FEELPOKER

ACQUISITION OPPORTUNITY

Proven technology.
An operating business.
A new chapter.

Strategic dossier for operators,
casino groups and technology buyers.

Software & IP · Current financials
Artificial intelligence · Growth

MASION GAMES / NOVEMBER 2026



Concept illustration

THE OPPORTUNITY

An operating asset, ready for its next chapter.

A technology acquisition with an established product, community and sales materials.

€12-15k
Monthly revenue
Current reported range

€6-7k
Monthly expenses
Current lean cost structure

€5-9k
Estimated surplus
Revenue less reported expenses

≈ €1.5m
Cumulative investment
Management estimate

A product in use

An iOS and Android app with game variants, private clubs, a store and a social 3D experience.

Technology transfer

Code, owned assets and documentation under a contractual inventory; agreed customisation and handover.

Strategic buyer

Operators, casino groups and suppliers bringing brand strength, distribution and sales capabilities.

Sources: management update, 3 November 2026 [S1]; sales dossier [S2]. Approximate, unaudited figures.

DEVELOPMENT AND TRACK RECORD

Years of development. A foundation for growth.

The buyer starts with an app already in use, rather than an idea still awaiting development.

4+ years

Work invested

Development, design and testing

iOS + Android

Mobile distribution

Product published in both app stores

SBC Lisbon

Market validation

Very positive feedback, per management

01

Build

Architecture, game rules, interface and visual assets.

02

Operate

Use by players and clubs; refinements based on real-world experience.

03

Showcase

Demos, catalogue, tutorial and industry meetings.

04

Transfer

Software sale and support throughout the transition.

Sources: [S2, S3, S5]. Investment and duration reported by management. Market reception does not mean orders or contracts.

PRODUCT / GAMEPLAY EXPERIENCE

A product you can see, try and customise.

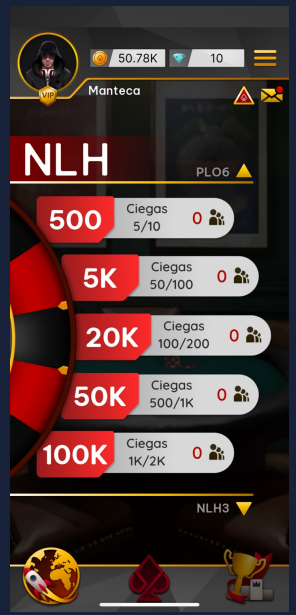
App screenshots: game selection and examples of tables with their own distinctive identity.

GAME VARIETY

Texas Hold’em, 3-Card Hold’em, PLO4, PLO5, PLO6 and 7-to-Ace Hold’em.

Up to four simultaneous tables, visual customisation, avatars and expressions create a distinctive experience.

Value for the buyer
A playable foundation to assess in a demo and adapt to your brand and community.



GAME SELECTION



THEMED TABLE



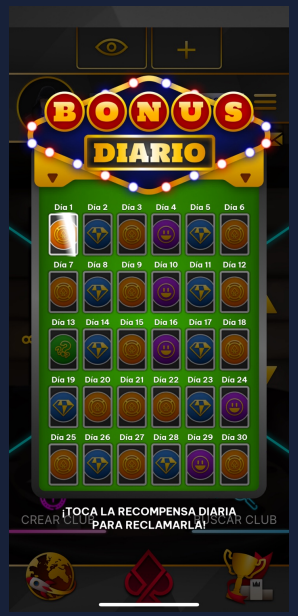
JACKPOTS

Source: 8-page English visual dossier supplied by management. Product screenshots; included version and features subject to inventory.

PRODUCT / PLAYER ENGAGEMENT

Beyond the game: rewards, profiles and tracking.

Visible app features that support the gameplay experience and player management.



DAILY BONUS



PROFILE



STATISTICS

Daily bonus

A rewards calendar built into the experience. Review the rules, rewards and settings of the version being transferred.

Player identity

Profiles and customisation support continued participation at tables and within communities.

Information and control

Statistics and history to review activity. Measure usage and impact using operational data.

Source: 8-page English visual dossier supplied by management. Screenshots do not prove retention gains; terms and version to be reviewed in a demo.

