Game Loot Network is currently Reg A+ Approved

PLAY VIDEO

0 Followers

$0.00 Raised 0% of $0 - $1M goal

Game Loot Network

Video Games Mobile Apps Blockchain

Overview Team Terms Engage SHARE

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THE NEXT EVOLUTION IN MOBILE GAMING

What is Game Loot Network?

Well, simply put, Game Loot Network is the next evolution in mobile gaming.

Let me tell you a story. When I was a kid, my 6 friends and I would spend hours upon hours at the local arcade competing against each other to earn prizes and tokens and tickets. To be honest, we were totally addicted to the rush of adrenaline that we would get when we'd win. What mattered was that we were competing and playing games with each other and that we were winning awesome prizes.

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There are arcades still in existence on practically every single boondocks, but they're not the same anymore. Video games have moved on to the personal computer and gaming consoles like Xbox and PlayStation. That was our first official 1 million dollar pivot in the past year.

Here's the thing I couldn't understand. Why hadn't someone created this experience in the mobile gaming industry? Wouldn't it be incredible if you could play games with people with your friends? How cool would it be to play in tournaments against your friends? What if you could win tournaments again people all around the world, while playing mobile games that you love on your smartphone or tablet? And then, after you've played a great time playing your favorite games with your friends - and some new ones you met in the tournament - you could take the time to watch the replays and look for cool stuff? Wouldn't that be fun?

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That's when Game Loot Network was born.

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Mobile gaming is currently over a $45 billion a year industry. Revenues are exploding on a regular basis and the industry is booming. But, despite the revenue explosion, despite the millions of new gamers that download the free games everyday, despite the billions being spent, there is currently a mostly solitary one that leads to fun, it leads to killing time, but it doesn't lead to real stuff.

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Until Now :-)

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Play games, have fun, compete against others, win Cool Stuff. Sounds awesome, doesn't it. That's Game Loot Network.

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Game Loot Network has grown from just an idea to a thriving and community of mobile gamers who are competing in tournaments every week. What started as tremendous team of seasoned, successful, passionate and highly experienced professionals who have guided this mission through several critical phases.

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Since our official launch on June 1st, 2019, through the end of the 2nd quarter of 2020, we've had over 1,000,000 installs. That was our

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We are already available in over 100 countries - and we invite YOU to be a part of the mobile gaming revolution. In order that we be truly prepared, we have dedicated ourselves to the following goals: We intend to achieve the coveted ISO 9Go Room Capital Readiness Score and we are dedicated to the highest standards of quality and security. For those who want to participate in our ecosystem, we've dedicated ourselves to the

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community to every corner and every mobile device in the world.

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It's Time To Power Lift.

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Lance Baker
Founder & President
Game Loot Network

ABOUT GAME LOOT NETWORK

Game Loot Network Beta opened in May 2015 and culminated in full launch on June 1st, 2016. This period was critical in that it allowed us to fully test not only our go to market strategy but also the technology and systems implementation necessary to fulfill those goals. During the Beta period, we were able to test the Game Loot Network games via our platform, beginning the implementation of what would become the Game Loot Creator Network.

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MILESTONES SINCE OUR OFFICIAL LAUNCH ON JUNE 1st, 2016

- Game Loot Network generated over **$125,000** in sales in our very first month.
- We held our **Game Dot Kickoff Event** in Las Vegas on October 15, 2016 with over 600 people in attendance.
- We launched the Game Loot Creator Network in December, 2016 with Play Brains Studios in Ottawa, Ontario, Canada.
- **Eggies Tournament - Edition** was our first fully integrated developer program game. It is scheduled for release in February, 2017 and currently has over 5 million users on Facebook and Apple iOS.
- Game Loot Network produced over **65,500,000** in annual revenue in 2016, even though it didn't launch until December.

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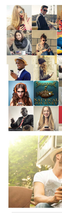
THE MOBILE GAMING REVOLUTION IS HERE



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WHAT SETS GAME LOOT NETWORK APART?

Game Loot Network is the very first mobile gaming company that allows gamers to purchase a universal currency that we call Game Loot Tokens. Game Loot Tokens can be earned, they can be won in multiple ways and they can be used within all of the mobile games in our ever expanding game network. Game Loot Tokens can also be used to enter tournaments and pay head to head against other players. Tournaments are hosted in games as they achieve higher scores, play more often and place in tournaments or head to head play. As gamers increase their number of tickets, they can redeem those tickets for valuable prizes and awards in the Game Loot Rewards Center.

