



RIVALN

PLAY, SOCIALIZE, REDEEM!

Problem



The Problem

Gamers spend time, effort, and money while playing and socializing without a real value in return.



The Problem Size

Casual gamers account for +80M in MENA, spending an average of 12 hours weekly and +300 SR annually on gaming, while pro gamers who return value are less than 1% of the market.



Our Purpose

We are committed to revolutionizing how gamers play and socialize by integrating gamers' real lives with their passion for gaming.

Solution



The Solution

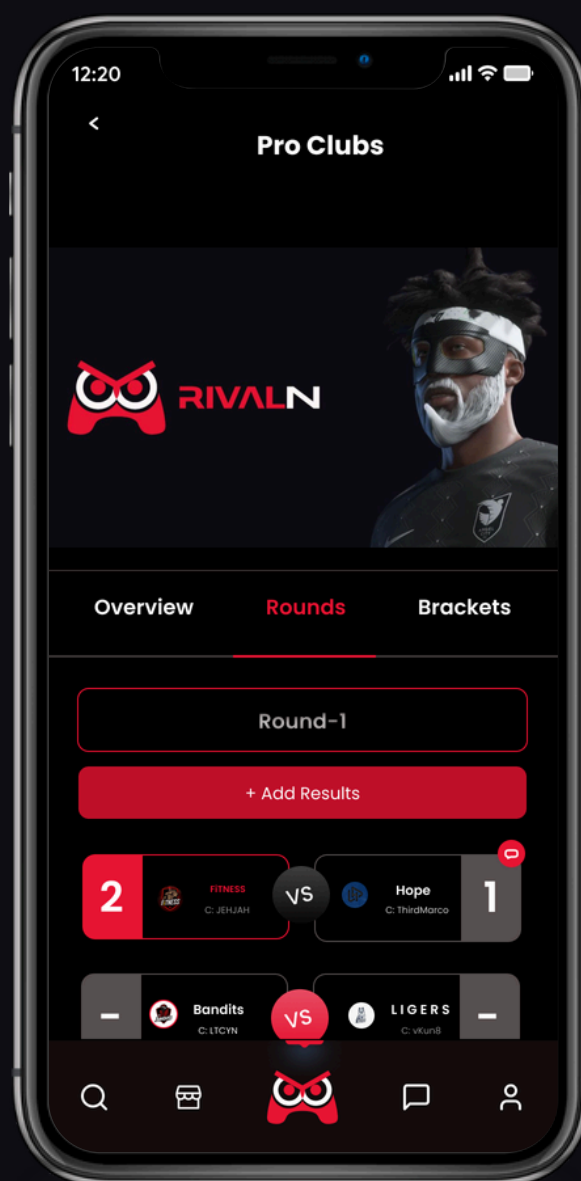
Gamers can earn points by participating in online competitions and socializing, which they can redeem for real-life rewards from our partners.



Our Offering

Serving +1.5K players/week, RivalN has hosted +120 online tournaments for +30K players, where users redeemed +600K points from playing worth +40K SR at RivalN Store.

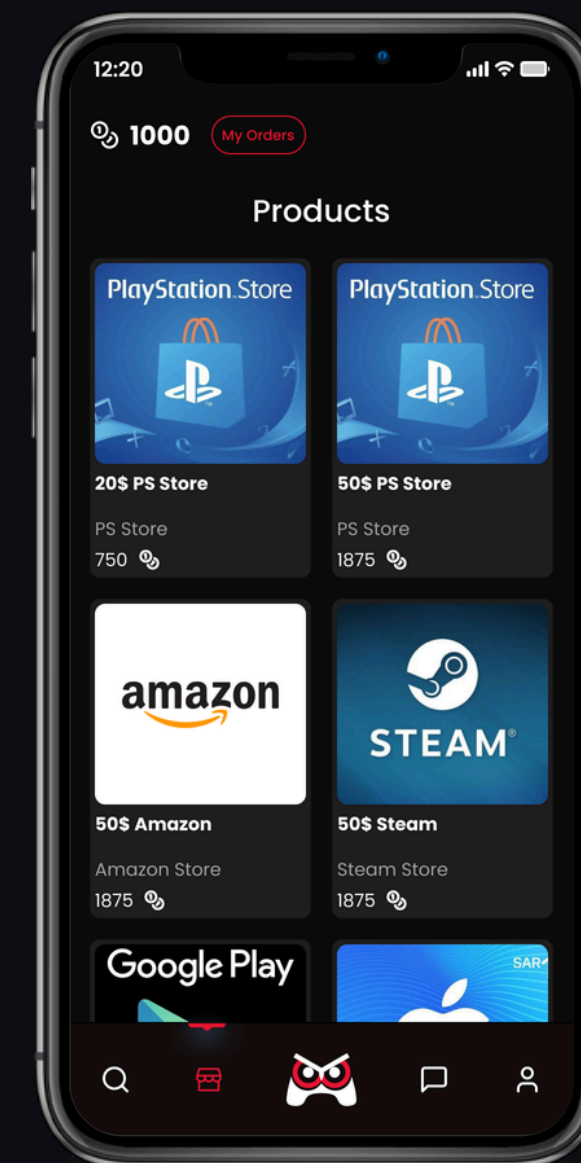
How Does it Work?