BUY OR BUILD

Acquiring an operating platform changes the starting point.

The decision weighs scope, time, execution risk and total cost, not just programming hours.

BUILD FROM SCRATCH

1. Define the product, rules and user experience.
2. Build the client, backend and management tools.
3. Integrate services and create visual assets.
4. Test with players and resolve issues.
5. Publish, operate and build a community.

ACQUIRE FEELPOKER

1. Review a product that can already be demonstrated.
2. Receive code and assets from the agreed inventory.
3. Adapt the buyer’s branding and integrations.
4. Validate the release and technical handover.
5. Focus resources on distribution and development.

Sources: [S2, S3, S8, S9]. Strategic comparison, not a rebuild quotation or a guarantee of savings.

THE BASIS OF VALUE

Value is built across several layers of the business.

Historical investment explains the journey; usefulness to the buyer determines strategic fit.

01 **Code and architecture**

Mobile client, backend, microservices and community management.

02 **Product knowledge**

Rules, workflows, design decisions and lessons from real-world use.

03 **Assets and materials**

Owned designs, documentation, tutorial and sales content.

04 **Operations and community**

Existing users and clubs, with continuity and transfer to be reviewed.

≈ €1.5m

Cumulative investment

Updated management estimate



FeelPoker material · AI visual retouching

Sources: [S2, S3, S9]. This is neither an independent valuation nor an accounting allocation of the purchase price.

MARKET VALIDATION

Lisbon brings conversations and market insight.

A useful commercial signal to turn into demonstrations, proposals and agreements.

SBC Lisbon

Industry presentation

Very positive feedback, per management

80+

Operators, according to the document

Internal reference from the 2025 presentation

01 What we have learned

The strategic material records interest in modernisation, customisation and bringing the product into operators' portfolios.

02 Turning interest into a sale

Identify the decision-maker, hold a demo, define scope and prepare an acquisition proposal.

03 Next commercial step

Remote meetings and events in Rome or Cancún, subject to scheduling; follow up on contacts and materials sent.

Sources: [S5, S8] and management. The 80+ figure is internal and historical; it does not mean buyers, contracts or independent endorsements.

ARTIFICIAL INTELLIGENCE / PRODUCT

AI with concrete use cases and measurable results.

Development opportunities drawn from strategic documents; implementation and scope require technical confirmation.

APPLICATION	PROPOSED BENEFIT	HOW TO MEASURE IT
Club assistant	Answer questions and guide administrative tasks.	Resolution time and queries handled.
Learning and practice	Tutorials and clearly identified opponents in training mode.	Tutorial completion and return to practice.
Operational analytics	Summarise activity, flag issues and support decisions.	Data quality and analysis hours.
Game integrity	Prioritise anomaly signals for human review.	False positives and investigation time.

Suggested first pilot: assistance based on product documentation, with evaluated responses and escalation to human support.

Sources: [S8, S9]. Product proposals, not verified advanced capabilities or guaranteed financial improvements.

AI / ACQUISITION RATIONALE

AI expands the potential of an established platform.

It can accelerate tasks; a complete product also requires integration, testing and operations.

01 Accelerate work

Assistance with code, documentation, testing and diagnostics; measure results on specific tasks.

02 Retain human judgement

Architecture, rules, security and acceptance require review, alongside code generation.

03 Develop the asset

Apply AI to an operating platform and prioritise improvements aligned with the buyer’s strategy.



GitHub observed gains on a controlled task. In 2026, METR highlights biases when estimating the current impact. No universal percentage can be applied to rebuilding FeelPoker.

Sources: GitHub Research 2022 [W2] and METR, 24 February 2026 [W3]. These are not studies of FeelPoker. Concept image.

TECHNOLOGY

Modular architecture for a real-time product.

A functional overview of the platform as described by the team; not a substitute for code review.

Mobile client

Unity 3D · iOS and Android. Interface, animations and interaction logic.

Game services

Node.js backend and microservices. Tables, players, clubs and store.

Operations and support

Firebase authentication, notifications and deployment on the product’s infrastructure.

TRANSFERABILITY

Repositories, versions, dependencies and deployment documentation.

CONTINUITY

Review monitoring, backups, recovery and incidents.

