YDX creates disruptive companies that are changing their industries through products and services.

**Exponential Results**

**Multiplying Innovation**
INVESTMENT OPPORTUNITY

COMPANY IS HARVESTING THE RESULTS OF A STRONG 2018

The Company is preparing for the next stage of growth after having met the main goals for 2018:

- Opened the first three Arkave Arenas in North America;
- Signed the first official Reseller in the US;
- Signed a licensing Agreement with Disney to create a Mickey Mouse game for Arkave VR;
- Company had a 30% increase in Revenues compared to 2017 and started the year with several new projects;
- Partnerships to create Game On Festival were signed;
COMING SOON: DISNEY EXPERIENCE

A new era for Arkave VR and YDX

The relationship with Disney takes Arkave VR to a new level:

YDX is building the first VR experience with one of the most well known characters in the planet.

The Company is creating a ground breaking experience in VR, a game lived in Egypt, where players are explorers helping Mickey on a quest.

It's important to reiterate how important and strategic is this contact.

The relationship with Disney can lead to the penetration of Arkave VR in new locations like Cruise Ships, Resorts, Malls, Theme parks and many more. Can also lead to other brands and characters of the group.
PRIVATE PLACEMENT – MARCH 2019
Capital for Exponential Growth

STOCK SUMMARY
Data by TMX Matrix
MARCH 6TH

ASOF SHARE PRICE 0.155
Shares Outstanding 84,333,866
Market Cap 13,071,749
30 Day Avg Volume 1,282,154
1 Month Price Range 0.14 – 0.20
One Month Performance 7.14%
YTD Performance 36.36%

INTENDED USE OF PROCEEDS

<table>
<thead>
<tr>
<th>Category</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>General Expenses</td>
<td>37%</td>
</tr>
<tr>
<td>Arkave VR Growth</td>
<td>41%</td>
</tr>
<tr>
<td>Marketing</td>
<td>19%</td>
</tr>
<tr>
<td>Game On Team</td>
<td>3%</td>
</tr>
</tbody>
</table>

TERMS OF PLACEMENT

Target number capital raised $ 2,000,000 CAD

Unit Price with discount $ 0.13

Total Units PP 15,384,615

Warrants
$ 0.20

Full Warrants – 3Y – Accelerated
If company’s share price reaches $ 0.50 for 30 consecutive trading days
Details on the Intended Use of Proceeds

IMPORTANT INVESTMENTS IN 2019 TO ACCELERATE GROWTH

Evolve Arkave to become a global eSports platform, allowing battle between arenas;

Develop three new games, with licensed IPs from well known brands;

Increase Marketing and Sales Team;

Finish Design and Planning;

Promote Festival to Brands in the US and Canada;

Negotiate partnership and IP deals with important gaming companies;

Arkave VR Growth: new game for Disney using Mickey Mouse, a new The Last Squad chapter and new PVP system for eSports and tournaments; Business Development for Arkave VR;

General Expenses - Cover 12 Months of: Payroll YDX Canada, Administrative, Legal, Audit, TSX Fees, Vancouver Office;

Marketing and Public Relations: public market awareness, events, publications;

Game On Festival: Sales and Marketing team, travelling costs for partnerships and promotion;
PRIVATE PLACEMENT – MARCH 2019
Closed Deals – Past 15 months

<table>
<thead>
<tr>
<th>LOCATIONS AND STATUS</th>
<th>SALES NUMBERS – NOT AUDITED</th>
</tr>
</thead>
<tbody>
<tr>
<td>Andretti – Marietta, GA – USA</td>
<td>OPEN</td>
</tr>
<tr>
<td>Launch – Doral, FL – USA</td>
<td>OPEN</td>
</tr>
<tr>
<td>Launch – Methuen, MA – USA</td>
<td>OPEN</td>
</tr>
<tr>
<td>Playcenter – São Paulo, SP - BRA</td>
<td>OPEN</td>
</tr>
<tr>
<td>oasisVRX – New Jersey, NJ - USA</td>
<td>APRIL</td>
</tr>
<tr>
<td>Another Reality – Toronto – CAN</td>
<td>APRIL</td>
</tr>
<tr>
<td>Arkave Flagship – Vancouver - CAN</td>
<td>JUNE</td>
</tr>
<tr>
<td>Bowling – Denver, CO – USA</td>
<td>UNDER NEGOTIATION</td>
</tr>
<tr>
<td>Trampoline - Netherlands</td>
<td>UNDER NEGOTIATION</td>
</tr>
<tr>
<td>Launch – Georgia - USA</td>
<td>UNDER NEGOTIATION</td>
</tr>
</tbody>
</table>

