



GCL

Investor Presentation

Dec 2025

Forward Looking Statements



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The Power of a Connected Gaming Universe

Game Distribution & Publishing

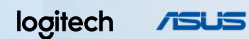
Gaming PC & Peripherals



Distribution & Hardware



Key Publishers & Brands



- Console & PC Games
- Gaming & Lifestyle Hardware
- Regional Sales Channels

~15%
Average Margins

IP Development



Coming soon:



Launched:



- A key force and preferred partner driving potential Asia AAA games to the global stage

~30%
Average Margins

Content & Marketing



Key Brands



- Film Production
- Brand Agency & Event Organization
- Influencer Marketing

~15%
Average Margins

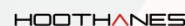
Unlocks synergies between hardware and gaming content, strengthens regional expansion through a proven distribution network, and broadens revenue streams across devices, peripherals, and retail channels for more resilient growth.



Bringing together a top-tier team of producers gives the Company direct access to each studio's specialised strengths - from mocap and music creation to 3D modelling and coding. This integrated talent pool elevates production quality, speeds up development, and strengthens every IP game title in our portfolio.

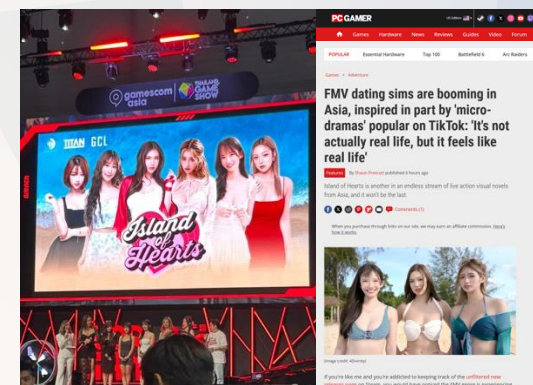
4Divinity aims to develop the next generation of AAA game titles through the combination of top-tier expertise.

4Divinity is home to what we believe to be Asia's fastest-rising game production talent



A bespoke suite of exceptional Creative & Marketing Services.

From film production to refined brand strategy, influential creator partnerships, and prestige event organization, our marketing pillar is the catalysis that amplifies the group business.

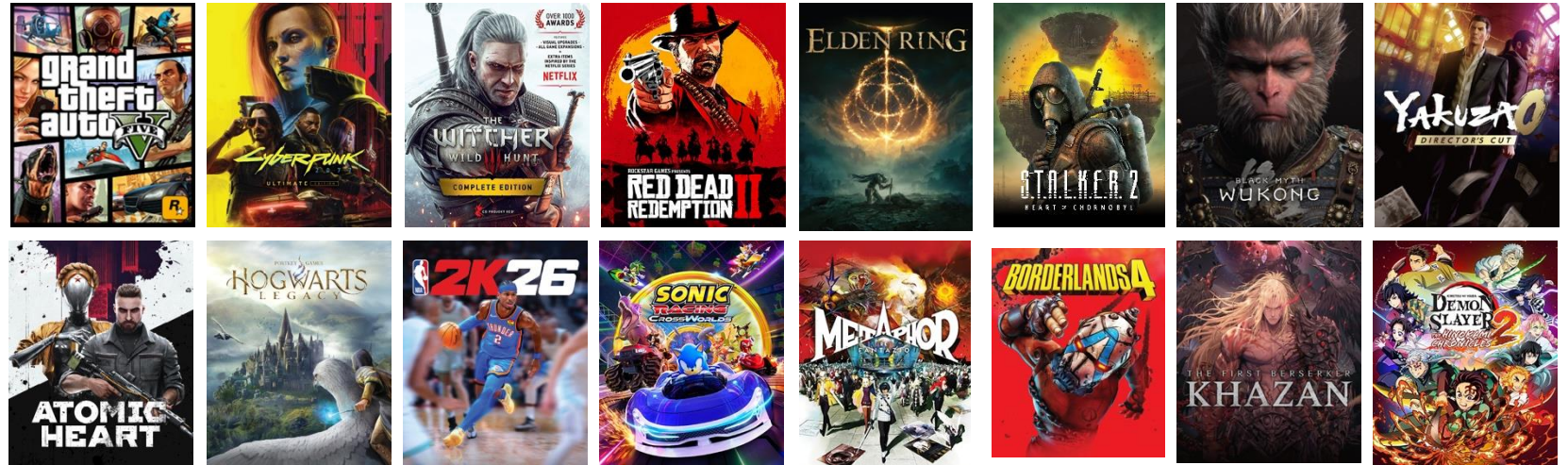


About GCL

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

Game Distribution

GCL



Consumer Electronics and Hardware Distribution



PC Hardware



Gaming Graphic Cards



**IT & Gaming Peripherals
/ Accessories**



**Networking &
Smart Home (IoT)**



Audio & Multimedia



**Software &
Internet Security Solution**



**Wearables &
Lifestyle Technology**



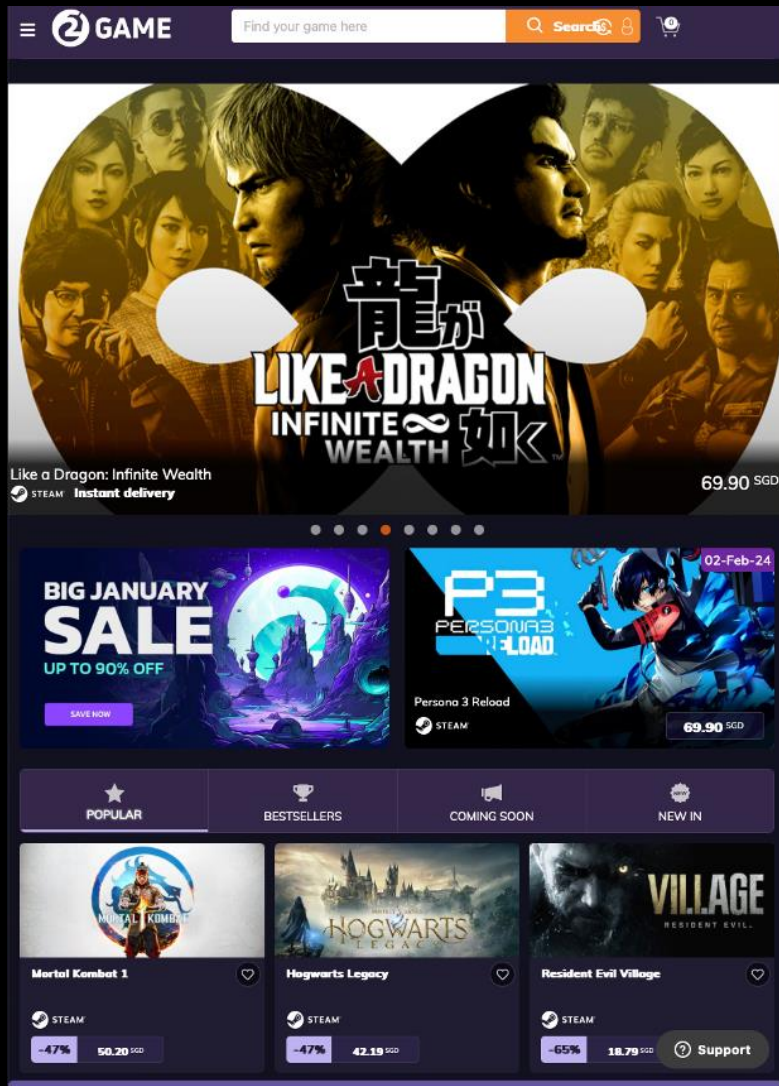
**Commercial Systems
& Enterprise Technology**