SCALABILITY

Measure concurrency, latency and cost by volume through agreed tests.

Sources: [S3], p. 12, and management’s description. Conceptual diagram; no certification or audited capacity is claimed.

PUBLIC FEEDBACK

Visible reviews, with source and context.

The Spanish App Store listing provides a public reference for reception and ongoing development.

5.0 / 5

App Store rating

26 ratings on the listing reviewed

5,000

Reported users

Management · November 2026; not MAU

“Works perfectly. Very good.”

“Excellent app” review · 17 April 2025 (translated)

“the menus run really smoothly”

miguelaltadill · “10/10” · 12 July 2024 (translated)

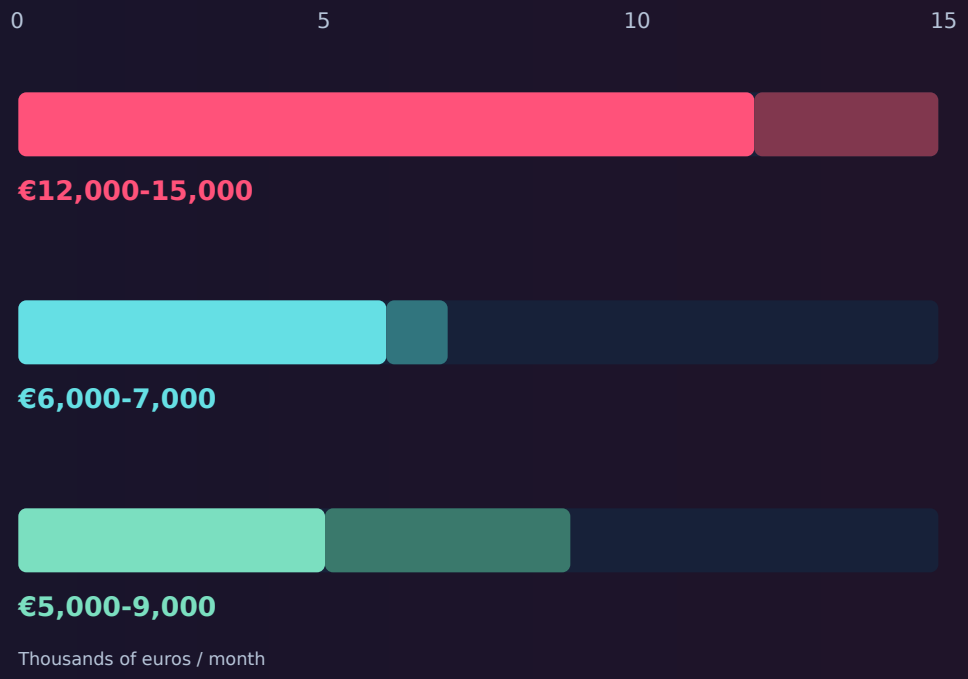
The public release history records improvements to agencies, connections and controls. It provides maintenance context, not a technical audit.

Source: Spanish App Store [W1], accessed 3 November 2026. Sample of 26 ratings; it does not represent the entire user base.

CURRENT FINANCIALS

The leaner structure generates a positive surplus.

Approximate monthly ranges reported by management on 3 November 2026.



What has changed

Management reports a reduction in headcount and current monthly expenses of €6,000-7,000.

With revenue of €12,000-15,000, the operation generates a positive difference of €5,000-9,000.