15 Months Sales: 2.1 Million CAD

CLIENTS
- Bradesco: 25%
- EMBRAER: 11%
- Sonae Sierra: 9%
- Shopping Pátio Higienópolis: 7%
- Mongeral Aegon: 7%
- Light: 6%
- City of Rio: 6%
- Energisa: 5%
- Petrobras: 4%
- HYUNDAI: 3%
- Coca-Cola: 3%
- Aliansce Shopping Centers: 2%
- AMBEV: 2%
- Mogi Shopping: 1%
- Arezzo Co: 1%
- Mill Ideas: 1%
- Embratel: 1%
- VIBES E TALZ: 1%
- FGV: 1%
- ENEL Brasil: 1%
- Hospital do Amor (HCB): 1%
- Unibes Cultural: 1%
- LG: 1%
### CAPITAL STRUCTURE

As of March 6, 2019

<table>
<thead>
<tr>
<th>Description</th>
<th>PRE-CLOSING</th>
<th>POST-CLOSING</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shares free trading</td>
<td>69,883,866</td>
<td>69,883,866</td>
</tr>
<tr>
<td>Shares in escrow</td>
<td>14,450,000</td>
<td>29,834,615</td>
</tr>
<tr>
<td><strong>Total outstanding</strong></td>
<td><strong>84,333,866</strong></td>
<td><strong>99,718,481</strong></td>
</tr>
<tr>
<td>Stock Options</td>
<td>3,075,000</td>
<td>3,075,000</td>
</tr>
<tr>
<td>@ $0.14-$0.49</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Warrants</td>
<td>25,742,626</td>
<td>41,127,241</td>
</tr>
<tr>
<td>@ $0.25-$0.30</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Fully Diluted</strong></td>
<td><strong>113,151,492</strong></td>
<td><strong>143,920,722</strong></td>
</tr>
</tbody>
</table>
Leadership

BOARD OF DIRECTORS
MIGUEL REMÉDIO
JAMES NELSON
SPENCER SMYL

MANAGEMENT TEAM
DANIEL PRADO
TECHNOLOGY DIRECTOR
ANA MONTE
DESIGN DIRECTOR
FRANCISCO CHAVES
HEAD OF ARKAVE

ADVISORY TEAM
JORGE ALBERTO REIS
KEITH HOPKINS
JEFFREY THOMPSON
Enterprises

A world leader in Interactive Branded Experiences, Conceptual spaces and Exhibitions.

A Virtual Reality Gaming Arena created by YDX and being sold in North and South America.

A new format of eSports events, combining the Group’s expertise in Digital Storytelling and Competitive gaming.
Arkave VR is a turnkey free roam, room scale, multi-user VR platform developed by YDX Innovation. It was designed to bring the most immersive experience to FECs in ideal conditions.
Arkave VR is a turnkey gaming arena created by YDX that represents the future of Virtual Reality attractions for Family Entertainment Centers.

It’s one of the most advanced and immersive VR platforms in the world and a great option for venues looking for a fast return of investment.

Arkave VR was designed by Gamers to Gamers and is a highly entertaining experience for the whole family.
ARKAVE VR
A product for Family Entertainment Centers worldwide

THE VR INDUSTRY

$74.8 Bi
by 2021

VR ARCADES
A Future $45 Billion Industry

EXPECT MORE

First Free Roam, Multiplayer VR without backpacks, completely Wireless

- Arena Size: 13x22 Ft that fits 3 Players
- Selling Price: US$ 84,000.00
- Monthly Fee per Arena: US$ 1,200.00
- Target of units for 2019 – 50 Arenas

COMPETITIVE ADVANTAGE

- Free Roam
- Full Body Tracking
- Multiplayer
- No Backpacks
- Affordable
- Great ROI
- eSports Ready

WORLD PRESENCE

- Arenas Open
- Coming Soon
- Under Negotiation

CLIENTS IN THE US

- 4 Locations in the US
- 26 Locations in the US

PARTNERSHIP

ANDRETTI INDOOR KARTING & GAMES
LAUNCH TRAMPOLINE PARK
STUDIO IMMERSIVE EXPERIENCES

Watch Arkave

FIRST OFFICIAL US RESSELLER

ARKANE ULTIMATE REALITY
BUSINESS GROWTH
Highlights of Arkave´s Roadmap

- Arkave VR has a flagship store open in Brazil.
- A flagship store is being built in Vancouver.
- The Arkave VR experience was showcased at GAME XP, one of the largest gaming events in the world. More than 4,000 players experienced Arkave VR over 4 days in 6 Arenas assembled at the event.
- Signed a Licensing agreement with Disney to create a Mickey Mouse game for Arkave VR.
- Arkave is a product that fits with thousands of Family Entertainment Centers (FECs) and existing VR Arcades in the USA and Canada.
- Arkave VR has signed with the first official reseller for the United States. Studio 41b is an experienced company based in Orlando, FL that has strategic clients such as Walt Disney World and LEGOLAND.
- The first Arena in the United States installed at Andretti Indoor Karting & Games, in Atlanta, Georgia. The second Arena was installed in Launch Trampoline Park, in Florida and the third was installed in Massachusetts.
- Arkave VR is the first Free Roam + Full Body VR solution to go completely wireless, without backpacks, thanks to a partnership with Intel and HTC VIVE.
Game On Festival is an eSports event that celebrates the video game universe.
Game On is a traveling festival that blends entertainment, eSports and education to engage fans of all ages. Bringing Interactive Exhibitions, Immersive Experiences, and Gaming Tournaments to strengthen the bonds between kids and their families.
**ESPORTS GROWTH**

eSports is one of the biggest industries on the planet.

