

Pitch deck

THE PATH OF UNDERSTANDING™ Digital solution

THE PATH OF UNDERSTANDING™ Digital solution (ENG)

YMMÄRRYKSEN TIE™ digisovellus (FI)

This innovation is also real Digitalgame

NOTICE!

This digital solution is IPR protected innovation

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ROBOLINE GROUP Oy & Mikael Järvenkylä TEAT, YJEAT

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Original, since 1997



INNOVATIVE SOLUTIONS TO EVERYDAY CHALLENGES



Our top innovations:

1. **THE ROAD TO UNDERSTANDING™** game world
2. **DROP NOT** accessory for Elbow crutches

ROBOLINE GROUP Oy

An opportunity for those who intend to
become entrepreneurs!

2. PROBLEMS

2.1. SOCIAL PROBLEMS

- EXCLUSION especially of children and young people
- TRAUMATIZATION e.g. through school bullying
- INVENTIONS, commercialization
- INNOVATIONS, utilization and internationalization
- IMMIGRANTS employment, finding your own career
- GAME DEVELOPERS, employment
- GAMES, access to play more widely

2.2. ECONOMICAL & OTHER PROBLEMS

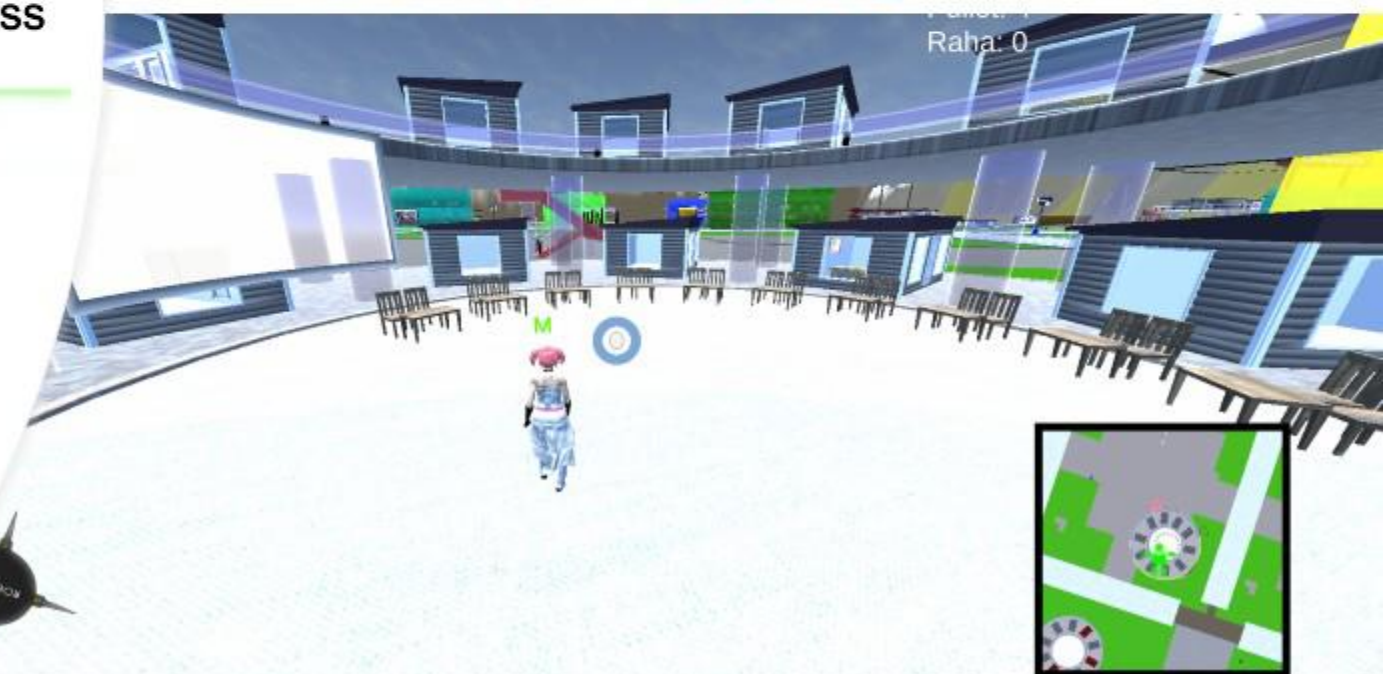
- Economic and service development
- Urban development, new building concepts such as the ROBOLINE BUILDING concept
- Piloting of buildings and infrastructure
- Development and piloting of taxi and public transport services



3. SOLUTION, digital

3.1. THE ROAD TO UNDERSTANDING™

- There is a solution in itself!
- An educational and community platform
- IPR protected
- A place where you can be seen and experience/discuss communally and safely
- A place where you can present yours:
 - For games by game developers
 - For everyone's services, products and content
 - Art, music, culture
 - Urban Development
 - Construction and Infrastructure Piloting
 - Taxi and Public Transport Service Development and Piloting