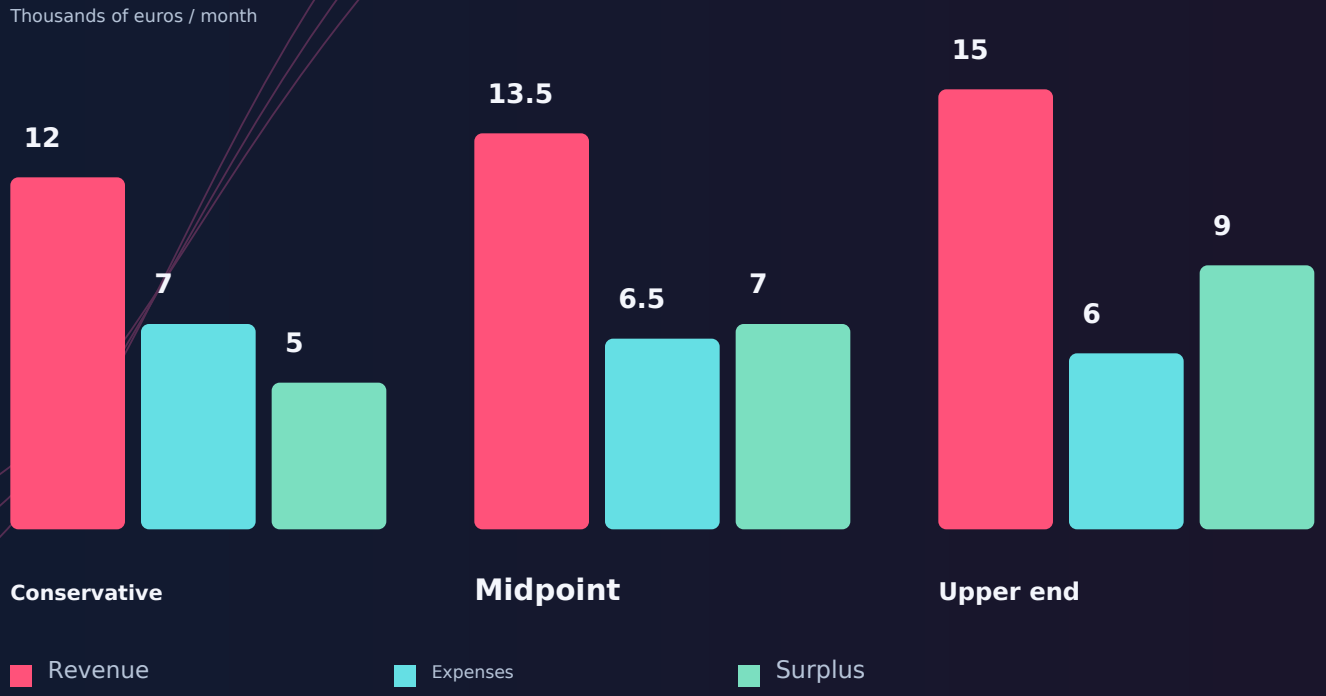
This must be reconciled with accounts, receipts, taxes and the full scope of costs.

Source: [S1]. Surplus = revenue less reported expenses. This is not EBITDA or verified net profit.

FINANCIAL PERSPECTIVE

Three combinations within the current range.

Illustrative calculation: neither a historical series nor an earnings forecast.



ANNUALISED RUN RATE

€144-180k
Revenue

€72-84k
Expenses

€60-108k
Arithmetic surplus

Source: [S1] and own calculations. Annualisation = month x 12, excluding seasonality, growth and exceptional costs.

MONETISATION AND DISTRIBUTION

Clubs are a commercial channel worth developing.

The buyer’s strategy should combine continuity of the current model with measurement of new opportunities.



Concept illustration

≈ 90% · HISTORICAL FIGURE

Revenue attributed to club administrators in the 2025 strategic document.

Continuity: existing clubs

Maintain service, support and commercial relationships; review concentration and revenue per club.

Expansion: the buyer’s channels

Activate communities, B2B distribution and campaigns with cost and conversion targets.

Optimisation: measure before scaling

Break down revenue by category, paying users and retention; test offer changes with cohorts.

Sources: [S1, S8]. The 90% comes from a 2025 presentation; it is not treated as a current breakdown or applied to current revenue.

STRATEGIC FIT

One asset. Different reasons to acquire it.

The proposition adapts to each buyer’s business and execution capabilities.

BUYER	WHAT FEELPOKER CAN OFFER	WHAT THE BUYER BRINGS
Operator / casino group	An owned product under your brand	Audience, distribution and operational resources.
B2B software provider	A broader portfolio and technology ownership	Operator clients, integration and commercial support.
Poker company	A 3D experience and additional assets	Product team, channels and assessment of complementary strengths.
Technology buyer / investor	Acquire a business and its technology	Management, funding and a measurable growth plan.

Source: commercial analysis based on the product [S2-S4]. These are potential fits, not confirmed third-party interest.

ACQUISITION SCOPE

From the product to your organisation, with clear scope.

