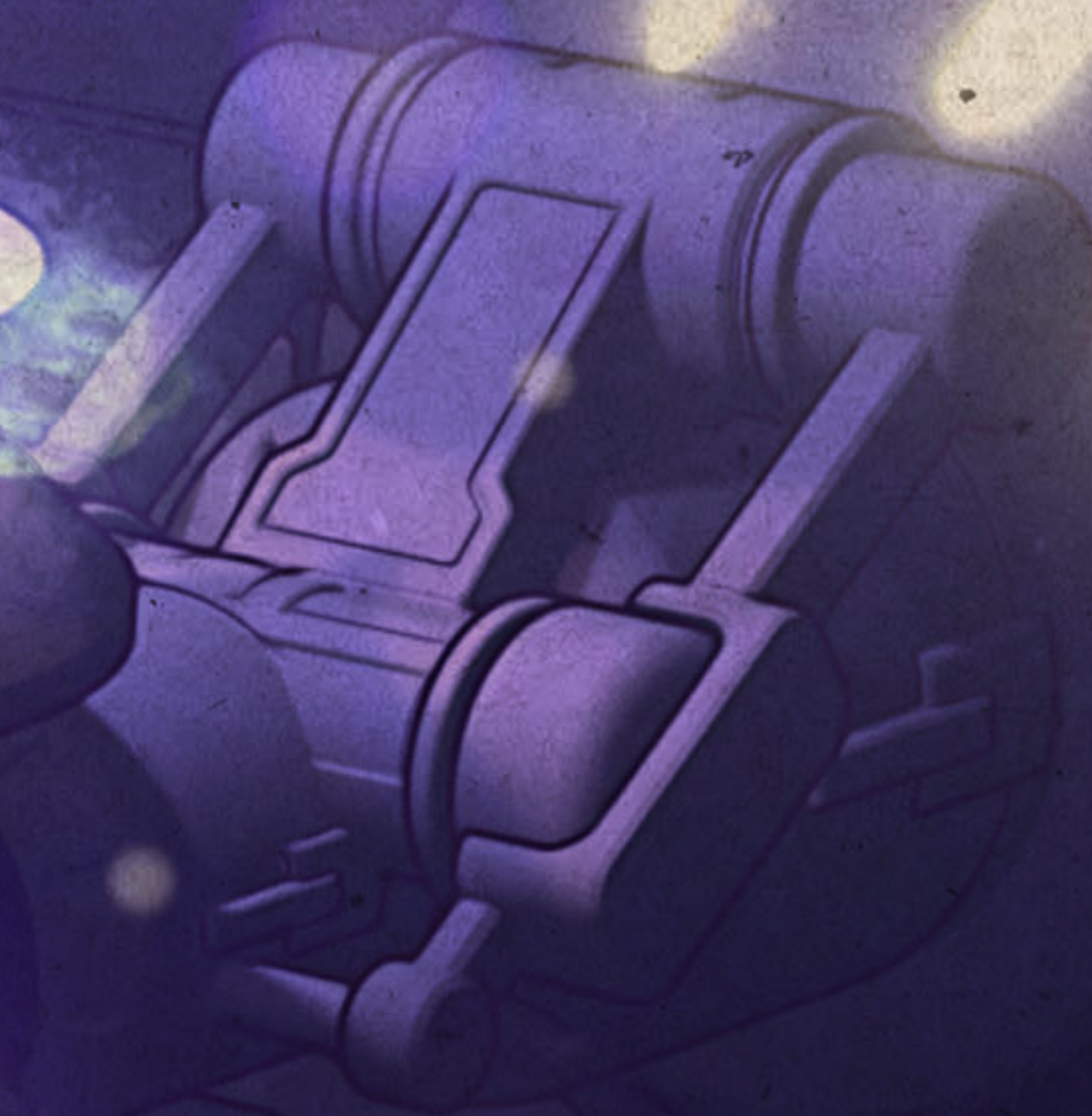


THE LATVERIAN TIMES



DAU'S ARE UP BY 25%

As are Peak CCU's (+20%)
and Maximum DAU's (26%)

65 SDK INTEGRATIONS

40 games, 25 commercial, educational
and others apps



MINIONS OF THE LATYERIAN KINGDOM,
IT IS TIME TO RESUME THE
LATYERIAN PRESSES AND DELIVER
THE FIRST EDITION OF THIS YEAR,
THE LATYERIAN TIMES JANUARY 2021

2020

2020 was a solid year for us; we've dominated the PCVR market growing >100% YoY across all product metrics and 170% growth for our Discord community. LIV's growth curve closely follows PCVR's growth curve. A big fish in a small, but growing pond.

