

**GCL**

# **GCL Investor Deck**

June 2025



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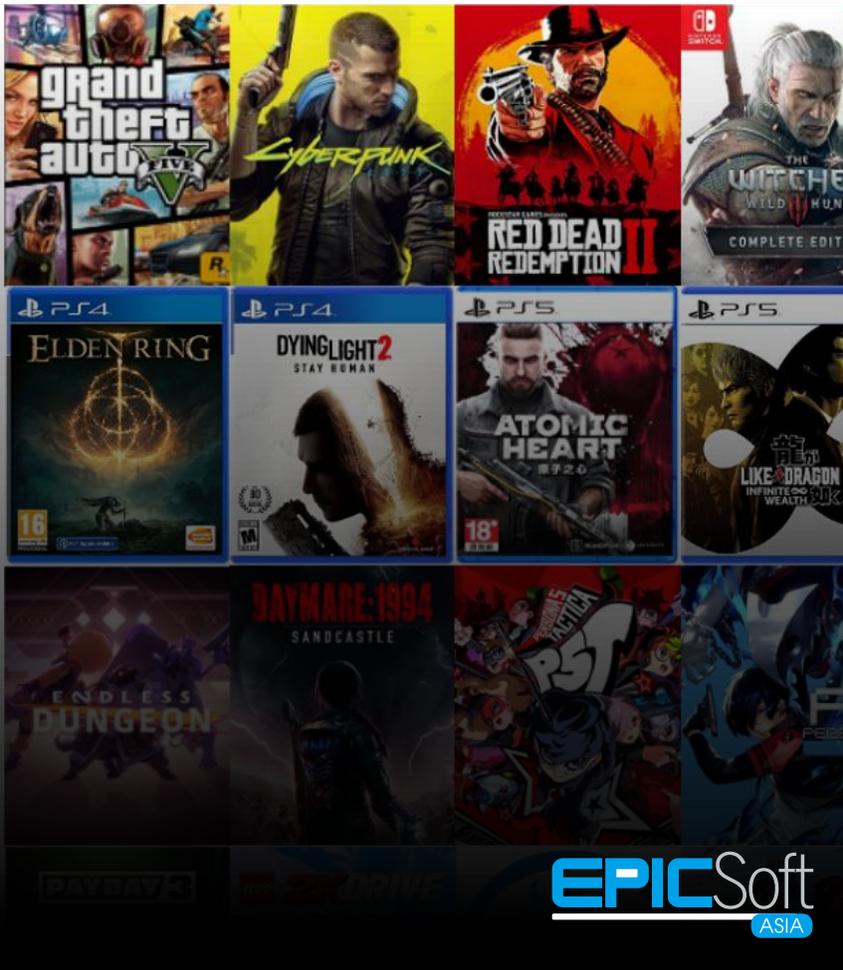
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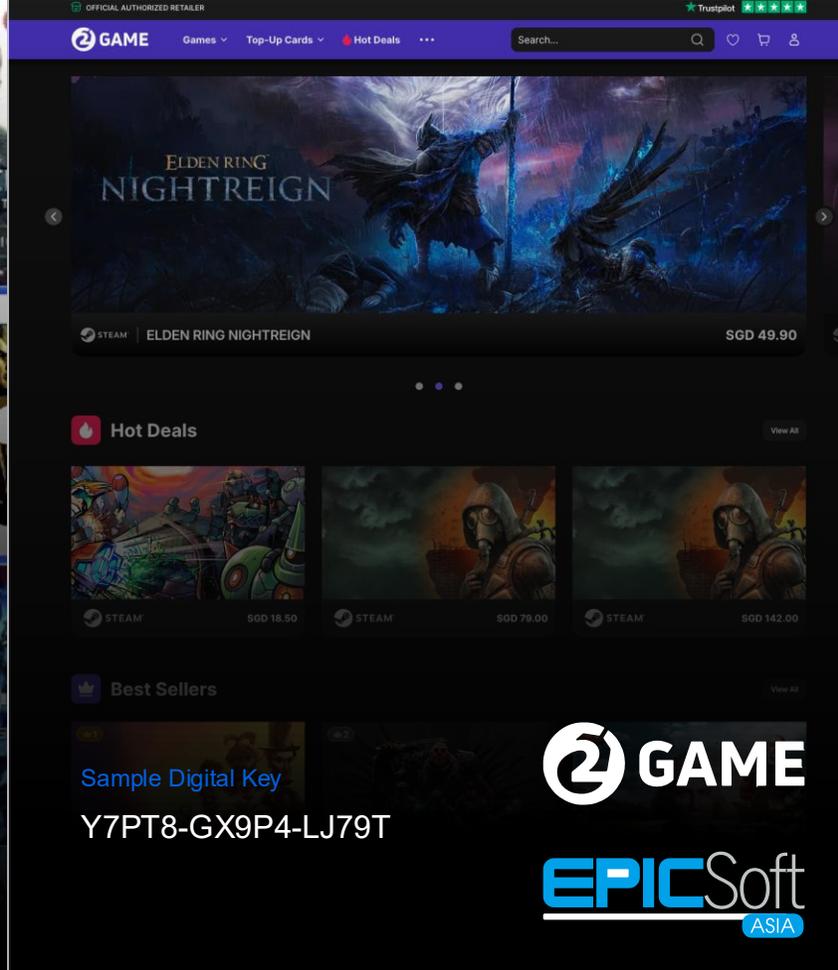
# Introduction