Potential IP Hardware Collaboration illustrations

GCL



2Game | A Global Digital Platform with >8000 game titles



<https://2game.com/sg/>



Official authorised
digital retailer



Secure, Seamless
Payments



Global
Platform



>8K
Game Titles



~1M
Registered Users



Community
& eSports



Consumer Engagement: 2Game Esports

Leveraging top esports talent to capture engaged gaming audiences

GCL



- **2ND PLACE**
 - EWC 2025 | *US\$130,000*
- **2ND PLACE**
 - EVO FRANCE | *US\$5,344*
- **3RD PLACE**
 - UFA 2025 | *US\$1,573*
- **1ST PLACE**
 - WW S. AMERICA EAST 2025



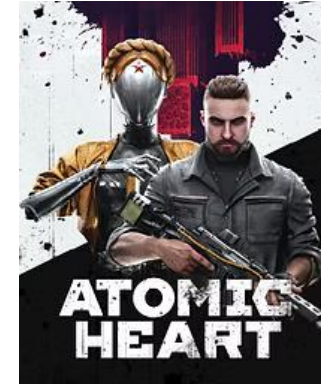
<https://liquipedia.net/fighters/Blaz>

GCL Is Strategically Positioned Globally

With U.S, E.U & Asian game studios

GCL

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GCL Is Strategically Positioned Globally

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GAME SCIENCE



NEKOM



BANDAI
NAMCO



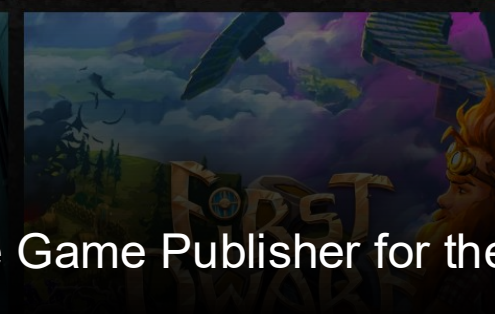
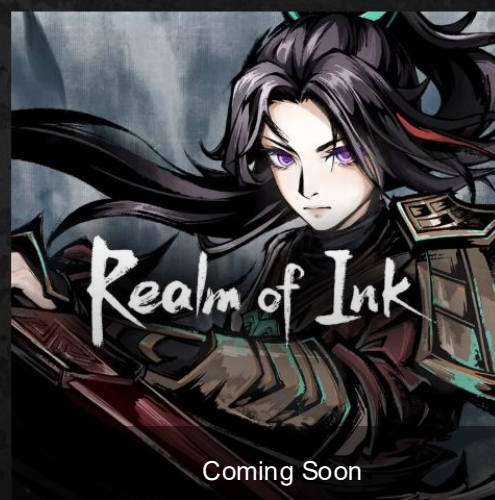
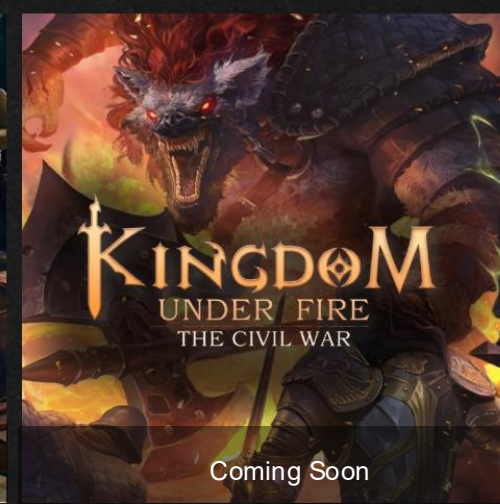
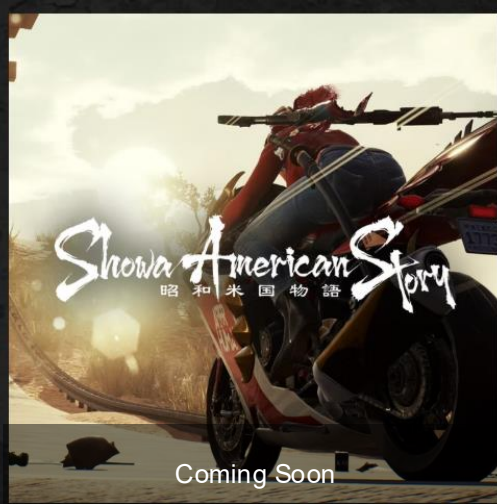
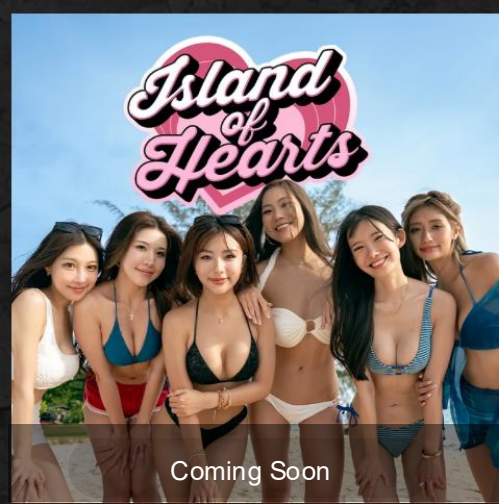
劍貓
SWORD PANDA



LEAP
STUDIO



HOOTHANES



Game Publishing

– Chinese PC/Console Game Publisher for the Global Market

GLOBAL ATTENTION ON ASIA PC/CONSOLE GAMES

INDUSTRY SHIFT China PC/Console boom & Global IP demand.