2021

2021 is the beginning of the growth year for VR with standalone offerings like Oculus Quest 2, the upcoming Oculus Quest 3 (Q4 2022), Apple's newly announced VR headset and PSVR2 that's likely to come out between 2022/2023.

LONG TERM

Longer term (2024+), we're looking towards an ecosystem that also has true AR headsets, and the ubiquity of immersive devices will be undeniable.

A MACRO VIEW

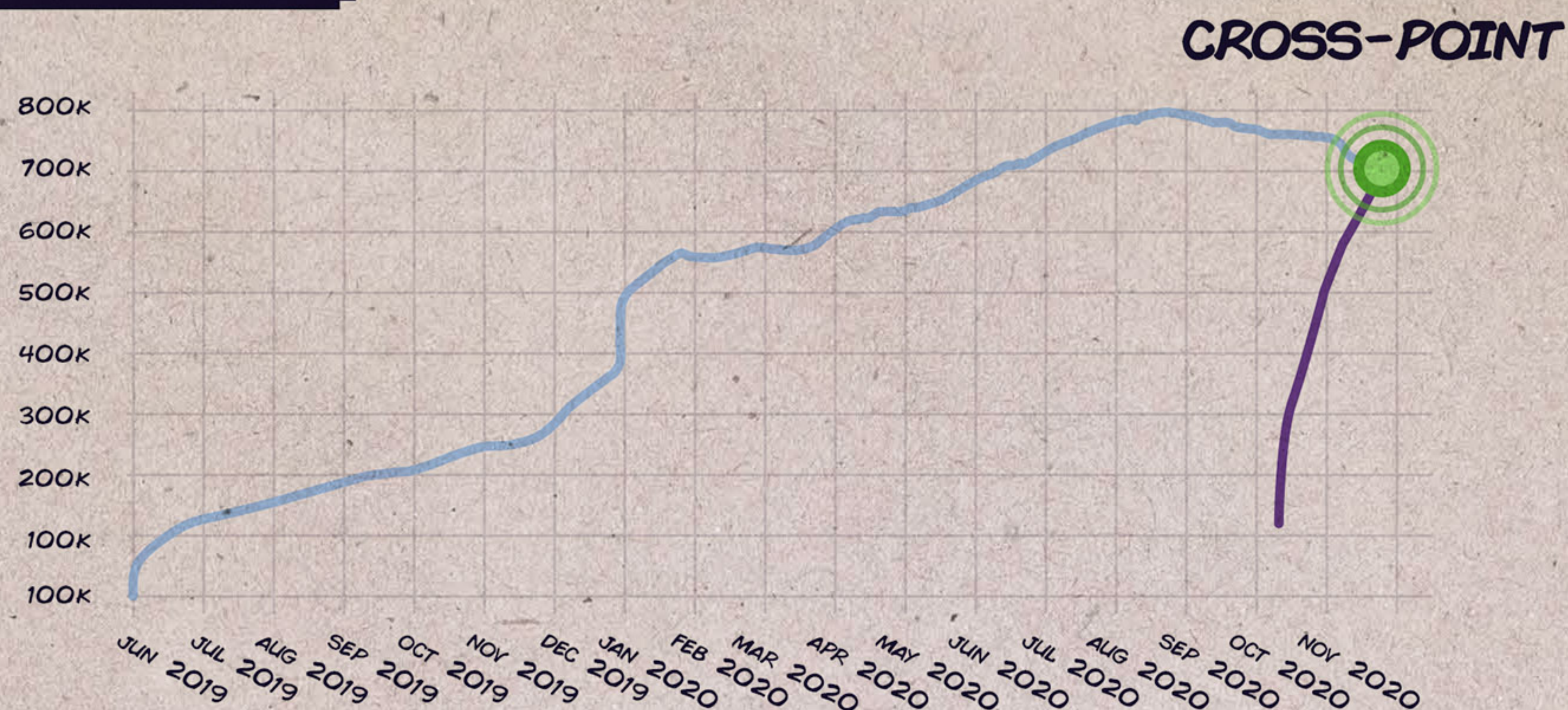
The standalone market is an order of magnitude larger than the PCVR market. Quest 2 surpassed Quest 1 Monthly Active Players (MAP) within 7 weeks of launch. Quest 2 has >2M active headsets today with >35% of the users using the built-in casting functionality. >60 game developers are making revenue in the millions, and this success will bring more studios, and downstream of that, players into the market.