4. MARKET POTENTIAL

4.1. THE ROAD TO UNDERSTANDING™ - Game world market potential in euros

- For the first game world, more than €2.5 M

4.2. GAME WORLD STRUCTURE INFINITELY SCALABLE

4.3. OUR TARGET 0.005% share of the global free games market of €25 M

4.4. THIS GAME WORLD IS AN OPPORTUNITY FOR EVERYONE

- Developed based on needs and customers

4.5. ON THE RIGHT AN EXAMPLE OF THE GROWTH OF A GAME DEVELOPMENT COMPANY

- Even small game development companies can grow quickly

Small Giant Games Oy



	2019/12	2020/12	2021/12	2023/03
Liikevaihto (tuhatta euroa)	175748	369574	394417	484045
Liikevaihdon muutos %	8,1%	110,3%	6,7%	-1,8%
Liiketulos (tuhatta euroa)	-43364	152773	195676	250682
Käyttökate %	-24,7%	41,3%	49,6%	51,9%
Liikevoitto %	-24,7%	41,3%	49,6%	51,8%
Tilikauden tulos (tuhatta euroa)	-43844	126750	165841	203963
	52	58	61	78

An example of growth potential

Yritystiedot

Virallinen nimi: Small Giant Games Oy
 Liikela: YTY



5. EARNING MODEL

5.1. CONTRACT SALES

- Licensee agreements
- Sponsorship agreements
 - Both have 7 subspecies / methods

5.2. OUR AGREEMENTS HAVE PROVEN TO WORK

- The contract prices changed from September 1, 2024
- Our contract allows everyone to join, even enthusiasts!

5.3. NEW IS COMING TO THE GAME WORLD'S EARNING LOGIC!

- Micropayments which can give more possibility to our company, to customers and also to our game development team members.

6. COMPETITORS



6.1. MAJOR COMPETITORS

- Microsoft – Minecraft Education
- Smal Giant Games Oy

6.2. MIELI ry introduced a game where similarity is a part

6.3. AS FAR AS WE KNOW, THERE IS NO SIMILAR GAME AND OUR GAME IS IPR-protected

GAINS % OVER 50



asiakastieta Yritys Esim. 'Microsoft' tai 'Helsinki' tai 'Ohjelmointi' 0 tuot 0,00 €

Small Giant Games Oy⁺

Yrityksen Small Giant Games Oy (2534733-4) liikevaihto oli 484 miljoonaa euroa 2023 ja työllisti 78 henkilöä. Liikevaihto laski 1,8 %. Liiketoiminnan voitto oli 250,9 miljoonaa euroa ja liikevoittoprosentti oli 51,8 %. Yhtiön omavaraisuusaste oli 53 %. Tarkista tilikauden tulos Yritysanalysiraportilta tästä.

Y-tunnus	2534733-4
Maa	Suomi
Postiosoite	Kasarmikatu 42, 00130 Helsinki
Käyntiosoite	Kasarmikatu 42, 00130 Helsinki
Toimiala	Ohjelmistojen suunnittelu ja valmistus (62010)

AN EXAMPLE OF THE PROFITABILITY OF THE GAMES INDUSTRY

7. TEAM



7.1. OUR TEAM OF VERSATILE SKILLS

- Inventor of the game: Mikael Järvenkylä
- Team leader: Mikael J.
- CEO: Kari R.
- Our board: Mikael J. and Arto T.

- Our game development engineers:
- Antti N. & Tuomas P.

- Our game developer: Daniel M.

- Our IT & IPR expert: Seppo W.

• **We are looking for special skills and immigrants to join the team, with the fire to create a career**

8. SCORE



8.1. THE ROAD TO UNDERSTANDING™-Game world verify

- Our success in the realization of a new unique IPR-protected game world
- The ability of our team
- The ability to guide and lead a team
- The ability to create something new and unique

The game was commercialized even before it was ready for use



9. NEED

9.1. WE ARE LOOKING

- Salespeople for the marketing and sales of the game
- Angel investors
- New shareholders and a boost to board work

9.2. BETTING ONE STEP AT A TIME

- Step 1. We are applying for an investment of 100,000 euros
- Step 2. We are applying for an investment of 1,000,000 euros

9.3. WITH GAME DEVELOPMENT & INTO THE GAME WORLD

- New games
- Game developers

10. **THE ROAD TO UNDERSTANDING™** = **ROAD WITH NEW IDEA**

10.1. INNOVATION IS BASED ON FORCED CHANGE and THE BIRTH OF INSIGHTS

- Communal and respecting privacy

10.2. WE OFFER

- **For the game's salespeople / marketing team**
 - A fair commission for completed sales, calculated from the price without value added tax
- **Available to new shareholders at a separately agreed price**
 - 5,000 new A shares and or 5,000,000 new B shares
- **THE ROAD TO UNDERSTANDING™ - intended for everyone**
 - Opportunity to join **THE ROAD TO UNDERSTANDING™** game world
 - **Visibility that grows with our growth**
 - **The goal, starting from 2024, in 5 years to grow into a listed company with its own unique IPO strategy!**



THE ROAD TO UNDERSTANDING™ OPPORTUNITY FOR EVERYONE - WELCOME JOIN US!

Feel free to contact us :

Mikael Järvenkylä 050 3000 111 tai mikael@robolinegroup.fi

One-Liner of our company

The PATH OF UNDERSTANDING™ digital application is a service platform created to prevent exclusion and solve and develop various social and business problems. It is uniquely IPR protected and highlights high-quality and selected actors, increasing the competitiveness of the parties. (ENG)

YMMÄRRYKSEN TIE™ digisovellus on syrjäytymisen ennaltaehkäisyyn ja erilaisten yhteiskunnallisten sekä yritysten ongelmien ratkaisuun sekä kehittämiseen luotu palvelualusta, joka on uniikki IPR suojattu, ja joka nostaa laadukkaat sekä valitut toimijat valokeilaan kasvattaen osapuolten kilpailukykyä. (FI)

