# Entering the rapidly expanding mobile VR market,
selling controllers for mobile VR application development.
~ Supporting the regeneration of games with remaking and porting for secondary markets! ~

The market for mobile VR enjoyed with a smartphone and controller is expanding rapidly. The mobile VR marketplace is growing with **GearVR** (Samsung), which has sold over 5 million units and makes up 70% of the VR device share, Google's **Daydream View** that was released last year, **Chinese Mi VR (Xiaomi),** and **HuaweiVR** systems. Wonder League Corp (Tokyo/CEO Kitamura Katsutoshi) is entering this expanding mobile VR market with a project aimed at game companies, application vendors and unity engineers.

<Market Background and Problems>
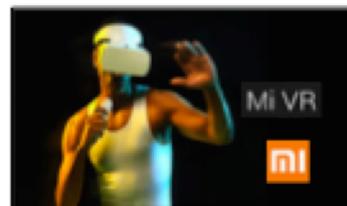
New mobile VR platforms are being born around the world thanks to smartphone manufacturers, but this manufacturer-led system has created a serious shortage of high quality games. Each platform uses a different SDK, meaning that it is difficult for developers to create games for each platform - contributing to a software shortage.

<Need for a secondary market and recreate versions>

We will offer a way to port existing 3D games for the growing global controller compatible mobile VR game marketplace. We will also offer a way to recreate Japan's famous games for mobile VR.   The mobile VR marketplace is currently suffering from a lack of high quality contents, which disappoints users. (Continues next page)

Contact：Wonder League Corp　Public Relations　victory@wonderleague.co.jp

Nishi-Shinjuku, Shinjuku-ku 2-6-1, Tokyo　Shinjuku Sumitomo Building 25F

Being a paid game application market, monetization is easy, and the large number of light games means that there will be great interest in remade Japanese 3D games, that are of high quality and have name value. Additionally, we plan to not only offer development tools, but can also cater to your needs fully, by taking care of the redevelopment, application process, and offer customer support in English and Chinese.

<Product and Services>

Wonder League was the first in the world to develop a tool that fills the gaps between each platform's development environments to effectively produce games. With our product, it becomes possible to create game applications without worrying about OS, device or SDK differences. We offer features for connecting an external controller and the smartphone application.
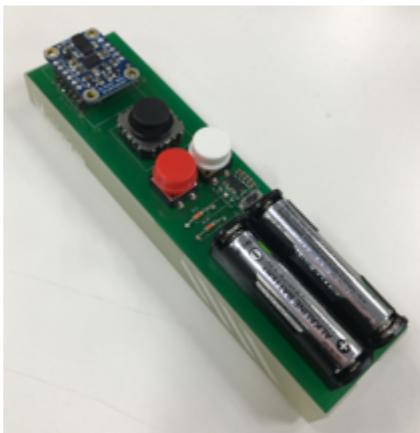
<Items to be sold>

Mobile VR Game Porting / Vroom Development Kit

- 2 Types of Software

(1) Vroom Integrated SDK (2) Vroom Controller SDK

- 1 motion controller for development

<Vroom Feature Explanation>

(1) Features of the Vroom Integrated SDK

1-1 New development / Recreation needs

= By developing games with Vroom and Unity, you can create for all mobile VR

platforms.

1-2 Porting needs = Makes it possible to port / recreate 3D games made with Unity or non-controller compatible VR games into VR games that can be enjoyed with a controller.

<Sales>

- (For purchase) Price: 380,000 JPY *SDK will be updated when required

- (For business co-venture) A 50% share of profits

* Development tools will be provided free of charge, and market statistics/application proxy and customer support can also be provided by us on your behalf.

<Targets>

- Unity Engineers

- Game Development Companies

- Application Developers

- Game License Holders

(2) World-First! A VR motion controller for iPhone will be commercialized.

We are looking for partners such as toy manufacturers to work with us.