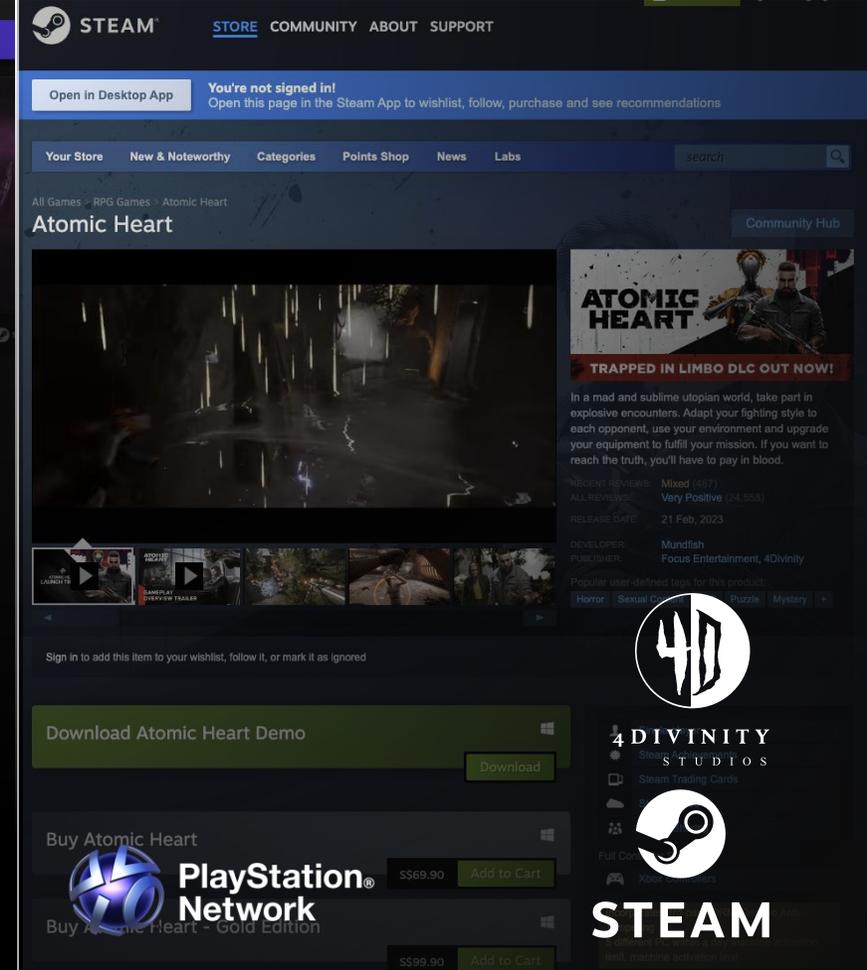
## Physical games



## Digital keys



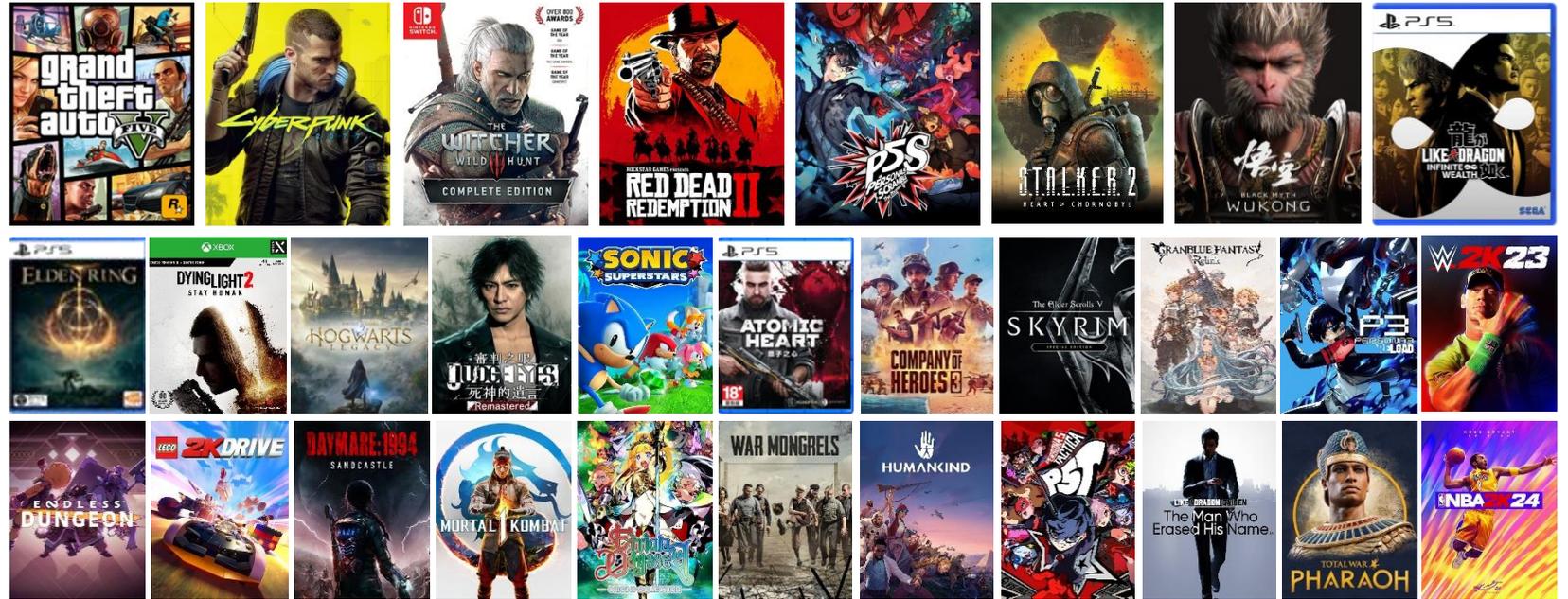
## Direct downloads



# About GCL

As Asia's **full-suite gaming group**, we offer development, distribution, marketing, and publishing of video games, digital keys, and other entertainment content throughout **Asia, Europe, and the U.S.**