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, Nike Partners

WN GAMING LOUNGE | LIMASSOL
March, 20

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



Forbes

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

By Paul Tassi, Senior Contributor
Aug 20, 2024 at 07:44am EDT

Share Save Comment 5



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.

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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 20 across PC and PlayStation 5. Now, as of 9pm Beijing time on August 23, Game Science has announced Black Myth: Wukong has already shot through the 10 million sales barrier, with an eye-watering three million concurrent players across all platforms.

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<https://technode.com/2024/11/26/game-science-reaches-1-billion-in-revenue-climbs-to-10th-place-on-steam-publishers-list/>

SIMPLIFIED CHINESE IS THE BIGGEST LANGUAGE ON STEAM

INDUSTRY SHIFT

Asia PC/Console boom & Global IP demand.



gamesradar+

English is no longer the biggest language on Steam as Chinese gamers embrace PC gaming even harder after Black Myth: Wukong

Issy van der Velde

Fri, March 28, 2025 at 3:26 AM GMT+8 · 2 min read

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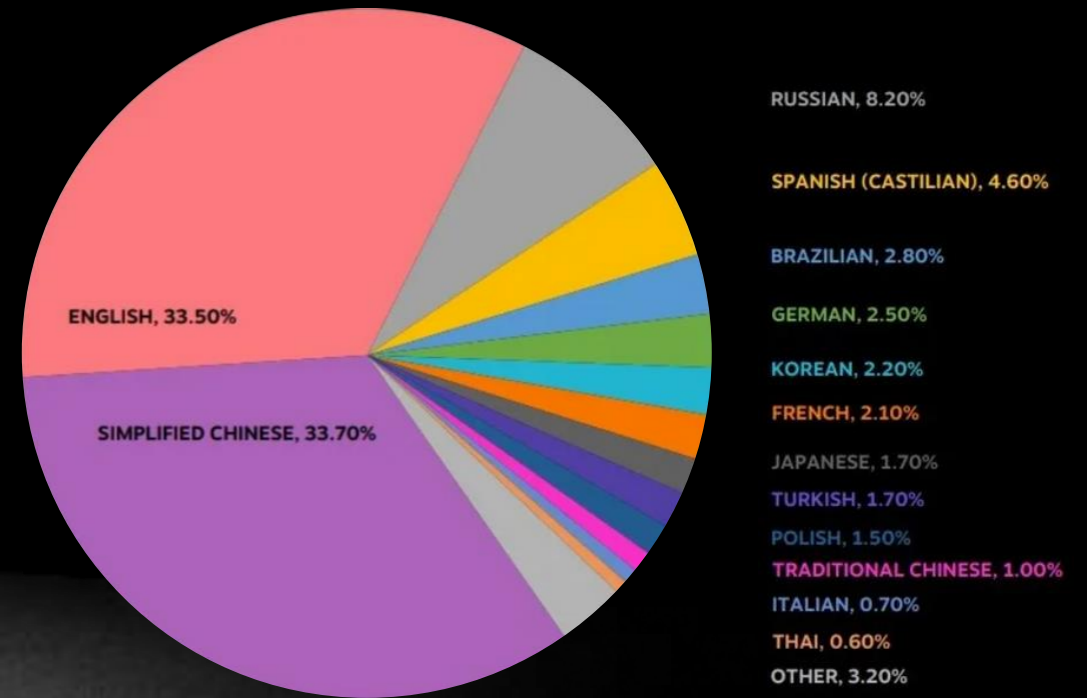
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Credit: Game Science

Steam is very much a global gaming platform, and now, Mandarin is the most-used language on it.

According to new Steam stats posted during its [GDC 2025](#) talk (as reported by [Game Discover](#)), over 66% of Steam users have something other than English set as their primary language. The most-popular is now Mandarin, specifically Simplified Chinese, with 33.7% of gamers using it as their go-to dialect compared to 33.5% using English and 1% using Cantonese.

