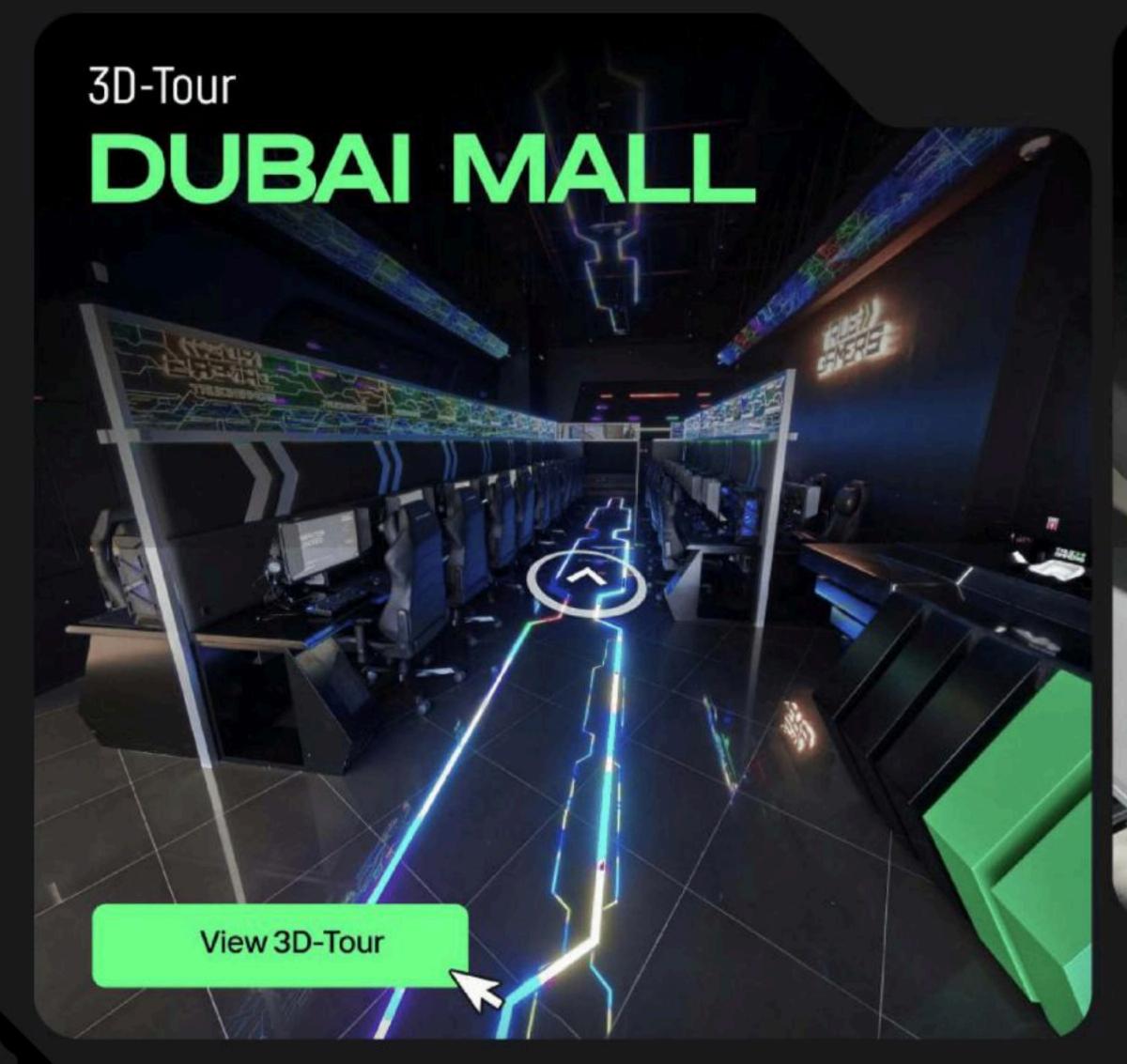


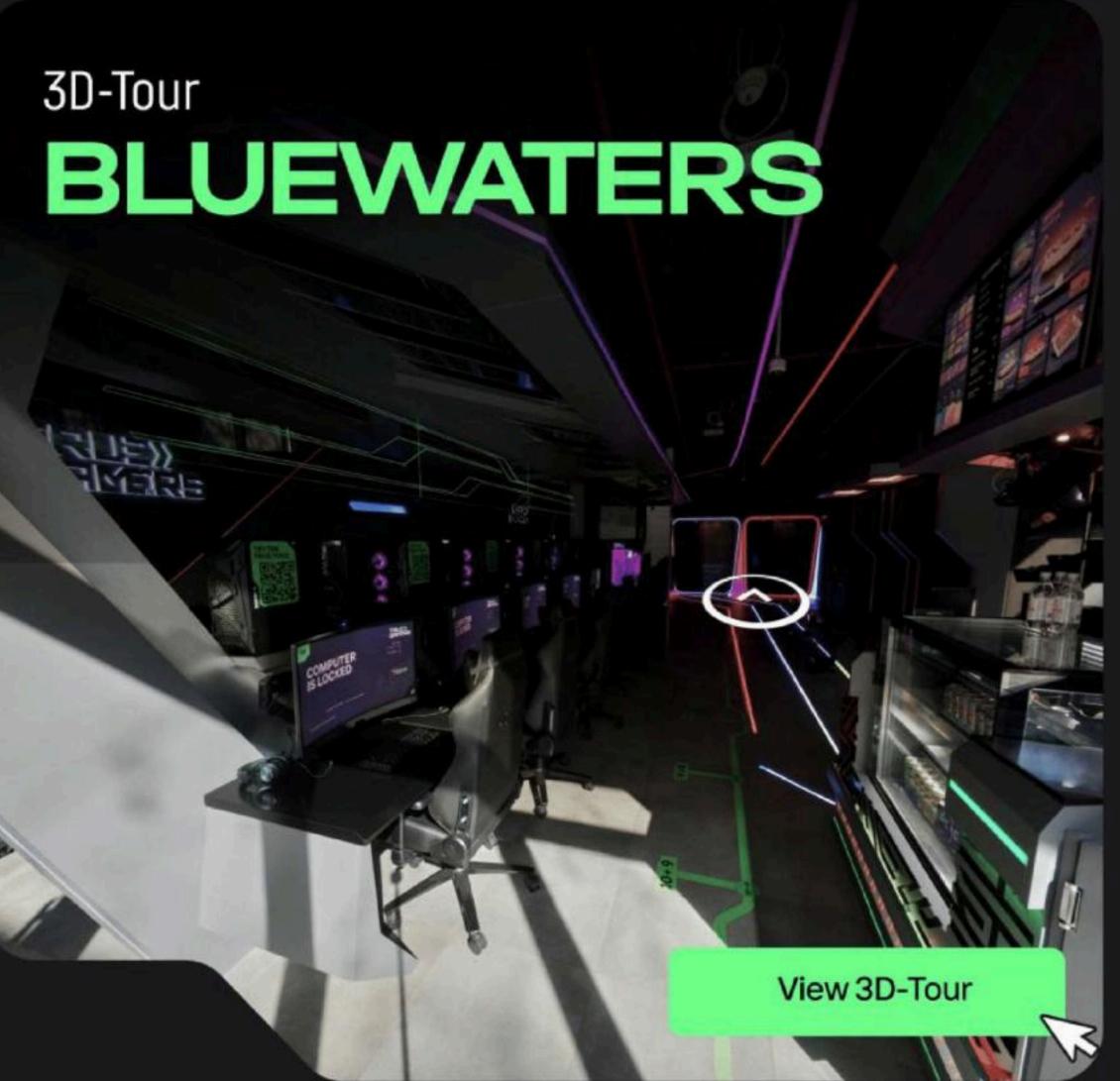
O3/ Configurable lighting is enabling various experience for clients during the day





HOW OUR CENTERS LOOK





WE ARE ENSURING CONSTANT CLUB'S LOAD THROUGH WEEKDAYS



10.00-18.00

Digital nomads and professionals with hardware consumptive tasks (3D rendering, Photo/Video editing, AI/ML training, etc.)



15.00-19.00

Educational events and courses for kids and teenagers, regular visits after school



22.00-02.00*

eSports fans

*depends on the closing hours

24.00-18.00

Unutilized resources are dedicated for distributed cloud computing for external clients



18.00-22.00

Young adults after work/university, regular tournaments and events

TOURNAMENTSARE OUR KEY COMPETENCE

TRUE GAMERS is a springboard for young and ambitious people who want to try their hand at professional esports.

Teams start their winning ways here by competing in local, regional and world tournaments.

SPONSORS AND PARTNERS:





