# GCL



# GCL Core Businesses

# GCL

## Game Development

B2C



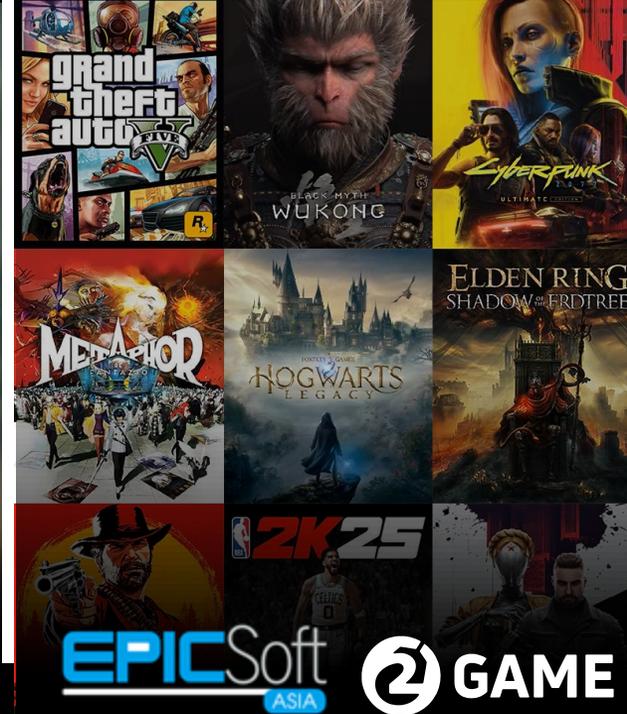
## Game Publishing

B2C



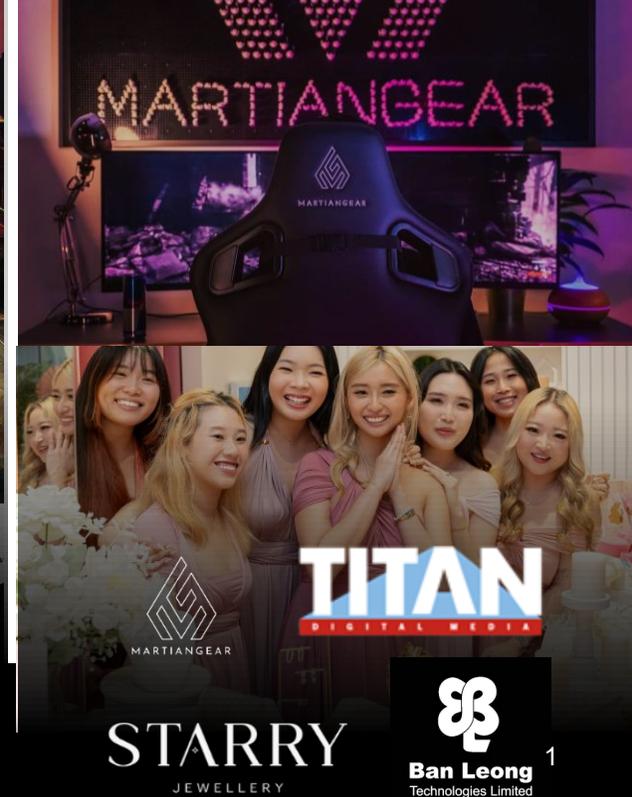
## Game Distribution

B2B



## Gaming Hardware & Media

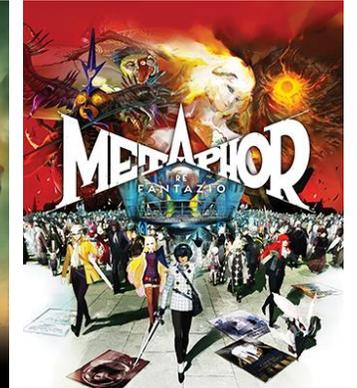
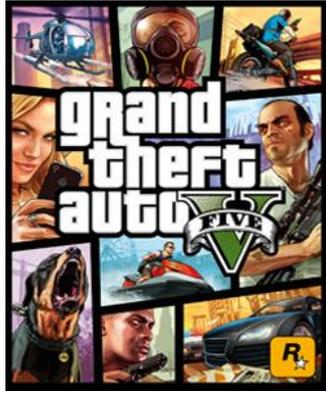
B2B & B2C<sup>1</sup>