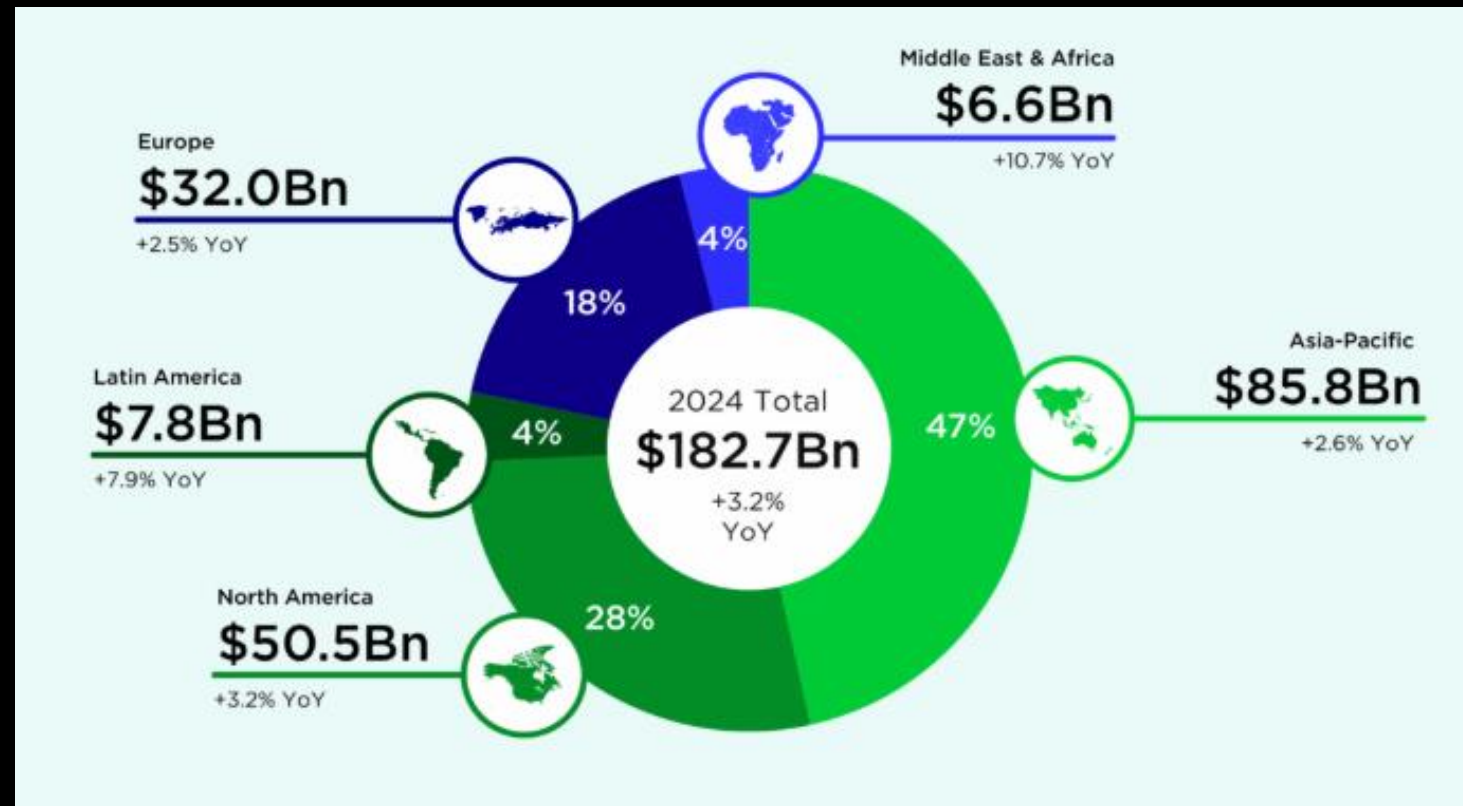


<https://www.gamesradar.com/games/english-is-no-longer-the-biggest-language-on-steam-as-chinese-gamers-embrace-pc-gaming-even-harder-after-black-myth-wukong/>

THE ASIAN MARKET IS NOW 47% Of THE GLOBAL MARKET

INDUSTRY SHIFT

Asia PC/Console boom &
Global IP demand.



ECONOMIC ADVANTAGES OF ASIAN GAMING COMPANIES

Lower budgets, high production values,
outsized returns.

Black Myth: Wukong reportedly cost around \$43 million to make – and this \$60 action RPG has now sold over 20 million copies across PC and PS5

News By Anna Koselke published October 11, 2024

It far outsold its costs in just a month

When you purchase through links on our site, we may earn an affiliate commission. [Here's how it works.](#)



(Image credit: Game Science)

VS

COST OF DEVELOPMENT FOR WESTERN STUDIOS

	\$212 mil	Team of 360
	\$220 mil	Team of 400
	\$200 mil	Team of 250

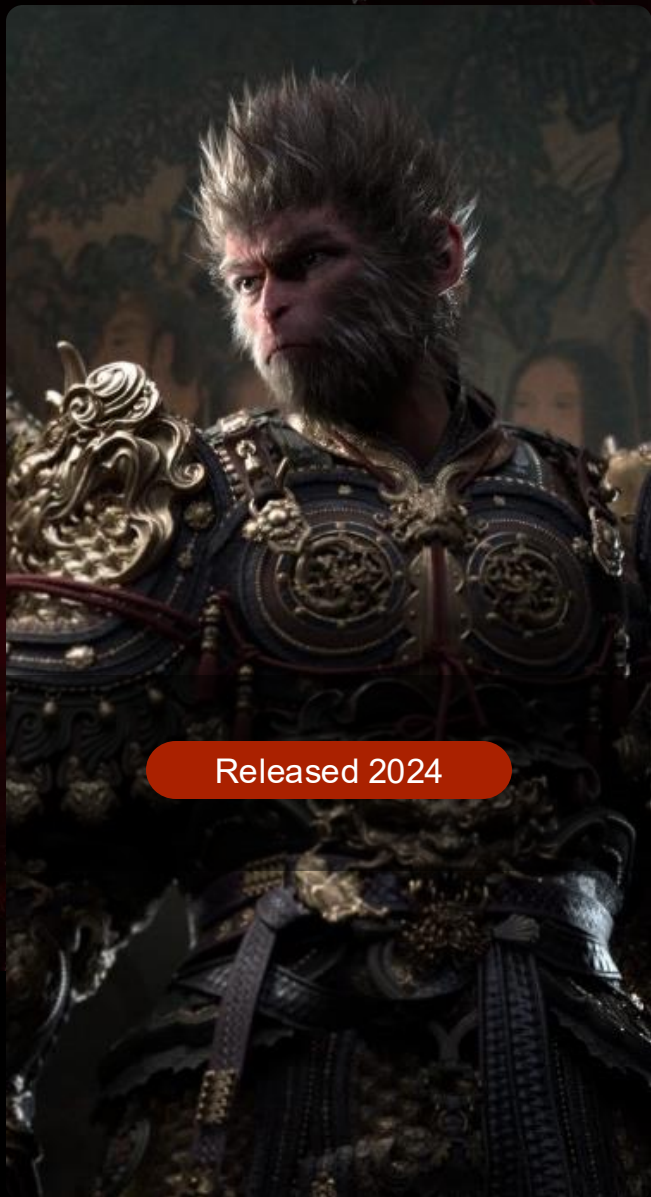
Economic advantages of working with Chinese game studios includes lower cost of capital compared to Western studios while maintaining comparable quality

<https://www.gamesradar.com/games/action-rpg/black-myth-wukong-reportedly-cost-around-usd43-million-to-make-and-this-usd60-action-rpg-has-now-sold-over-20-million-copies-across-pc-and-ps5/>
<https://www.statista.com/chart/1466/most-expensive-video-games-of-all-time/>

