





Information on F1® Delta Time

April 2019

THE OFFICIAL FORMULA 1® BLOCKCHAIN GAME





Major global brand + blockchain



Animoca Brands secured a global licencing agreement with Formula 1® to develop the blockchain game **F1® Delta Time** that will utilise non-fungible tokens (NFTs)



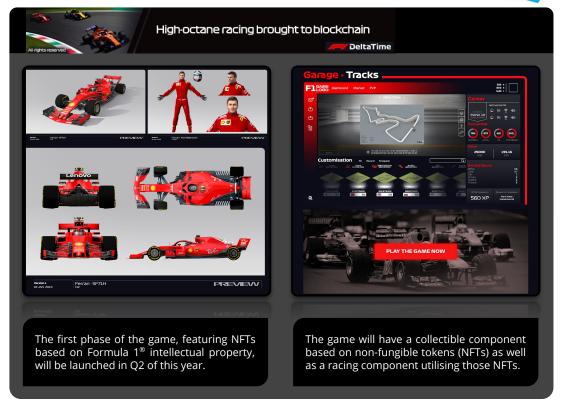
Partnership provides Animoca Brands with a strong foundation for growth and considerable global reach with an established global brand



Part of the Company's vision to onboard the next billion people on to blockchain using popular brands and gamification



Secures the standing of Animoca Brands as a leader in blockchain gaming, and adds another major global brand to its large portfolio



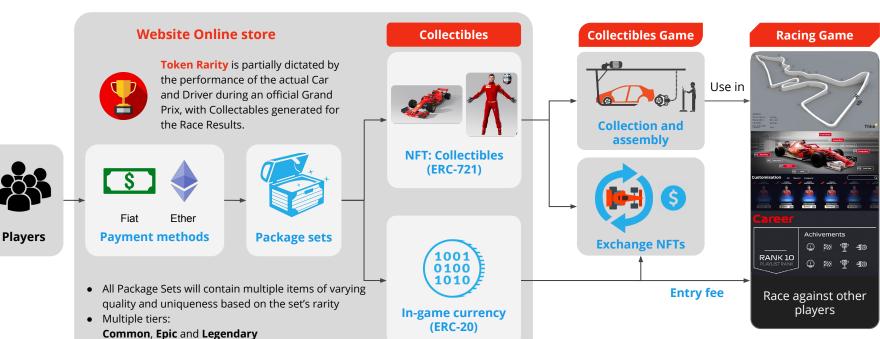
ABOUT F1® DELTA TIME



F1® Delta Time is a blockchain-based game that will utilise ERC-721 and ERC-20 standards for its non-fungible and fungible tokens, respectively



Players will own collectibles in the form of Cars, Drivers and Components, and manage them as a race-ready Grand Prix entrant. Gameplay is presented through a selected circuit, with the player in command of their car's racing line.



F1® DELTA TIME BUSINESS MODEL



Revenue from sale of NFTs

Example: purchase Package Sets guaranteed to give you NFT items including Cars, Driver, and Tyres









Rarity of collectibles obtained



Legendary

★ Guarantees at least one Legendary Collectible



Epic

Higher chance of containing Epic items



Common

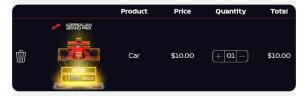
★ Lower chance of containing Epic items

Commission fee for NFT trades among players



Unrestricted in-game Marketplace

Everything that exists in F1® Delta Time is a unique and ownable NFT. Players can sell, keep, or trade them. Players can choose to do this inside the in-game Marketplace, or outside the game



Revenue from each game play

The Racing game is a Grand Prix that will play out on Formula 1 2019 Circuits. Entry fee into the Grand Prix is paid with *F1*® *Delta Time* ERC-20 tokens and goes into a pot



The pot winnings are shared among the winners of the race and the owner of the circuit

Animoca Brands takes a percentage cut from the pot



Each PvP game Play

The gameplay is executed by the player drawing their desired raceline around the circuit within the given timeframe. Once set, the race will begin.

MARKET FOR DAPPS WORTH \$9.6 BILLION IN 2018



The DApp market flourished throughout 2018 and generated US\$6.7 billion (A\$9.6 billion)

DApps like **F1**® **Delta Time** are decentralised applications that run on a peer-to-peer network



This **Gods Unchained** game card was sold for **US\$62,000**



This CryptoKitty was sold for **US\$170,000**



This CryptoKitty was sold for **US\$110,000**



Demand for NFT collectibles

NFT collectibles are virtual assets that exist on blockchain and are valued for their uniqueness and scarcity

F1® DELTA TIME SPECIAL LAUNCH AUCTION





Animoca Brands will sell F1® exclusive and rare digital items and collectibles in the **launch auction** taking place in May 2019. Sale items will be non-fungible tokens (NFTs) secured and verified via blockchain, conferring true ownership to their holders

All the sale items will be usable in-game, and their holders are free to use or sell them, or simply collect them for their scarcity and rarity.