1. Pending acquisition, expected to close in Q2 FY26.

# Sample Marquee Game Titles That We Have Distributed

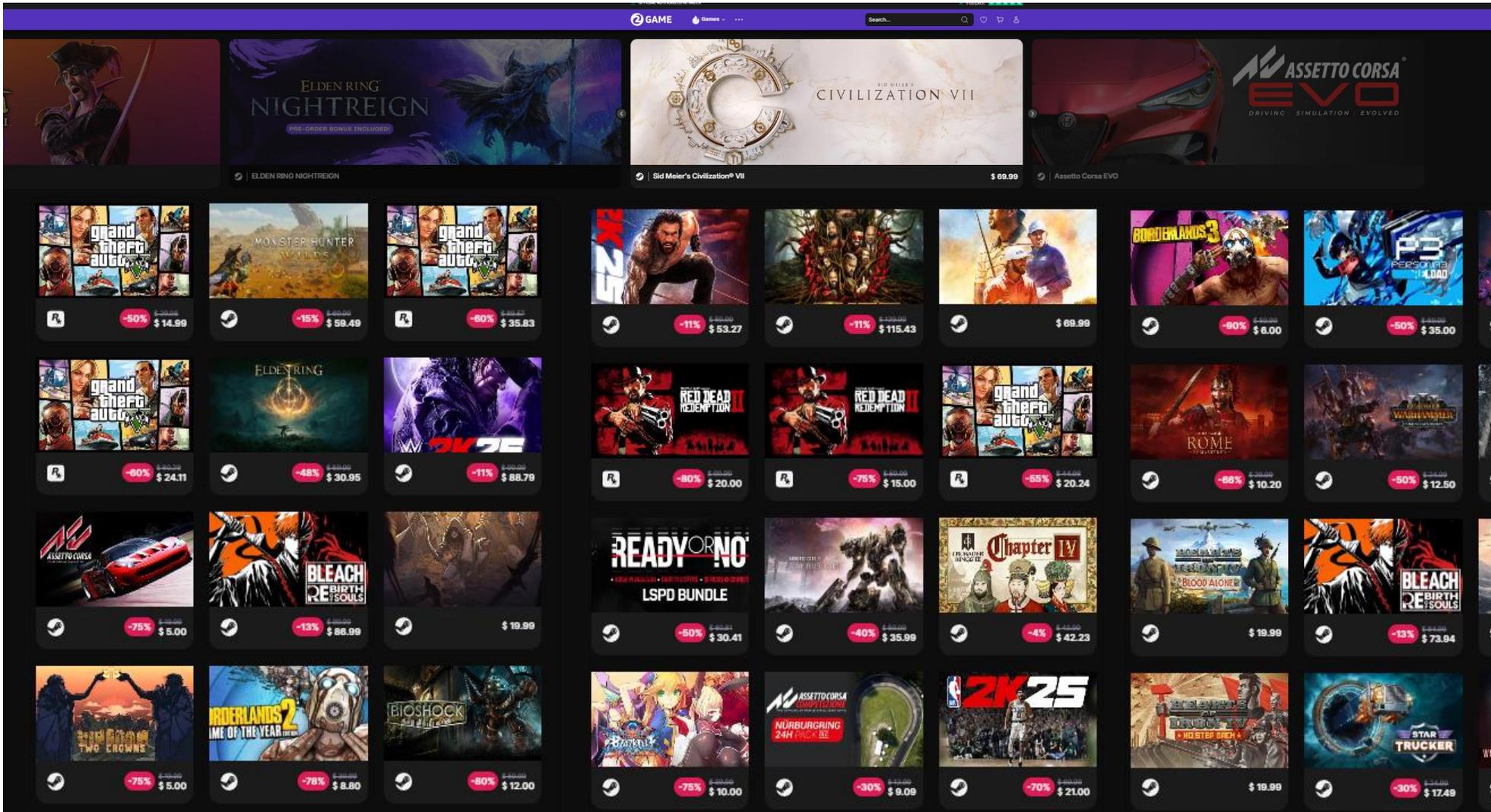
# GCL



# Diversified Library

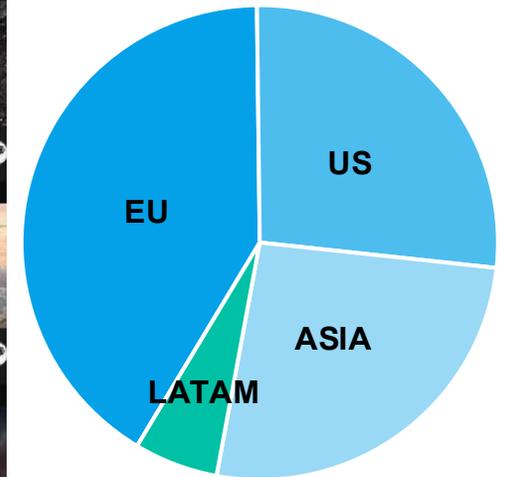
GCL distributes 8,000+ Game Titles

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## Almost 1M

Total 2Game  
Registered Users



# One of the Biggest Games of 2024 - Black Myth: Wukong



## Black Myth: Wukong tops 25 million copies sold as its merchandise sales skyrocket in China

Published by Evgeny Obedkov

Tags: Black Myth: Wukong, Game Science, Niko Partners



Consumer interest in the Black Myth: Wukong IP remains strong, with merchandise sales for Game Science's blockbuster rising in China.



NEWS FEED

## Game Science reaches \$1 billion in revenue, climbs to 10th place on Steam publishers list

by TechNode Feed Nov 26, 2024

A news feed snippet with a dark background and a glowing orange and yellow circular graphic. It features a headline about Game Science's revenue and Steam ranking, the author's name and date, and social media sharing icons for Twitter and Facebook.

Black Myth: Wukong has sold nearly 20 million copies across all platforms. Credit: Game Science

BLACK MYTH: WUKONG

## Black Myth: Wukong Sells an Incredible 10 Million Copies in Just 3 Days

Monkey business.



BY WESLEY YIN-POOLE Posted Aug. 23, 2024, 10:33 p.m.

Related reads: Open Back Headphones: A Sound Experience Like No Other

Black Myth: Wukong has sold an incredible 10 million copies in just three days, developer Game Science has announced.

The action RPG, which is inspired by the classical Chinese novel Journey to the West, went on sale on August 23, 2024, across PC and PlayStation 5. Now, on August 23, Game Science has announced that Black Myth: Wukong has already shot through the barrier, with an eye-watering 10 million copies sold to players across all platforms.

This post might contain affiliation links. If you buy something through this post, the publisher may get a share of the sale.

Forbes

INNOVATION > GAMING

## 'Black Myth: Wukong' Blows Past Elden Ring, Cyberpunk 2077 Steam Records

By Paul Tassi, Senior Contributor News and opinion about video games, tele... Follow Author

Aug 20, 2024 at 07:44am EDT

Share Save Comment 5

A screenshot of a Forbes article. The article title is "'Black Myth: Wukong' Blows Past Elden Ring, Cyberpunk 2077 Steam Records". The author is Paul Tassi. The article is dated August 20, 2024. Below the text is a large image of Wukong holding his golden staff. The Forbes logo is at the top right, and there are social media sharing options on the left.

Black Myth: Wukong GAME SCIENCE

# GCL has Global Physical Distribution Rights to one of the Fastest-Selling Games of all time

GCL

**Confront your destiny** on the journey westward.

Black Myth: Wukong is an action RPG rooted in Chinese mythology. You shall set out as the Destined One to venture into the challenges and marvels ahead, to uncover the obscured truth beneath the veil of a glorious legend from the past.