PLAY



SOCIALIZE



REDEEM

RIVALN CO-FOUNDERS



MUSTAFA ALDHAIF

CEO

Ex- KFUPM, MISK, and Monsha'at accelerators.

Action Coach Graduate

Master's Degree in Project Management from KFUPM.



ALAWI ALKHABBAZ

COO

+5 years of experience in Esports operations.
[+100 online events]

+3 Years of experience in Esports Sales
[+4.0M SR in sales deals]



ABDULJABBAR ALQASSAB

CTO

+5 years of experience in tech team hiring and leadership.

"Get things done" Specialist and tech advisor for startups.



MOHAMMAD ALHAWAJ

Product Development Manager

Hardcore gamer with +10 years of experience in managing and leading gaming communities.

Transitioned RivalN from MVP to a scalable product.



HUSSAIN ALKHATTI

Marketing Manager

+3 years of experience in managing a marketing department.

Managed content creation and acquisition growth.

RIVALN SPECIALISTS



RAYAN MUSALLI

Sales Manager

Ex- Alothaim Investment
Esports Sector

Esports B2B Specialist



HASHIM AL SHOBBER

Financial Manager

+10 years of experience in
banking and financing.

Serial Entrepreneur



The Market

PAM: Video Games Worldwide

3.1B Number of Gamers worldwide

1.05T Market Value (SR)

10.3% CAGR

TAM: Online Gaming Worldwide

1.1B Number of Online Gamers worldwide

229B Market Value (SR)

7.97% CAGR

SAM: MENA Online Gamers

80M Number of MENA Online Gamers

18B Market Value (SR)

21.1% CAGR

Competitive Analysis

Features					
Automated Online Competitions	✓	✓	✓	✓	✓
E-Commerce Offering	✓	✓	✓	✓	✗
Consistent Weekly Tournaments	✓	✗	✗	✗	✗
Collect & Redeem System	✓	✗	✗	✗	✗
Brand Partnership & Loyalty System	✓	✗	✗	✗	✗
Talents Development Program	✓	✗	✗	✗	✗
B2C: Digital Products and Features	✓	✗	✗	✗	✗
Game Publishing	✗	✓	✗	✗	✗
Cloud Gaming	✗	✗	✓	✗	✗

Revenue Streams

Our integrated solution serves B2C, B2B, and B2G client segments, generating diverse revenue streams through a unified core operation. This approach allows us to scale effectively while maintaining focus and cohesion.

B2B STREAMS

SPONSORSHIPS

Active: 5 Sponsorships

We deliver brands' messages through online gaming and Esports events.

PARTNERSHIPS

Active: DaleelStore

We promote brands' products through RivalN Store.

COLLABORATION

Main stream Now: +450K SR up to date

We link talented gamers with Saudi clubs to play in the Saudi E-league.

B2C STREAMS

SUBSCRIPTION

2025

We offer a freemium model and will introduce a subscription system for premium services.

ADVERTISEMENT

2025

In-App Ads.

SHOP PURCHASES

2025

We will offer our merchants in RivalN Store.

B2G STREAMS

EVENTS

In-progress

Serving The National Gaming & Esports Strategy.

Growth Metrics

KPI	Current (End of Oct)	2024	2025	2026	2027
App Downloads	+20K	40K	500K	3.0M	8.0M
Monthly Active Users Rate	33%	35%	38%	40%	42%
Retention Rate	38%	40%	42%	44%	45%



Financial Projection

KPI	2024	2025	2026	2027
Revenue (SR)	322K	1.37M	7.78M	26.3M
Cost of Goods Sold (SR)	25.7K	143.0K	1.10M	6.88M
Operating Expenses (SR)	1.14M	2.64M	4.62M	8.04M
EBITDA (SR)	-847K	-1.41M	2.07M	11.40M