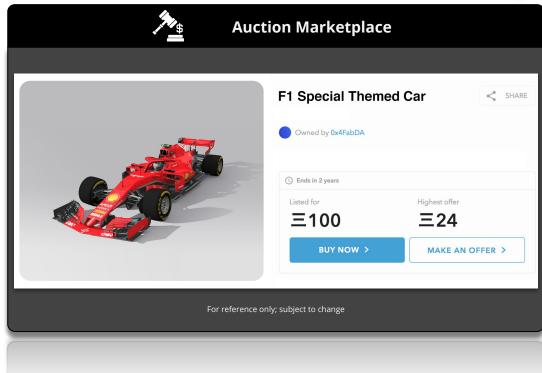
There are 10 exclusive F1® items which players can only obtain via auction, including 4 special themed cars.



These items are totally unique, and will be exclusive to the auction period. We will only mint one of each of these exclusive items.



The exclusive items will be auctioned sequentially, with each auction running for several days.



SELLING NFTs





In F1® Delta Time, critical game elements are all NFTs: Cars, Drivers, and Components, with Components referring to different parts or equipment that can be attached to a Car or Driver to improve its base performance.



An NFT is a unique Collectible that can be wholly owned by a player, who has the ultimate permission to use, trade or sell it

Components: Gloves, Suit, Boots and Helmet. Each will impact the Driver's base Stats for winning the Racing Game.



Car

For example, a Car token has the attachable Components of Transmission, Turbocharger, Engine block, Breaks, Energy store, Suspension, Tyre, Front Wing and Rear Wing. Each one of these Components will impact the Car's base Stats, granting them better potential performance in the Racing Game.



Max Speed:

governs the total straight line speed of a Car



Acceleration:

governs amount of time it takes for your Car to hit higher speeds

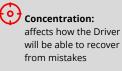


Grip: affects how your Car corners





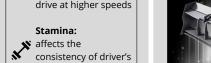
Helmet





Aggression:

Aggressive driver will be more inclined to drive at higher speeds



performance Rear Wing



Front Wing



Transmission



Turbocharger



Engine Block



Tyre



Gloves



Boots



Breaks



Energy Store



FORMULA 1® REACH AND POTENTIAL











The licensing agreement can considerably broaden Animoca Brands' consumer reach. Potential growth and product uptake will be sought by leveraging the significant brand power of F1®







506 M

506 MILLION Global FANS The second biggest global sports league fan base in the world.

65 %

65% of sports fans call F1

The GREATEST racing spectacle on the planet!

F1 attracts the most prestigious manufacturers, best engineers, superhuman drivers, and some of the world's most influential commercial partners



F1 is broadcast in 200 territories



Cumulative viewers



Likes and followers on Facebook

FORMULA 1[®] GLOBAL FOOTPRINT





The World's Most Valuable Sporting Fanbase

Vs General Sports Fans...



1.3 x

Over-Index in the top 2 Income brands

Average Age:

39





21 Races

5 Continents

9 Months

F1[®] is considered the pinnacle of motorsport, and is the world's most popular annual sporting series. It has a global footprint, hosting 21 races in 21 countries across five continents. During the nine months of racing per year, F1 attracts 1.6 billion television viewers, 506 million fans and 4.1 million race attendees.



Annual race attendance is over 4.1m people with the majority of fans in the top income bands

- Melbourne AUSTRALIAN GRAND PRIX | 23-25 MAR 2018
- . Sakhir BAHRAIN GRAND PRIX | 6-8 APR 2018
- . Shanghai CHINESE GRAND PRIX | 13-15 APR 2018
- Baku AZERBAIJAN GRAND PRIX | 27-29 APR 2018
- i. Barcelona SPANISH GRAND PRIX | 11-13 MAY 2018
- Monte Carlo MONACO GRAND PRIX | 25–27 MAY 2018
- . Montreal CANADIAN GRAND PRIX I 8-10 JUN 2018
- 8. Le Castellet FRENCH GRAND PRIX | 22-24 JUN 2018
- . Spielberg AUSTRIAN GRAND PRIX | 29 JUN 1 JUL 2018
 - 10. Silverstone BRITISH GRAND PRIX | 6–8 JUL 2018
- 11. Hockenheim GERMAN GRAND PRIX | 20–22 JUL 2018
 - . Budapest HUNGARIAN GRAND PRIX | 27-29 JUL 2018
- 3. Spa BELGIAN GRAND PRIX | 24-26 AUG 2018
- 14. Monza ITALIAN GRAND PRIX | 31 AUG 2 SEP 2018
- . Singapore SINGAPORE GRAND PRIX | 14-16 SEP 2018
- S. Sochi RUSSIAN GRAND PRIX | 28–30 SEP 2018
- 7. Suzuka JAPANESE GRAND PRIX | 5-7 OCT 2018
- 18. Austin UNITED STATES GRAND PRIX | 19-21 OCT 2018
- 19. Mexico City MEXICAN GRAND PRIX | 26–28 OCT 2018
- . São Paulo BRAZILIAN GRAND PRIX | 9-11 NOV 2018
- . Abu Dhabi ABU DHABI GRAND PRIX | 23-25 NOV 2018

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