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Mobile gaming - even when you are playing by yourself - is fun and exciting and millions of people across the globe play every single day. By coupling mobile gaming with the social gaming aspects of competing against friends and other players around the world, as well as rewarding gamers for their success, Game Loot Network is truly the very first mobile gaming network that has truly embraced and developed social gaming features and function as our primary user experience.

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In addition to Game Loot Network's unique social gaming model, we have created not only a unique but truly win-win customer acquisition model. As gamers play games, they earn Game Loot Tokens. As they earn Game Loot Tokens, they can use them to play in tournaments and win more tokens. This creates a continual competition within the mobile gaming space and drives customer acquisition costs higher and higher within the game developer community. Game Loot Network has solved that challenge by creating a unique and lucrative affiliate model that compensates our affiliates every time they refer someone who purchases Game Loot Tokens. In addition, Game Loot Network compensates our affiliates every time they refer referring other mobile gamers to our network. This model has proven to be extremely effective in the freemium mobile gaming model by giving gamers free upgrades to specific game and is what has driven the massive viral growth within the multi-billion dollar mobile gaming industry. Game Loot Network has created a model that is scalable, sustainable and profitable.

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THE ULTIMATE MOBILE GAMING COMMUNITY

- Game Loot Network is a vastly improved gamer experience over traditional social gaming platforms.
- Our universal Game Loot Tokens can be used within any mobile games within our Game Loot Network.
- Mobile gamers can win and earn digital tickets that can be redeemed for valuable real world prizes.
- Mobile gamers have the ability to compete against others in tournaments and head to head play.
- Mobile gamers can earn Game Loot Tokens by referring other mobile gamers to our network.
- Game Loot Network has an optional affiliate program for an additional stream of income.
- The revolutionary Game Loot Network Developer Program offers game developers the ability to bring their games to the network to create a much needed recurring stream of revenue.

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THE MOBILE GAMING INDUSTRY

Mobile gaming revenues surpassed the sum of home and PC video game revenues combined for the first time in 2019 with over $34.8 billion. The industry grew almost 20% to over $40 billion in 2019 and is expected to surpass $74 billion by 2020. This massive growth has created a tremendous amount of attention from both venture capital and alternative capital investors and mobile game developers in every gaming vertical within the marketplace. While this growth has come a tremendous amount of risks and challenges, it's the perfect storm for innovation. Game Loot Network has a revolutionary model that is poised to capture a significant share of the mobile gaming industry and become a leader in the mobile gaming space.

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Social gaming platform growth enhances the user experience while at the same time creating an opportunity for mobile game developers to thrive by leveraging the social gaming platform to increase user engagement and monetization. Game Loot Network is the only mobile gaming platform that is truly dedicated to the mobile game developer community and is the most established, the most feature rich and the most successful.

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Currently, the vast majority of games within the mobile gaming industry are a freemium model where players can purchase upgrades and enhancements to their offerings. This strategy, though successful, requires massive amounts of downloads as only 2 - 3% of every 1,000 people spend money within a mobile game through in-app purchases. As the industry has become more competitive, the cost of acquiring users has increased and as game offerings, the cost per download and the cost to acquire a customer has skyrocketed. Because of this, using the freemium monetization model is not a viable option for most developers and has not only become less effective but overly costly for even the largest and most profitable game developers.

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By creating our innovative, next-level and unique social gaming platform, Game Loot Network has introduced a subscription based licensing strategy that allows mobile game developers an truly cost effective way to monetize their newly developed content - but equally important - also it's legacy gaming content. By allowing gaming developers to introduce not only new customers, but also a new and recurring revenue model, Game Loot Network has created a unique and win-win ecosystem for both mobile gamers and mobile game developers through our ever growing vertical and around the world.