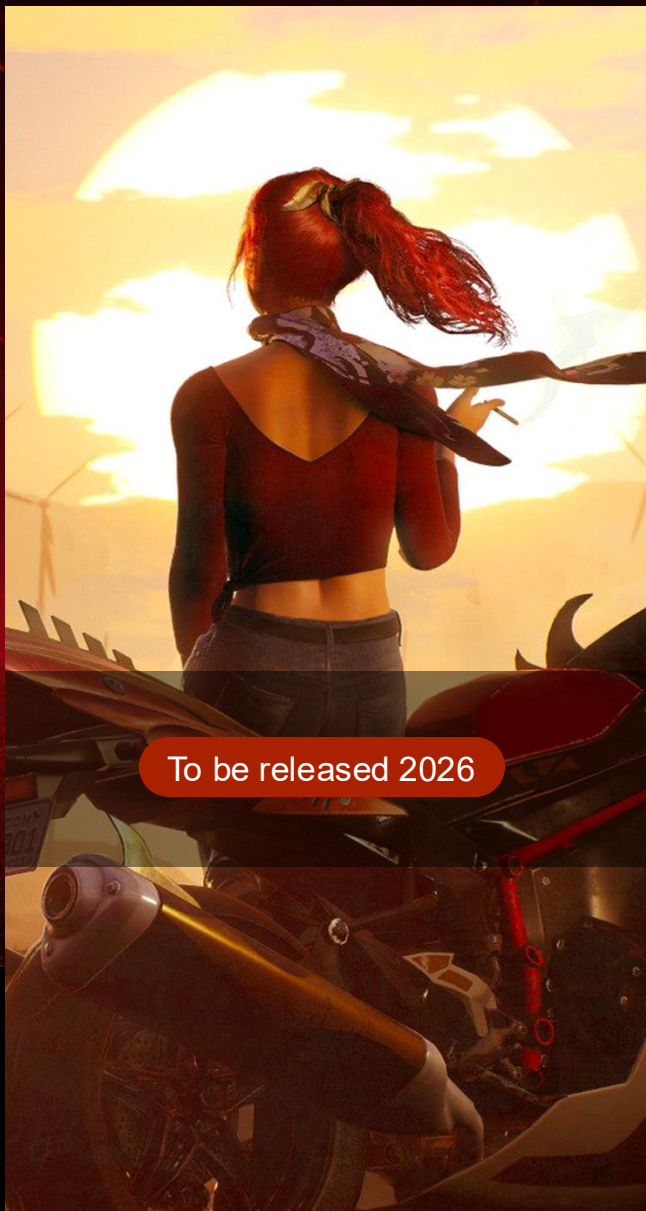
BLACK MYTH
WUKONG

Showa American Story
昭和米国物語

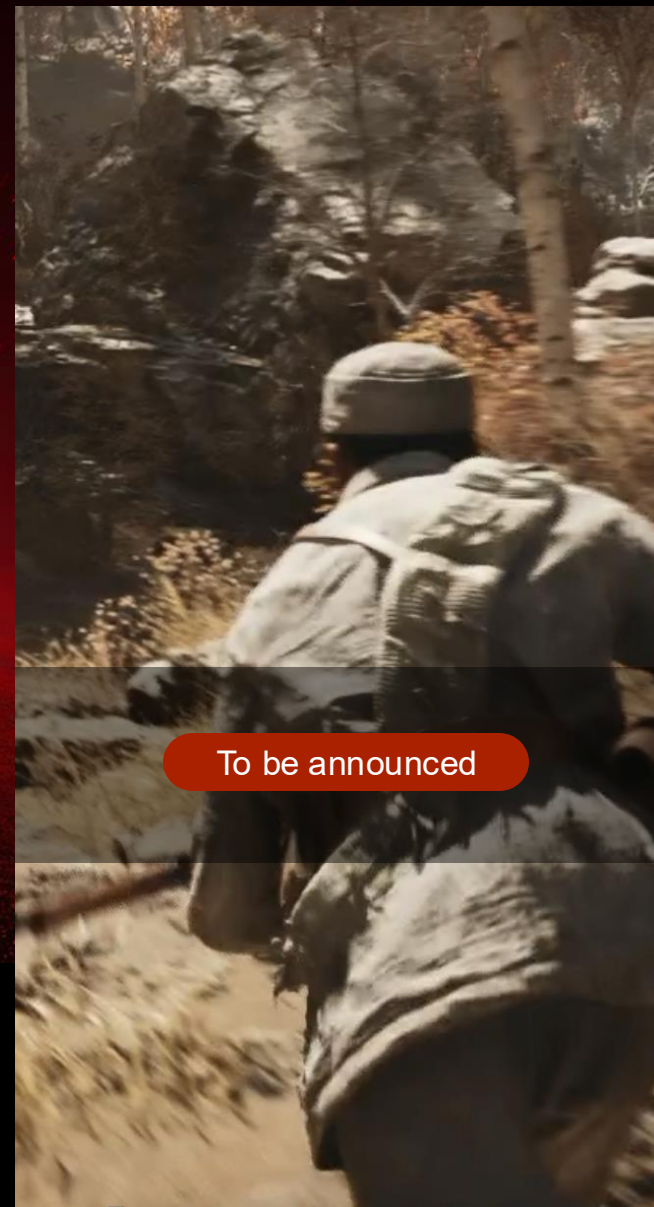
抵抗者
the Defiant



Released 2024



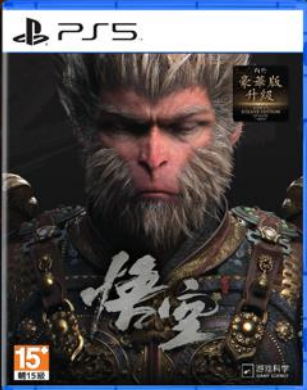
To be released 2026



To be announced

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

《黑神话：悟空》是一款以中國神話為背景的动作角色扮演遊戲。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 4DIVERSITY HEYBOX ULTRA HD Blu-ray

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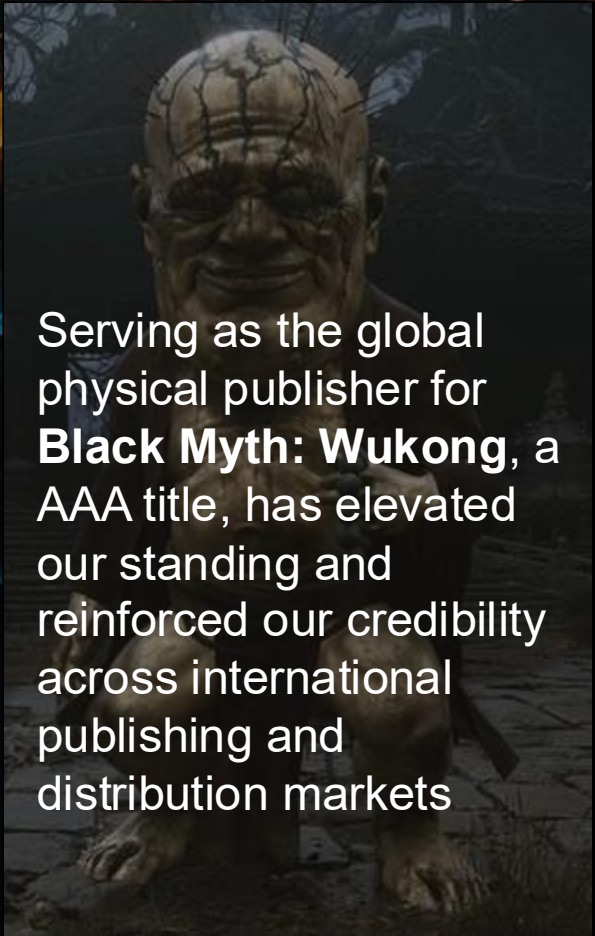
語言 / Voice	中文 - 英文 / Chinese - English
字幕 / Subtitle	中文 - 英文 / Chinese - English
說明書 / Manual	—
電子版說明書 / Digital Manual	—
操作簡介 / Operation Sheet	—