- The number of eSports fans globally is anticipated to climb 59% over the next five years.
- 56% of US Gen Z men (aged 13-21) said nontraditional sports are "relevant to my generation," while just 44% said the same for traditional sports.
- Kids spend their free time playing online, watching hours of streamers, pro-gamers and YouTubers, dreaming of following their footsteps.

**THINKING AHEAD: ESPORTS + FAMILIES**

Most parents are disconnected from this new reality and would like to know more about this universe that plays such an important role in their families.
A new league of eSports created to kids who want their first experience in competitive gaming.

**GAME ON EXHIBITIONS**
25,000 FT² Exhibition Floor  40 Interactive Solutions

**GAME ON ESPORTS TOURNAMENT**
25,000 FT² Tournament Area  3 Weeks per City

**GAME ON YOUTH LEAGUE**
A new league of eSports created to kids who want their first experience in competitive gaming.
WHAT MAKES GAME ON UNIQUE

- GAME ON YOUTH LEAGUE
- ESPORTS TOURNAMENT
- INTERACTIVE EXHIBITIONS
- SOCIAL MEDIA INFLUENCERS
- PROFESSIONAL GAMERS
- VR GAMING ARENAS
GAME ON
A new opportunity in eSports Market

eSports Revenue Growth
GLOBAL 2017, 2018, 2021

<table>
<thead>
<tr>
<th>Year</th>
<th>Total Revenues</th>
<th>Revenue Growth</th>
</tr>
</thead>
<tbody>
<tr>
<td>2017</td>
<td>$655 Million</td>
<td>+33.0% YoY</td>
</tr>
<tr>
<td>2018</td>
<td>$906 Million</td>
<td>+38.2% YoY</td>
</tr>
<tr>
<td>2021</td>
<td>$1385 M</td>
<td></td>
</tr>
</tbody>
</table>

Total Revenues +27.4% CAGR 2016-2021

Global 2018 Global Esports Market Report - NEWZOO

US eSports Viewership Expected to Surpass MLB by 2021

25,000 FT² Exhibition Floor
25,000 FT² Tournament Area
40 Interactive Solutions
3 Weeks per City

A new league of eSports created to kids who want their first experience in professional gaming.

Source: Activate Research, EC

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YDreams Global is a division of YDX. A creative experiential agency and a leader in highly innovative projects for the biggest brands in the world.
AN INNOVATOR IN BRAND EXPERIENCES

// Over 24 Million CAD in Revenue in the last 7 Years.

// YDreams Global has delivered over 1,500 projects for companies like NBA, Coca-Cola, Disney, Qualcomm, Cisco and Intel.

// One of the most experienced companies in the fields of Virtual Reality, Augmented Reality, Immersive Storytelling.

// Accomplishments by the company has been featured in publications like Wired, The Economist, AdAge, Fast Company and Forbes.

// Expert in Interactive Exhibitions, Smart Retail and Interactive Brand Experiences.
# EVOLUTION OF A BRAND

From YDreams Global to YDX Innovation

## 2001 to 2015

YDreams becomes a leader in Brazil and Europe, delivering projects for some of the biggest brands in the world.

YDreams was a pioneer in the field of Ubiquitous Computing, Augmented and Virtual Reality, Computer Vision and Gesture Based Interfaces.

## 2016

Company has record year in Revenues, $ 5.2 M.

In July 2016, goes public on the TSX-Venture Exchange and Stock Price reaches 0,50 CAD.

Delivers high level projects like the Olympic Museum and Cisco Smart City.

## 2017

Transfers HQ to Vancouver.

Delivers projects for Disney and NBA.

Continues to create VR content for Brands.

Develops Arkave VR.

## 2018

Annual Net Sales Revenues increased by 30% (Not Audited).

Several new Clients, like Embraer, McLaren, UBC, Hyundai and many others.

Started Innovation Consulting Division.

Raises $3.36 M to invest in Arkave VR and rebuilding Company for the future.
16 YEARS OF INNOVATION

2002 / Creation of YLabs
2006 / First AR Tourism Virtual Sightseeing
2010 / First AR experience With depth-sensing camera
2014 / First collective VR Brand Experience
2018 / Best VR Multiplayer Free Roaming Platform

1500 Projects Worldwide
In 30 Countries

OFFICES
Vancouver
São Paulo
Rio de Janeiro

PATENTS
VR Gaming Platform;
AR Elements;
Virtual Sightseeing;
Interactive Shelves

AWARDS
El Ojo de Iberoamerica, Argentina
IF Design Award, Germany
ICF Visionary of the Year, USA
Hyper Award, Brazil

CLIENT LIST

Million CAD - Revenues
Since 2012

Watch Ydreams Global

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