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GAME LOOT NETWORK TIMELINE

LEADERSHIP TEAM

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Meet the Founder

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Lance Baker

President & Founder

Lance Baker is the founder, architect and President of Game Loot®. However, his expertise as "all things gaming" is what has driven the success of Game Loot® almost literally 20 years ago when he launched one of the first Internet based bar services in the late nineties. Lance has been a lifelong gamer and has been involved in competitive video gaming since the early days of Atari and Intellivision. He has been a pioneer in the online gaming industry since the mid-nineties and has been a leader in the Mobile Slot and Arcade Game space since 2010. He has assembled and developed an incredible team of professionals that have created the Game Loot® Platform and are the backbone of the Game Loot® Network. He was early on that the mobile gaming industry is where the future is for gamers, interests, communication and entertainment. Through mobile gaming and we've always this is his book and his passion. Lance is the Founder, President and Administrator. He strives to innovate the multi-billion dollar mobile gaming industry is what drives him and his team to create The Ultimate Gaming Community.

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And the Rest of the Team

Douglas A Kinsey
Chief Executive Officer

Doug Kinsey earned a Bachelor of Science degree in business administration from the University of Missouri-Kansas City's Henry W. Bloch School of Management. He is a member of the Beta Gamma Sigma honor society. Doug has been a successful business leader for over 30 years, he guided the company in private placements and helped secure an instrumental acquisition by AutoTrader.com of Atlanta, Georgia. He has also served as CEO of a successful business efforts as well as directing its financial interests, currently serving as Chairman of the Board of Directors. Kinsey's leadership in the Greater Kansas City Metropolitan Area and in the automotive industry for nearly Thirty-Five years has been instrumental in helping shareholders in numerous start-ups find an optimal knowledge of financial and operational issues. Doug is the Game Loot® Network.

S. Patrick Higgins II
CPO/ General Counsel

Pat Higgins earned a Master of Science in accounting from Auburn University and a Juris Doctor degree from the University of Missouri-Kansas City School of Law. He is a member of the Missouri Bar Association and is licensed to practice law in all Missouri courts as well as the United States District Courts for the Western and Eastern Districts of Missouri. He also earned a Bachelor of Arts degree in economics from the University of the Ozarks where he was a member of the Pi Kappa Alpha fraternity. Pat is responsible for all corporate accounting and legal matters for Game Loot®. He is also managing the financial aspects of the company. He handles all legal and compliance matters for the company. Pat has been a successful entrepreneur for over 20 years and has been involved in several start-ups, moving into the legal profession in 2008. Pat has managed his own law firm, and for the past two and one half decades he has been a successful business owner, CEO and General Counsel in the fields of eCommerce, technology and law.

Christopher Haney
Chief Marketing Officer

From his time on the United States Marine Corps, to his successful career as a Financial Advisor in Kansas City, Chicago, Illinois to global negotiations as an international consultant, to an instructor and coach, Christopher Haney has had a diverse career. He has been a successful leader in the world through Twenty-Seven (27) years of experience. Chris has successfully created his presence in digital marketing in 2011 as a way to combine his passion for sports, entrepreneurship and desire to be a part of unlimited income. He has been a featured speaker for numerous business and networking organizations and has served as a consultant and strategist for several Fortune 500 companies.

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Offering Summary

GLN Holdings, Inc. doing business as Game Loot Network is issuing 40,000 Class A Common stock at $25 per share. The target offering amount is $1,000,000.

The funds raised through this Title III Regulation A+ will be used for Marketing, Product Development, Working Capital and for the sale, maintenance, Game Loot Network platform, mobile app improvements, maintain operations, legal strategic partnerships, marketing, domestic and international expansion and reserves.

Irregular Use of Proceeds

The Company might incur irregular use of proceeds that may include, but are not limited to, the following: Vendor payments, salary made to one's self as a friend or relative, any payment to officers, directors or employees that is not strictly for administrative purposes, any expense labeled "travel and entertainment", any payment that is a fee for the use of inter-company debt or bank payments.

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Offering Details

SHOW MORE

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Risks

A crowdfunding investment involves risk. You should not invest funds in this offering unless you can afford to lose your entire investment. In making an investment decision, investors must rely on their own examination of the issuer and the terms of the offering, including the merits and risks involved. These securities have not been recommended or approved by any federal or state securities commission or regulatory authority. Furthermore, these authorities have not confirmed the accuracy or determined the adequacy of this document. The U.S. Securities and Exchange Commission does not pass upon the merits of any securities offered or the terms of the offering, nor does it pass upon the accuracy or completeness of any offering document or literature. These securities are offered under an exemption from registration; however, the U.S. Securities and Exchange Commission has not made an independent determination that these securities are exempt from registration.

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Updates

Follow Game Loot Network to get notified of future updates!

Comments (0 total)

Add a public comment...

POST

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