遊戲總部 聯力

FOR HOME USE ONLY

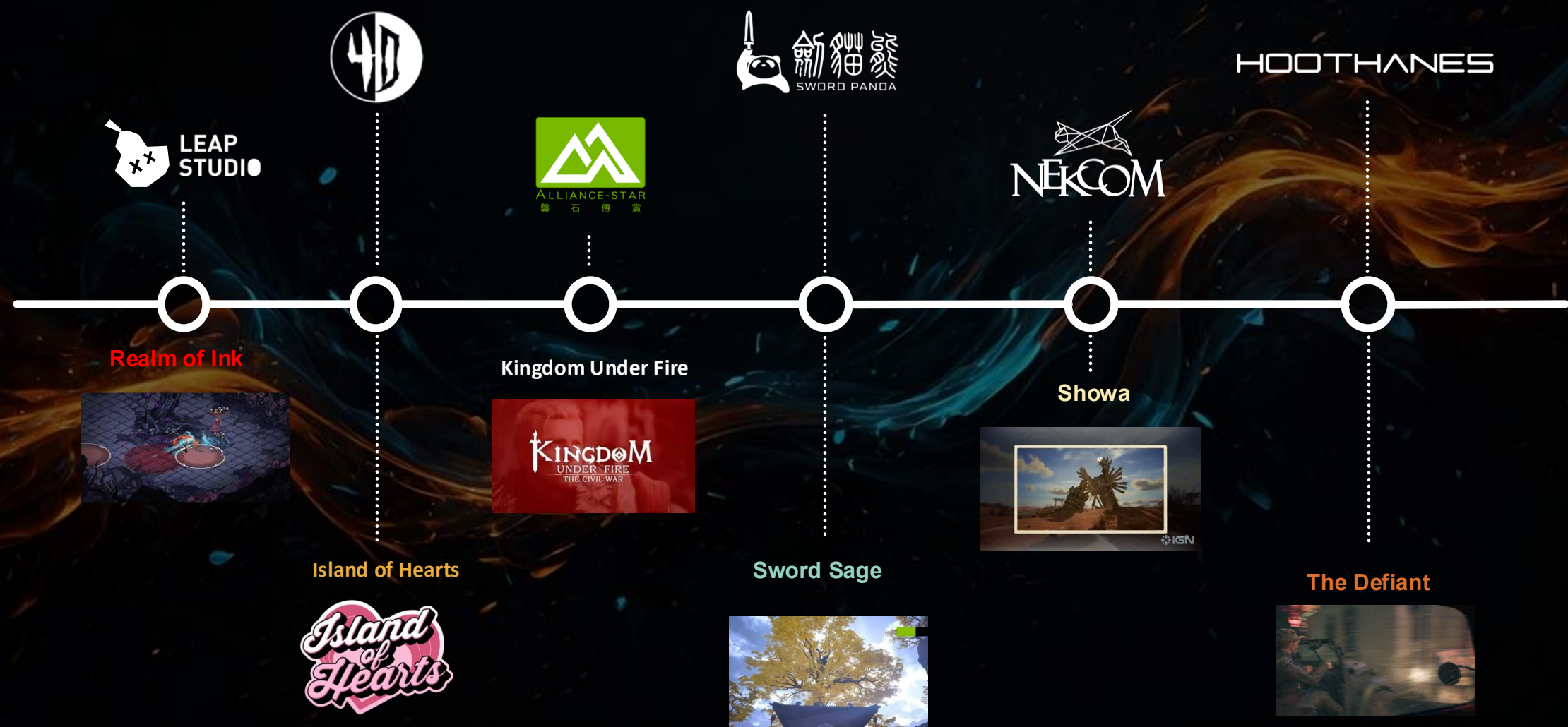
0 796548 474426

SJ00015622 Game disc MADE IN JAPAN Packaging PRINTED IN HONG KONG



Serving as the global physical publisher for **Black Myth: Wukong**, a AAA title, has elevated our standing and reinforced our credibility across international publishing and distribution markets

4Divinity Highly Anticipated IP Timeline – FY26 & Beyond*



*Indicative timeline | Includes only publicly announced game titles.

Game Publishing Showcase

GCL

Nekom is currently developing Showa American Story, a role-playing game that pays tribute to 80's pop culture featuring a string of cult classic B-Movies. Playing as 19-year-old stuntwoman, Chouko, gamers will join her on a journey of truth and revenge across a version of North America where the United States is an unofficial colony of Japan



Growth Strategy Focused on Game IP Development and Investment

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



“

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

– Asmongold



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

Showa American Story – Strong Traction

Presented at– ChinaJoy 2025 & WePlay Expo 2024

GCL



Game Publishing Showcase

Hoothanes is currently developing The Defiant, a AAA shooter that brings the War of Resistance Against Japan to life for the first time in a high-budget game. Set across four distinct fronts—from icy battlefields in the Northeast to the bustling, spy-filled streets of 1940s Shanghai—it combines Hollywood-level storytelling with tactical FPS combat. Built in Unreal Engine 5 by a veteran film–game team, the Defiant aims to become a cultural landmark in China and a globally appealing franchise for players seeking fresh, authentic WWII experiences.





Action
& Warfare
Video Scene



抵抗者
the Defiant



CALL OF DUTY
VANGUARD

抵抗者

the Defiant

Global Media Coverage



<https://news.cgtn.com/news/2025-06-05/Game-of-Truth-CGTN-Explores-the-Development-of-The-Defiant--1DXrniNKk5q/p.html>

China Global Television Network is the international broadcasting division of China Media Group under the State Council of the People's Republic of China.