QUEST 2 SURPASSED QUEST 1

MAP ON 2020 BLACK FRIDAY WEEKEND IN ONLY 7 WEEKS POST LAUNCH

- QUEST 1
- QUEST 2



Once we reach **10M** active devices on one platform, which **Quest 3** will likely get us to during **2023**, VR will become an inevitable strategy for any immersive entertainment company and the early majority will cross the chasm.

LIV HAS BEEN, AND WILL INCREASINGLY BE INSTRUMENTAL IN VR'S GROWTH. WE WILL REMAIN MARKET LEADERS IN EMPOWERING PEOPLE TO SHARE THEIR IMMERSIVE EXPERIENCES.

PRODUCT

In order to capitalize on the new standalone market, we set out to build our first mobile offering at the tail end of Q3 2020. We're now getting ready to release our standalone offering (no wires, no green screen; just your mobile phone, and your Oculus Quest) by the end of Q2 2021 and raise our next round on the back of the virtually overnight 10X growth we're expecting with our mobile app.



LIV, as a contributing member @ **OpenXR**, is leading the Mixed Reality initiative; we have alignment around ensuring that LIV works on a run-time level on the first unilaterally agreed on cross-platform infrastructure that all VR and AR companies will build on top of.

THE RESULT:

LIV WILL WORK INSIDE ANY SOFTWARE WITHOUT NEEDING AN SDK.



DEVELOPER INTEGRATIONS: 65

- 40 GAMES:
- 25 COMMERCIAL/EDUCATIONAL/OTHERS APPS

TOTAL DOWNLOADS: 7058 +42% (VS. PREVIOUS 31 DAY PERIOD)