**放馬西行，直面天命**

《黑神話：悟空》是一款以中國神話為背景的動作角色扮演遊戲。在遊戲中你將扮演一位“天命人”，為了探尋昔日傳奇的真相，踏上一條充滿危險與驚奇的西遊之路。



Explore a Land of Vast Wonders  
奇偉壯麗，光怪陸離

Confront Mighty Foes, Old and New  
妖魔鬼怪，捲土重來

Temper Your Mastery of Varied Spells  
天搖地動，各類神通



1 90 GB Minimum Vibration Function Supported

游戏科学 GAME SCIENCE 4 DIVINITY HEYBOX ULTRA HD Blu-ray

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 <PlayStation™ Network (PSN™) Service Supported> • To use PSN, you must have internet connection and have an account, the use of which is subject to the Terms of Service. • Users under the legal age of majority must have the permission of their parents or guardians before creating an account. • Some services may require additional fees. • For additional information about PSN, visit [www.playstation.com/playstation-network](http://www.playstation.com/playstation-network)  
 注意使用時間，避免沉迷，遊戲虛擬情節勿模仿。影像輸出支援720p、1080i、1080p、2160p。

語言 Language	語音 / Voice	中文、英文 / Chinese、English
	字幕 / Subtitle	中文、英文 / Chinese、English
	說明書 / Manual	—
	電子版說明書 / Digital Manual	—
遊戲情節	操作簡介 / Operation Sheet	—
		暴力

FOR HOME USE ONLY

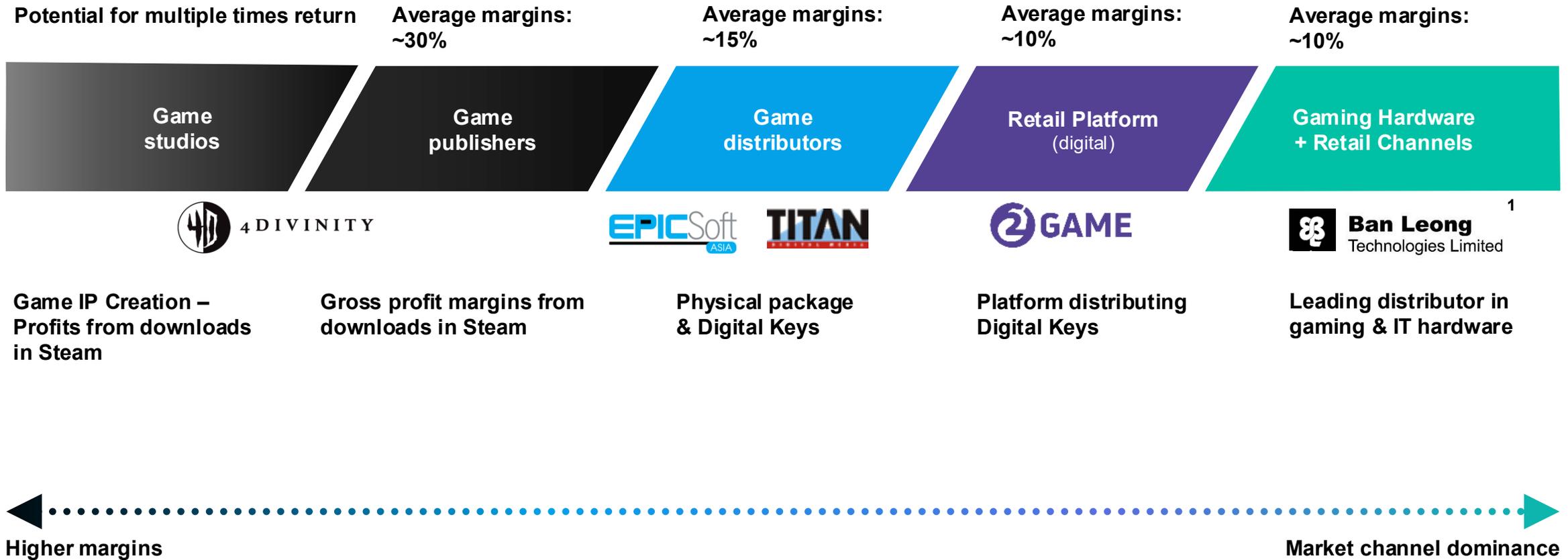


0 796548 474426

SJ00015622 Game disc MADE IN JAPAN Packaging PRINTED IN HONG KONG

# Ecosystem Strategy

Offering end-to-end exposure across the major components of the video gaming industry



1. Pending acquisition, expected to close in Q2 FY26.

# Ecosystem Mechanics



- ✓ Sales, marketing, and IP stakeholders provide valuable reservoir of game data.
- ✓ Feedback enables GCL to strategically navigate the market and drive sustainable growth.
- ✓ Awareness and understanding of the constantly shifting market dynamics empowers GCL to easily assess and validate the value & lifecycle of game IPs.

# Momentum For Next 12 Months

Catalysts on path to enhance market positioning

**01**

Releasing series of strong AAA titles

**02**

Launch of Switch 2

**03**

Strategic acquisition: Ban Leong Technologies

**04**

GCL's game release: Showa American Story



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# 1 - AAA Titles Announced Or Released

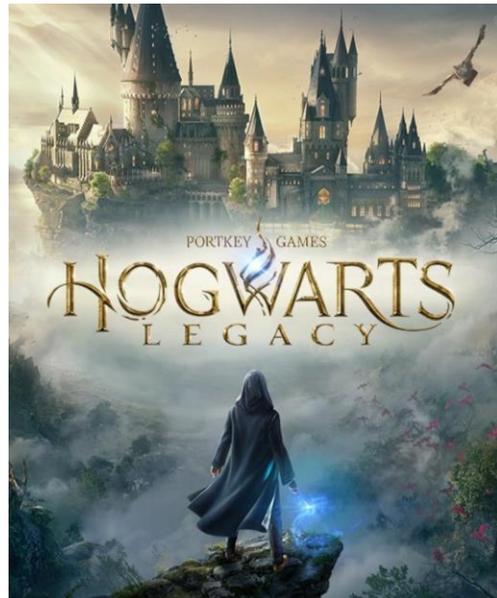
Heavyweight video game franchises that may feature in GCL's Asia distribution plans