A sale of software assets and IP; a purchase of shares in the company is not assumed.

01 Software

App and backend code; agreed repositories, versions and dependencies.

02 Owned assets

Designs, tables, avatars and materials with ownership rights permitting transfer.

03 Documentation and handover

Architecture, deployment, procedures and knowledge transfer.

04 Rebranding and transition

Agreed adaptation, guidance and acceptance testing.



Image from FeelPoker promotional material

Source: [S2]. Final scope, ownership and third-party licences subject to inventory, review and contract.

INTEGRATION PLAN

A transition designed around the buyer.

Indicative implementation estimate: 1-2 months for the agreed technical scope.

01

Define

Inventory, access, responsible team and acceptance criteria.

02

Adapt

Branding, interface and connections included within the contract.

03

Validate

Functional, performance, security and continuity testing.

04

Deliver

Deployment, training, documentation and transition support.

Dependencies: available access, stable scope, third-party responsiveness and joint review of integrations.

Source: [S2], p. 6. Indicative timing, not a commitment. Regulated adaptations or further integrations require a different scope.

FUTURE DEVELOPMENT

Three horizons to prioritise the next investment.

Proposed roadmap from November 2026; each initiative requires an owner, scope and acceptance criteria.

01

Improve the current product

Bomb Pot, Dealer’s Choice, straddle adjustments and member search.

Validate releases in a demo and measure adoption before expanding scope.

02

Adapt to the buyer

Branding, integrations and support tools. Select an AI pilot with data and evaluation.

Real money: a separate project with applicable technical requirements and authorisations.

03

Explore new opportunities

Threeflops, golf/football concepts, a shooter and pinball feature in the strategic document.

These are concepts or unfinished developments: review maturity, rights and budget before including them.

Sources: [S6, S8, S9]. Additional games and AI plans are not presented as completed products automatically included in the sale.

COMMERCIAL PROPOSAL

Full acquisition with a negotiable structure.

Indicative sale terms for the software and its intellectual property; subject to agreement.

PAYMENT AT CLOSING

€2,000,000

Indicative price for full acquisition.
Inventory and deliverables defined by contract.

DEFERRED PAYMENT PURCHASE

€2,400,000

Indicative total deferred price. Down payment, schedule and security subject to negotiation.

Included within scope: source code, IP and owned assets, documentation, rebranding and agreed technical handover.

Deferred payment is subject to satisfactory security. Integration scope, technical acceptance and transition support will be defined in the final proposal.

Sources: [S2] and October 2026 acquisition teaser [S7]. Indicative amounts excluding taxes; non-binding proposal.

ACQUISITION DUE DILIGENCE

A focused review process for a clearly defined closing.

The next phase turns commercial information into a verifiable acquisition scope.

01	**Finance**	Revenue and receipts, statements, costs, staffing, taxes and non-recurring items.
02	**Product and technology**	Demo, repositories, dependencies, infrastructure, load testing and security.
03	**Intellectual property**	Ownership of code and assets; contributor contracts and third-party licences.
04	**Users and operations**	Active users, paying users, retention, clubs, incidents and service continuity.
05	**Transfer**	Applicable data and consents, store accounts, contracts, access and support.

Source: proposed review checklist. No claim is made that all this documentation has already been assembled or audited.

CONTACT / REFERENCES

Let’s discuss the acquisition.

Demo, technical review and a commercial proposal tailored to the buyer.



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DOCUMENTARY BASIS

S1	Management: financials and users, November 2026.
S2	Spanish / English visual sales dossiers, 8 pages.
S3-S4	FeelPoker App EN (53 pp.) and catalogue (21 pp.).
S5-S6	Strategic Partner (3 pp.) and November priorities.
S7	English acquisition teaser, October 2026.
S8	FeelPoker & Masion Games Futuro(1), 24 pp., 2025 basis.
S9	App FeelPoker EN(1), 54 pages, historical material.

EXTERNAL REFERENCES / LINKS

W1	Spanish App Store · FeelPoker listing
W2	GitHub · productivity study, 7 September 2022
W3	METR · methodology update, 24 February 2026

Management figures are unaudited. Historical plans are not achieved milestones. Earlier valuation, licensing and return projections are not maintained as current commitments.