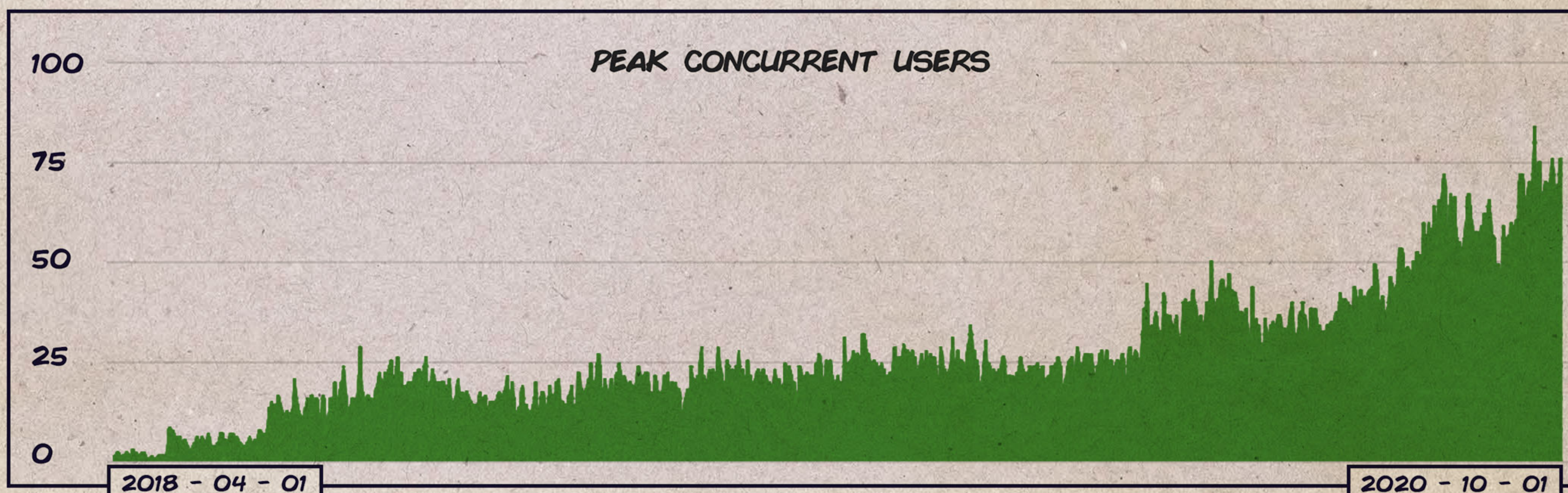
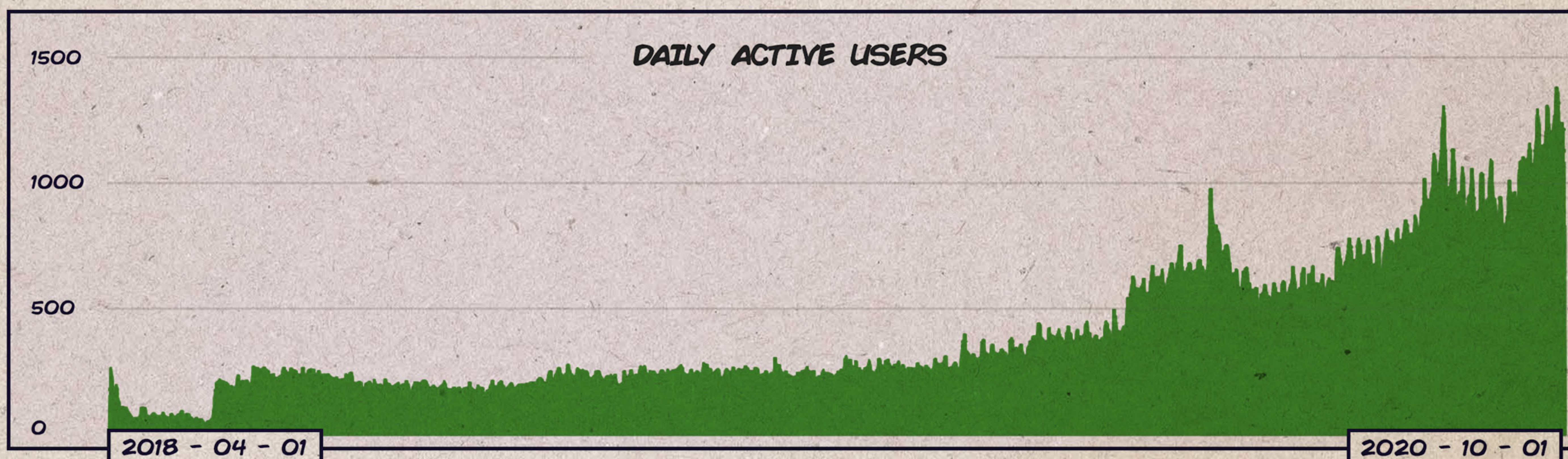
*WHO HAVE SPENT >1HR IN-APP.

DECEMBER

Peak Concurrent Users Average daily	998	-
Peak Concurrent Users Maximum daily	72	-
Active Users Average daily	1174	-
Active Users Maximum daily	90	-

JANUARY

Peak Concurrent Users Average daily	1262	+26%
Peak Concurrent Users Maximum daily	86	+20%
Active Users Average daily	1469	+25%
Active Users Maximum daily	105	+17%



As always, all our growth to date is 100% organic as a result of our flywheel:

More game integrations ⇄ **More streamers** ⇄ **More Views** ⇄ **More game integrations**

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FUNDRAISING

We're grateful to have backers today that we had the opportunity to build a relationship with before we decided to team up, and we'd like to replicate that for our next set of investors.

I want to talk to you if you are interested in UGC platforms, Communities V2.0 and the intersection of gaming, live streaming and immersive technology. I have some unique insights that I'd love to hear your take on.

LIV

LIV is on a mission to empower VR content creators and developers to grow, and interact with their audiences in real-time. We are obsessed with driving fun, intimate and juicy interactions between our users and their viewers, and are transforming the live gaming video consumption experience.

LIV is in >40% of the **Top 30 SteamVR** games and we've driven over **1.5 billion** views to our creators videos to date. If you are creating content in **VR**, you are using **LIV**. We're finding ourselves building the Holodeck of our times, and that is an incredible journey to be on. **Join us!**