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Elden Ring Nightreign

May 2025



Hogwarts Legacy Switch 2

Jun 2025



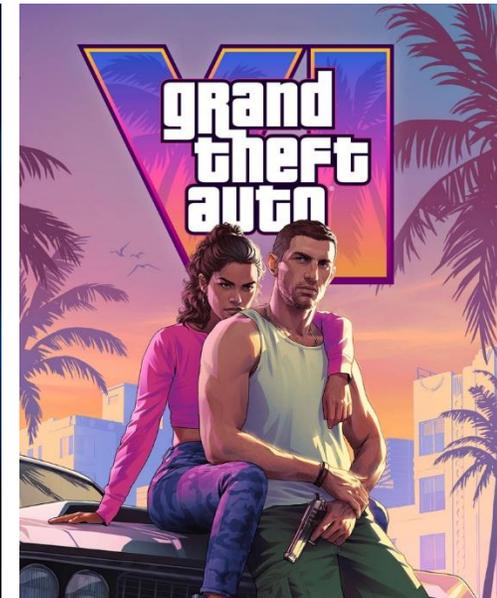
Cyberpunk 2077 Switch 2

Jun 2025



Borderlands 4

Sep 2025



Grand Theft Auto 6

May 2026

# 2 - Nintendo Switch 2 Launch To Amplify Game Demand

Related game sales expected to spike with each new console generation released



Switch 2 forecasted to sell over **15M units** within the first year



As a current distributor of many games for Switch, sales for the new console are projected to **boost GCL's game distribution revenue**



The original Switch has **sold over 150M units** to date

## Select games announced & released for Switch 2



Sources: <https://wccftch.com/nintendo-switch-2-estimated-to-sell-15m-units-in-2025-in-resounding-success-but-tariffs-shadow-remains/>;  
<https://www.engadget.com/gaming/nintendo/nintendo-switch-2-updates-release-date-price-new-games-and-everything-else-you-need-to-know-175623042.html>

# 3 – Pending Strategic Acquisition: Ban Leong Technologies

Bolt-on acquisition strategy for GCL's core games and ancillary businesses



Singapore-based consumer electronics & gaming hardware group with more than 30 years of history with major brand partnerships.

## Key Ban Leong highlights:



Distributes IT accessories, gaming components, smart (IOT) technology, and commercial products across Asia



Authorized distributor for over 50 well-known brands, including Razer, Nvidia, Samsung, Huawei, TP-Link, and LG.



Multi-channel distribution strategy (e-commerce platforms, brick-and-mortar retailers, chain stores, & direct to corporate resellers & system integrators with operating service centers in Singapore, Malaysia, & Thailand providing support & repair services.)



# 3 – Pending Strategic Acquisition: Ban Leong Technologies **GCL**

Positioned to capture evolving consumer needs



## Graphic cards

- Cutting-edge GPUs remain core to the gaming experience, especially for AAA, VR, and competitive titles
- To meet demand from both PC gamers and content creators who require high-performance hardware



## WiFi Router

- Fast, stable connectivity is critical for online and competitive gaming
- Rising demand for Wi-Fi 7 and mesh systems to support multi-device, low-lag environments



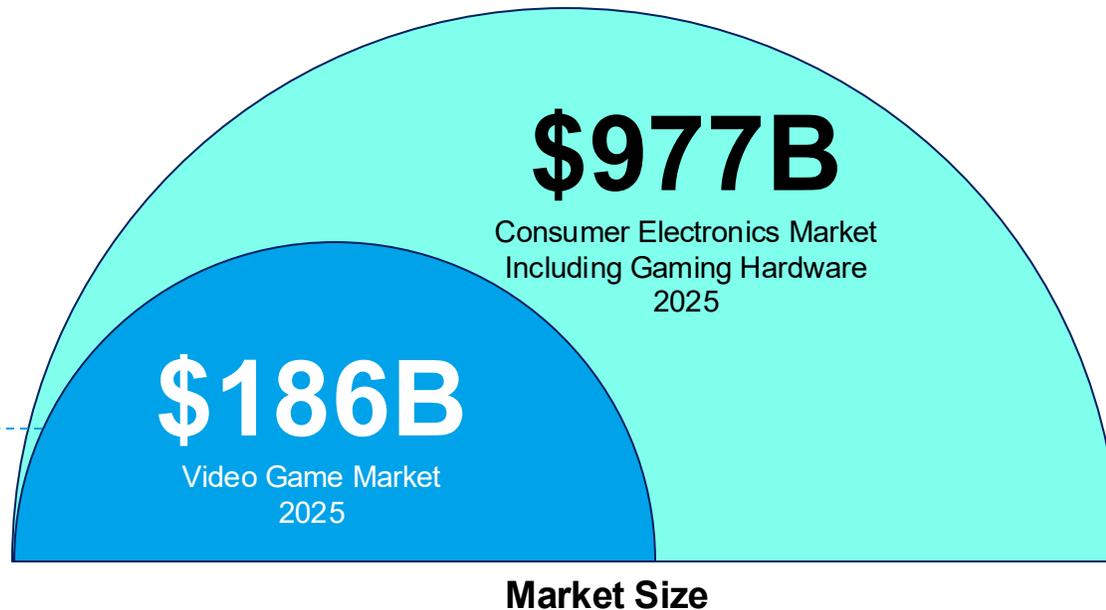
## Gaming PC / Laptop

- Increasing demand for high-performance systems to support modern games and streaming
- Increasing demand in portable gaming laptops that offer desktop-level performance on the go

# 3 – Pending Strategic Acquisition: Ban Leong Technologies GCL

Expanding addressable market with strong potential for value creation

The video game market & consumer electronics market share a symbiotic relationship that is expected to **drive innovation and unlock new growth opportunities.**



Drive operational efficiencies



Expansion of new geographical markets and wider consumer demographics.