CGTN produced a documentary commemorating the 80th anniversary of the end of World War II, and it aired globally on 15th August. The documentary included an interview with Kong, the producer of the Defiant





Sword Panda is currently developing Sword Sage Awakening; a high-fidelity action RPG rooted in martial arts fantasy. The game showcases exceptional combat design and worldbuilding, and we are actively working with the studio on its go-to-market and publishing roadmap



Leap Studio is preparing for a Version 1.0 PC and console release of **Realm of Ink**, a visually stunning title that explores psychological themes through traditional ink-brush aesthetics. It's an innovative title that pushes artistic boundaries while offering wide commercial appeal



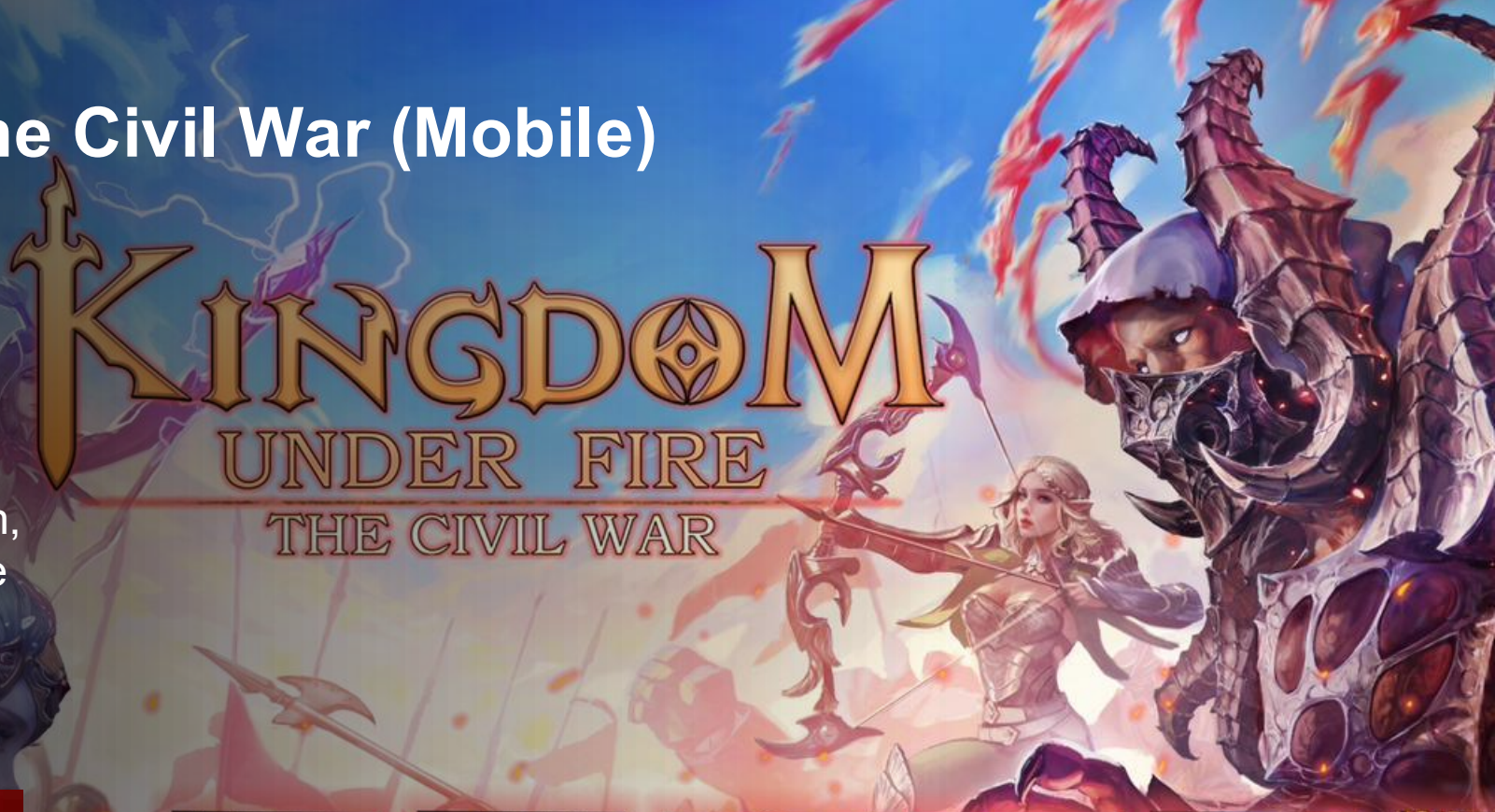
Island Of Hearts (lohgame.com)

4Divinity is currently developing a narrative-driven romantic adventure set on a remote tropical island, where players meet six captivating women, each with unique personalities, secrets, and story arcs. Through meaningful choices, players shape who they connect with, who they lose, and how their relationships unfold.



Kingdom Under Fire: The Civil War (Mobile)

Alliance Star is currently developing Kingdom Under Fire: The Civil War, a high-fantasy mobile RPG set in the world of Bethea. Players will lead legendary heroes from the races of men, dwarves, and elves. Else, command the brutal might of orcs, ogres, and the undead in an epic battle that will shape the realm's destiny.



Transmedia Success in Asia



《哪吒2》

Box Office Sales : ~2B USD



《长安三万里》

Box Office Sales : ~250M USD



《熊出没：逆转时空》

Box Office Sales : ~251M USD



《深海》

Box Office Sales : ~134M USD



《长津湖》

Box Office Sales: ~902M USD



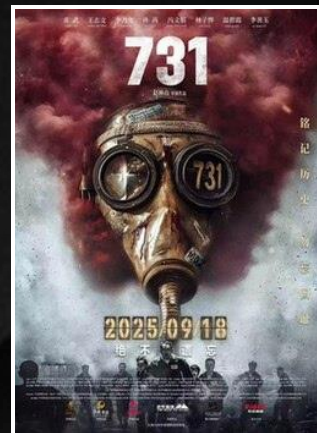
《八佰》

Box Office Sales: ~461M USD



《南京照相馆》

Box Office Sales: ~308M USD



《731》

Box Office Sales: ~156M USD

https://www.boxofficemojo.com/?ref=bo_nb_tt_mojologo
<https://tribune.com.pk/story/2561344/dead-to-rights-breaks-china-box-office-earnings-record>
<https://www.straitstimes.com/life/entertainment/chinese-film-evil-unbound-on-japans-unit-731-set-box-office-record-in-china>