Investment Opportunity



Pre A Round

5M SR for 12% Equity



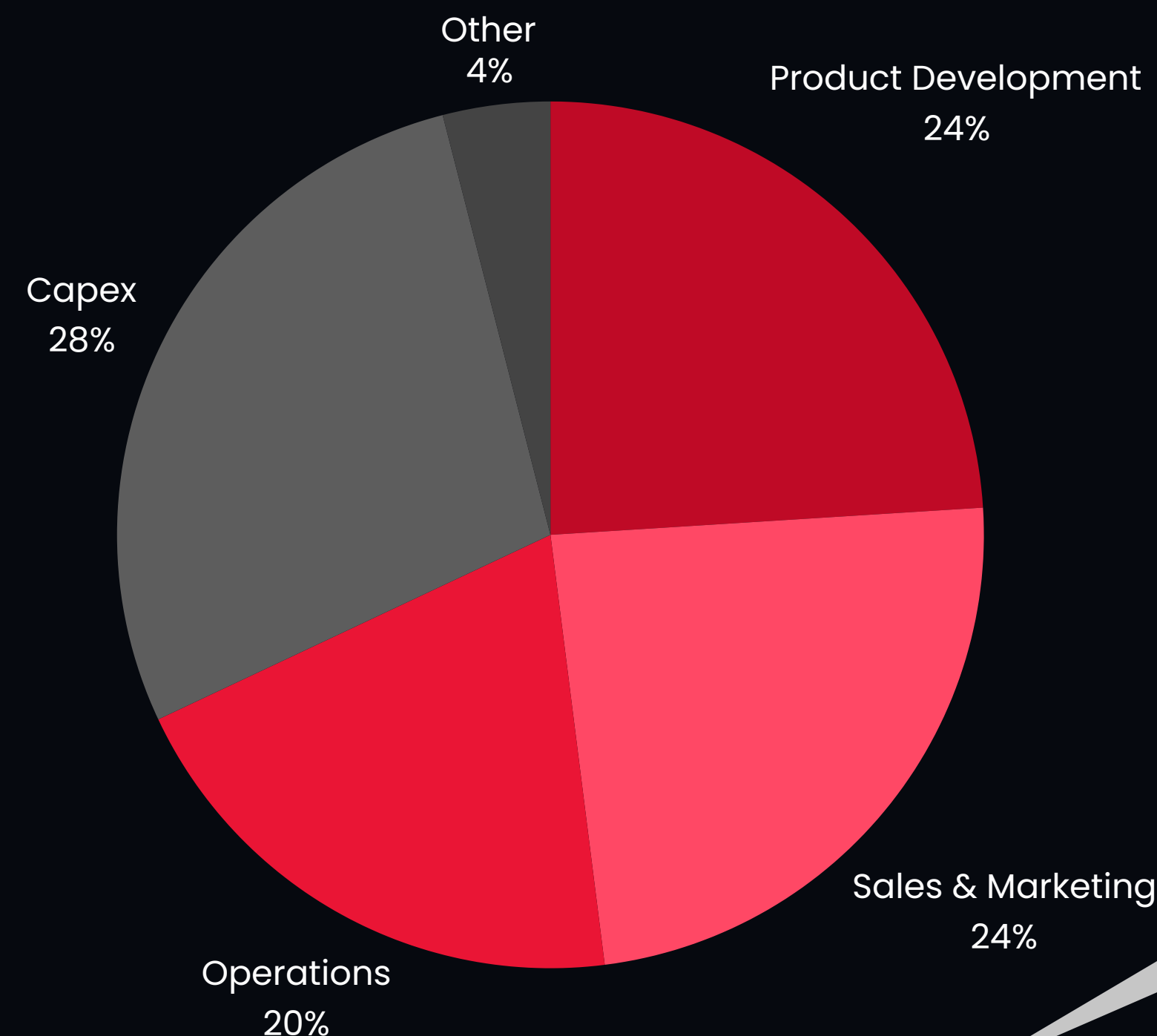
Runway

18 Months



Use of Fund

- Product Development: Early majority Fit and new features.
- User Acquisition: 3.0M Users.
- Monetization: Launch, optimize and scale revenue streams.



Why Now?

National Gaming and Esports Strategy (NGES)

RivalN actively supports (NGES) by increasing the gamer population, hosting more gaming events, nurturing local talent, and engaging the private sector within the gaming value chain.



Gaming and Esports Growth

With +21M gamers in Saudi Arabia, developed infrastructure, and substantial government investments of +142 billion SR to boost the sector, the gaming and Esports industry is the future to reach the world.

Gaming and Esports Opportunities

Saudi Arabia is hosting the major Esports events: Esports World Cup, Saudi Esports Leagues, and Esports Olympics. This creates vast B2C, B2B, and B2G opportunities, positioning RivalN to capture market share with its innovative solutions.





RIVALN

Enjoy it, Earn it, Take It to The Next Level!



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