Hardware collaboration & bundling sales



B2C with Live Streaming Capabilities

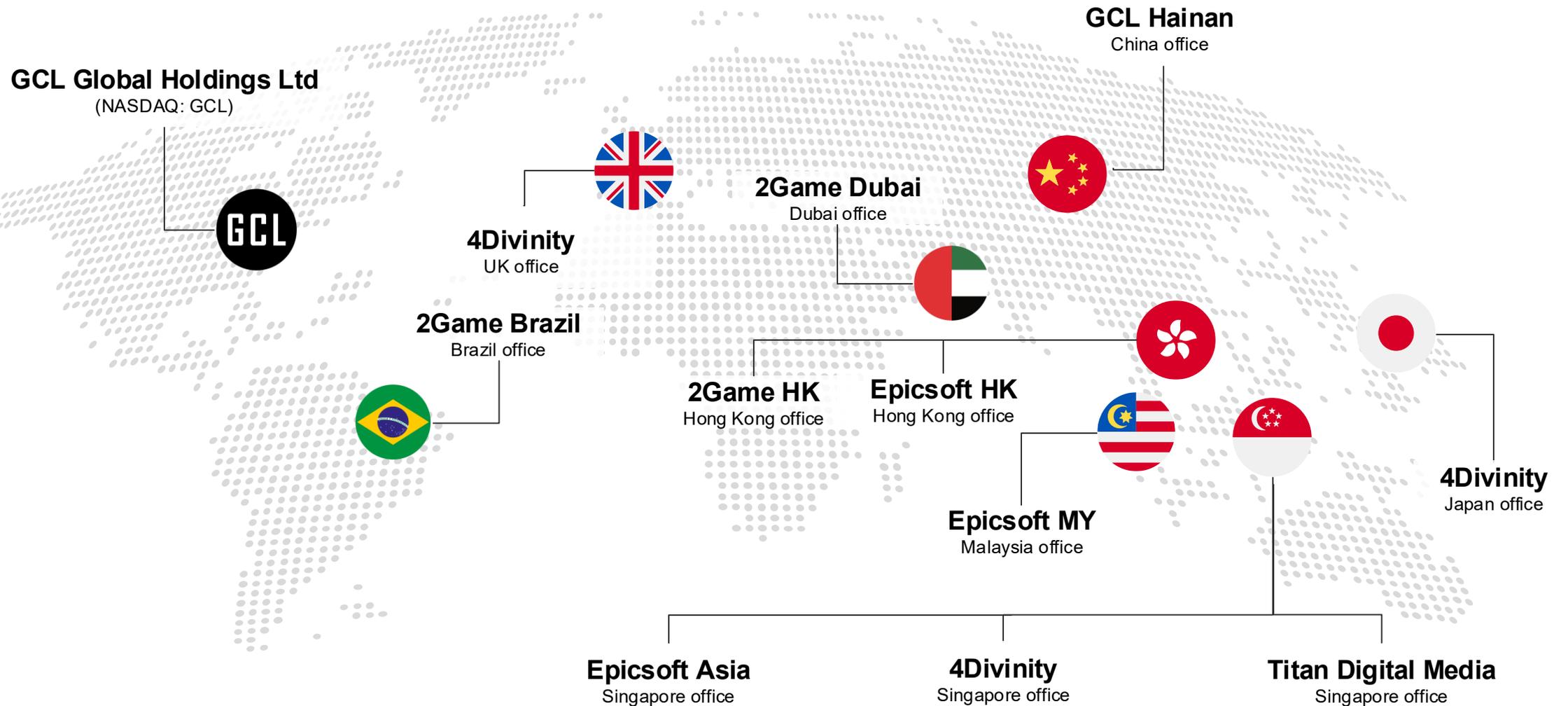


Inclusion of other brands into the ecosystem

Source: <https://newzoo.com/resources/blog/global-games-market-update-q1-2025>  
<https://www.gminsights.com/industry-analysis/consumer-electronics-market>

# Presence & Expertise

Global capacity for publishing, distribution & marketing



# 4 – Expected Q4 Release: Showa American Story

GCL



GCL Acquired 20% of NEKCOM Inc. and Obtained Global Publishing Rights for its Upcoming Game "SHOWA AMERICAN STORY"

February 14, 2025 08:00 ET | Source: GCL Global Ltd. [Follow](#)



<https://www.youtube.com/watch?v=BIUQo1y74Fw&t=76s>



*We might just be looking at the next **Game Of The Year***

– Asmongold



This is a game I didn't know I wanted..

1.1M views • 9 days ago



<https://www.youtube.com/watch?v=tmx1JIXVceE>

# Showa American Story Trailer Engagement

GCL

## IMPRESSION

With only two PVs released, the related content has amassed over **275M** views across all platforms.

 **110M+**  
Bilibili Related Content Views

 **22.75M+**  
Bilibili Views of PVs

 **TOP1**  
Bilibili New Videos Ranking

 **83.58M+**  
Chinese Related Content Views

 **58.23M+**  
Tik Tok Related Content Views

 **5.33M+**  
China Search Trends

 **16.12M+**  
Steam Store Page Impressions

 **10.31M+**  
YouTube Related Content Views

 **100+**  
Global Media Coverage

275,000,000

©NEKCOM



# Showa American Story 'Buzz' Holds Significant Potential



yahoo/遊戲 | 1.9K followers | track

**A collection of all the Chinese 3A game masterpieces that have been released! After the craze of "Black Myth: Wukong", these new works have become the focus**

MrSun Yahoo Games Editor  
Update time: February 20, 2025

Since "Black Myth: Wukong" developed by Game Science swept the world in August 2024, many players and media have been paying attention to the development of 3A stand-alone games in mainland China. Therefore, this game is also regarded as an important milestone for the mainland China game industry to enter the international market. Many game development teams in mainland China have also gradually emerged and released their highly anticipated stand-alone games. Next, Yahoo Games editors will organize for you those stand-alone game blockbusters in mainland China that have been made public but not yet released.