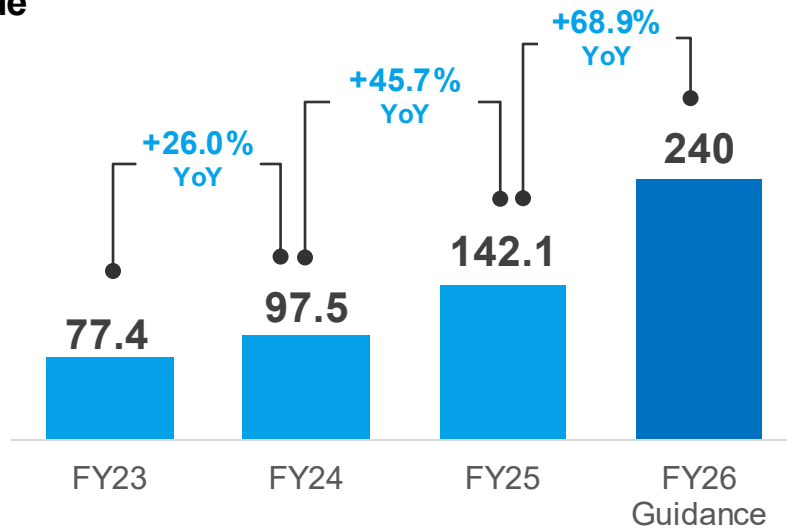
Expectations For Fiscal Year 2026

Financial Outlook

GCL

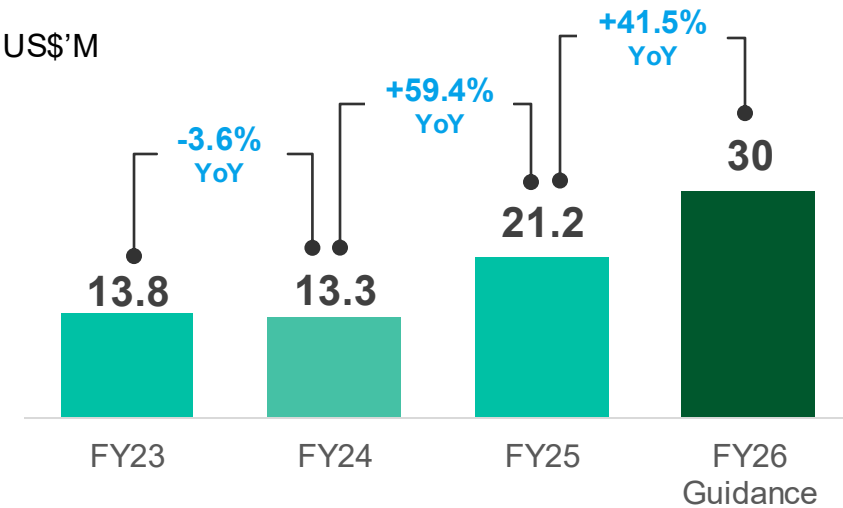
Revenue

US\$'M



Gross Profit

US\$'M



<https://ir.gclglobalholdings.com/news-releases/news-release-details/gcl-announces-fiscal-year-2026-revenue-and-gross-profit>

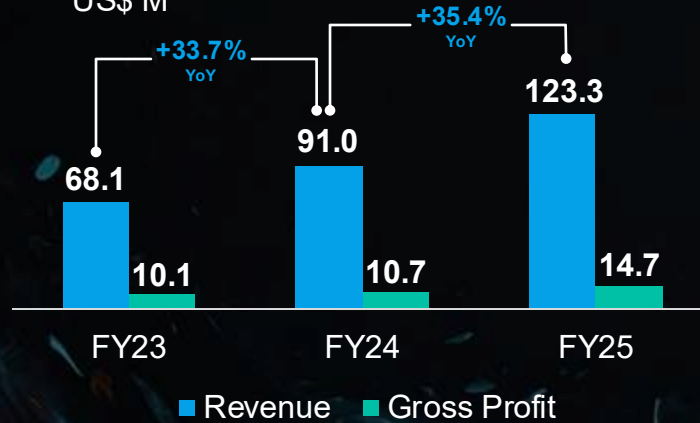
Results For Fiscal Year 2025

ended March 31, 2025

GCL

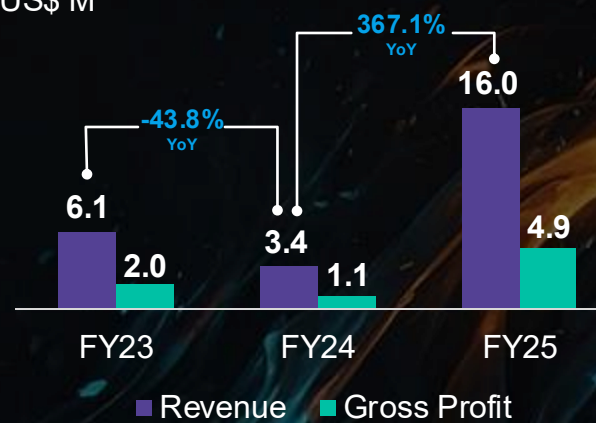
Console Game

US\$'M



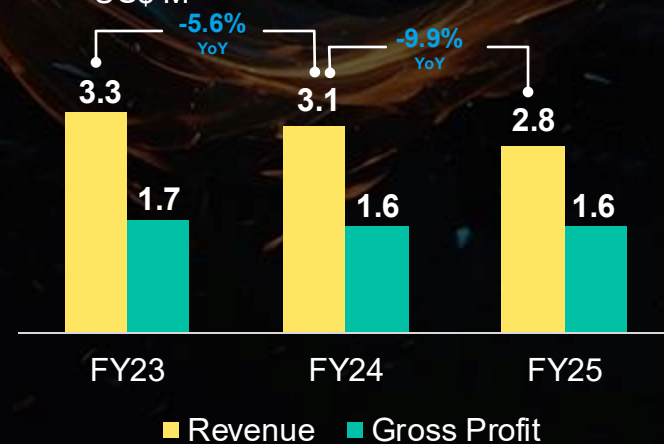
Game Publishing

US\$'M



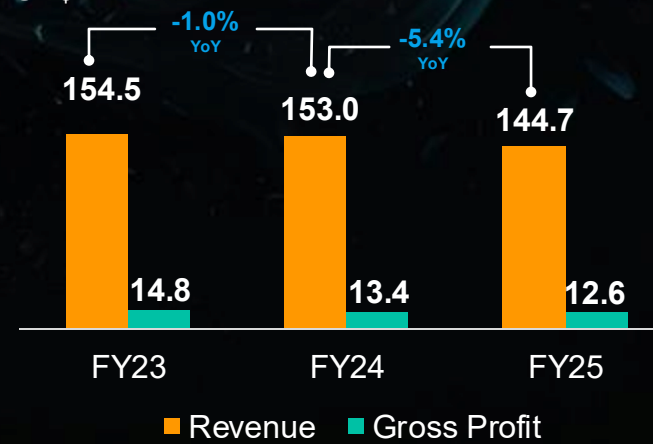
Media & Others

US\$'M



Hardware

US\$'M



GCL



4D DIVINITY



Ban Leong
Technologies Pte Ltd



www.gclglobalholdings.com