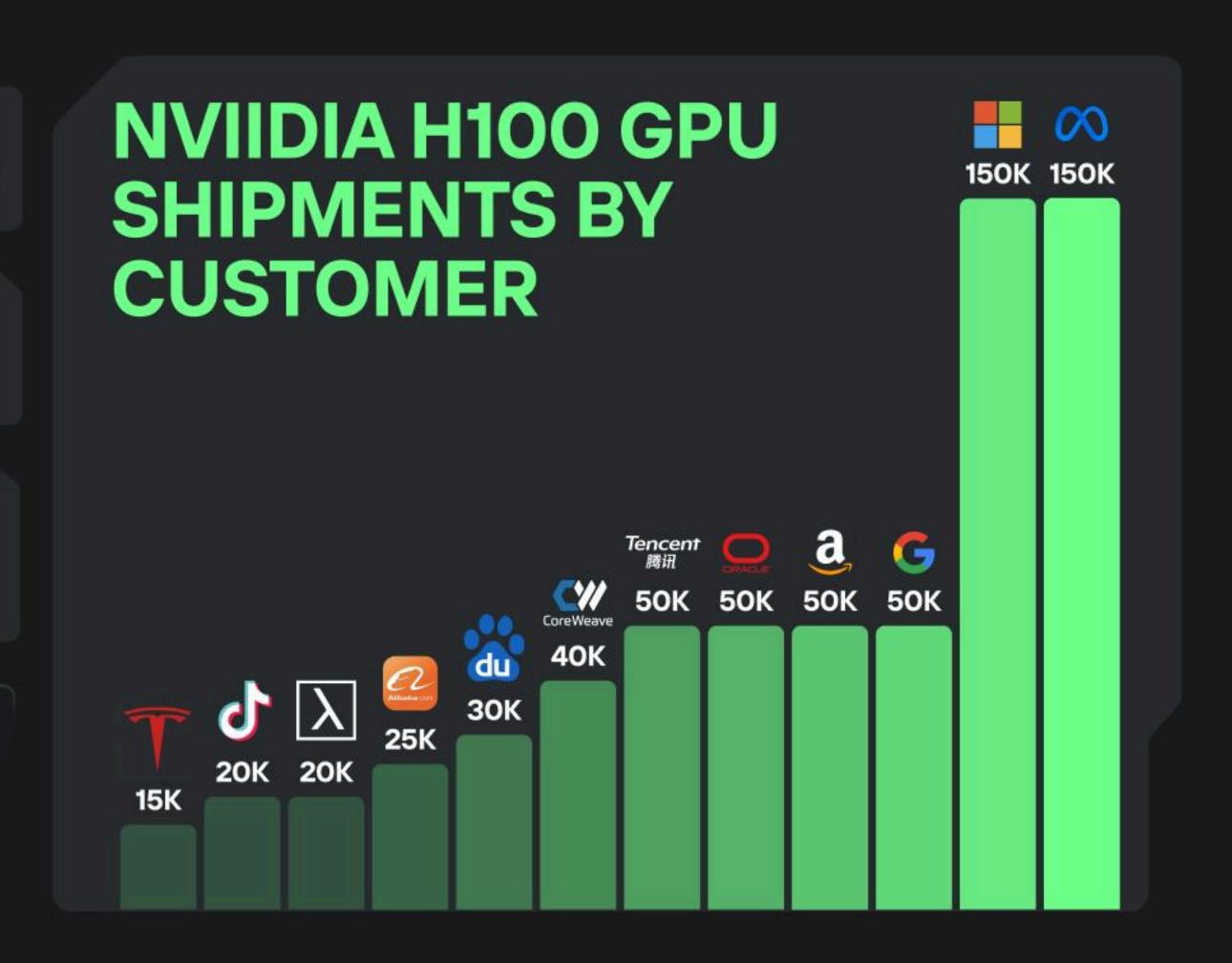
DISTRIBUTED CLOUD COMPUTING FOR EXTERNAL CLIENTS

There is a lack of GPUs for customers compute tasks (3D rendering, Photo/Video editing, AI/ML training, etc.)

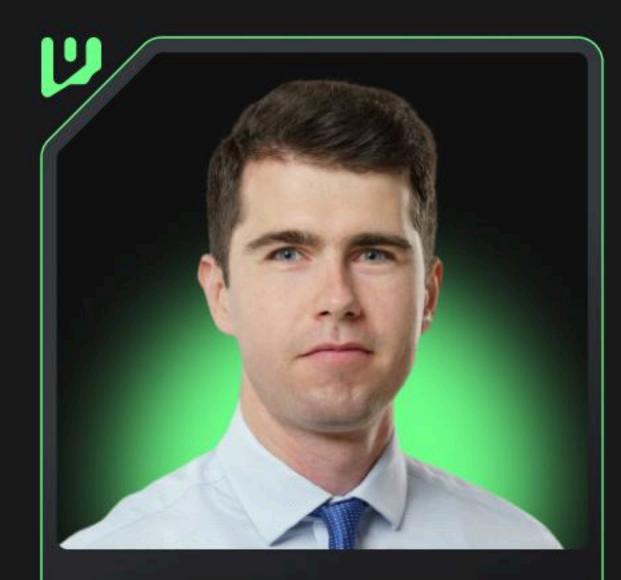
Lead time for Nvidia H100-based serves supply is around 1 year

gaming clubs have ~800k hi-end GPUs with average load of 40%

We are developer our own software to enable distributed cloud computing by unutilized resources in gaming clubs for external clients



TRUE GAMERS BOARD



ARTEM MERKULOV

COO

12+ years in Data Analytics and Operational Excellence 11k LinkedIn network, exDHL



ANTON VASILENKO

FOUNDER & CEO

Founder of 9 brands in 12 countries with 420+ branches and 800+ employees





VLADISLAV BELYANIN

FOUNDER & CPO

Co-founder of True Gamers (5 countries, 150 branches), èSports professional player 12k LinkedIn network

Headquarters core team

500+ Linear managers and admins in clubs

CONTACTS

MARIA IVANOVA

Head of Global Franchising

maria.ivanova@truegamers.world +971 503 443 192

ABDELRAHMAN SHERIF

Franchise Manager

abdo@truegamers.world +971 589 243 003