(Image source: Lingze Technology, Wangyuan Shengtang, Dark Star Games, Lingkong Games editing and synthesis)

List of China's 3A stand-alone game masterpieces that have been made public:

Showa American Story

Market Demand Is Strong for Quality Content from Asia



Game	Black Myth: Wukong
Copies Sold	25M+ copies
Revenue	>US\$1Bn

**GCL is a 20% shareholder of NEKCOM and global publisher of Showa**

Source: <https://tw.news.yahoo.com/已公開的中國3a遊戲大作懶人包整理!《黑神話:悟空》熱潮後-這些新作成為焦點-102440764.html>

# Transmedia Strategy Continues to Gain Momentum

Strong IP allows for adaptations leading to potential for further monetization

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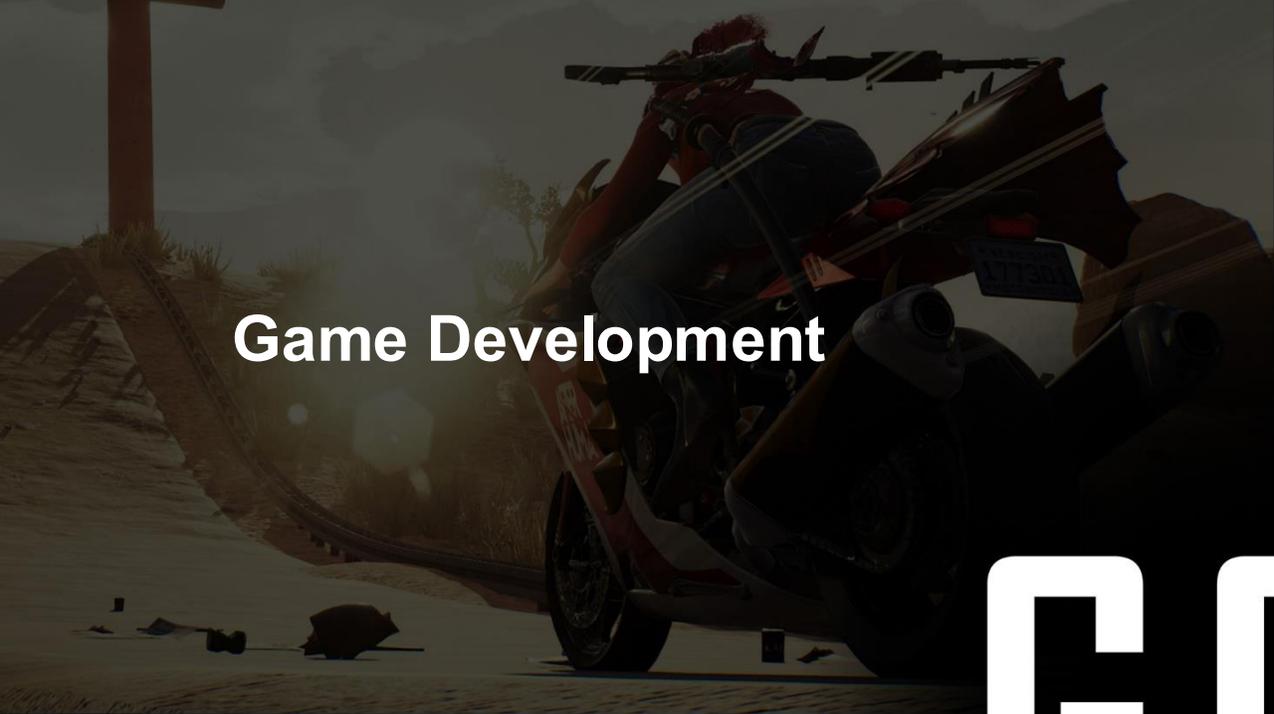
Games

Merchandise



Film



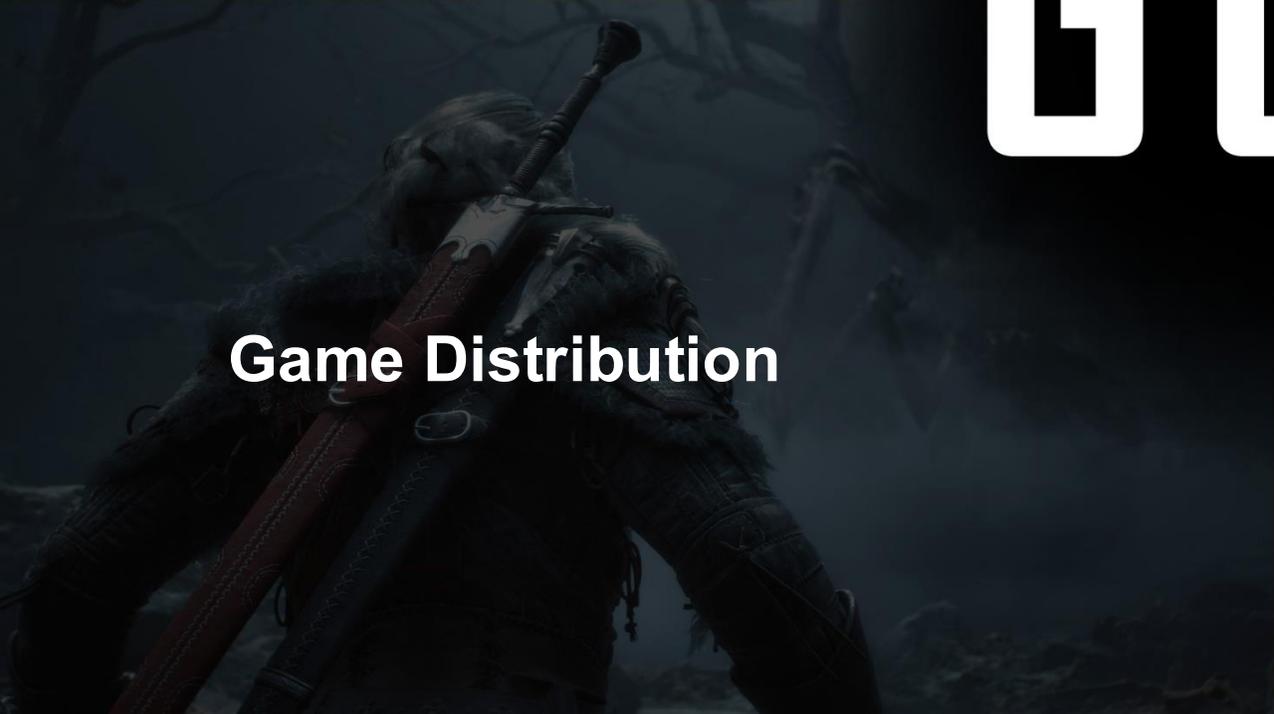


**Game Development**



**Game Publishing**

**GCL**



**Game Distribution**



**Gaming Hardware  
& Media**