



THE ULTIMATE ENGAGEMENT POWER-UP

Deep Engagement. Seamless
Integration. Proven Growth.



DEFEATING THE DAILY ACTIVE ENGAGEMENT BOSS REQUIRES MORE THAN JUST CONTENT

THE BUILD IT YOURSELF TRAP

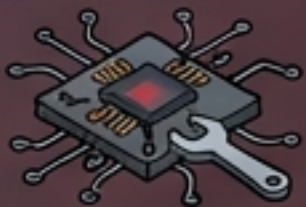
GAME OVER



Costs \$500K+ upfront.



Takes 12-24 months to launch.



Building a bespoke gaming engine drains internal resources and delays go-to-market.

0%

HEALTH: **CRITICAL**

THE LICENSE GAMES TRAP

LOW STATS



Costs \$50-200K/year.



Provides raw content, zero retention mechanics.



Licensing gives you isolated games, not a cohesive, daily habit-forming ecosystem.

30%

HEALTH: **VULNERABLE**

YOUR **SINGLE API KEY** TO AN ENTIRE ENGAGEMENT STACK



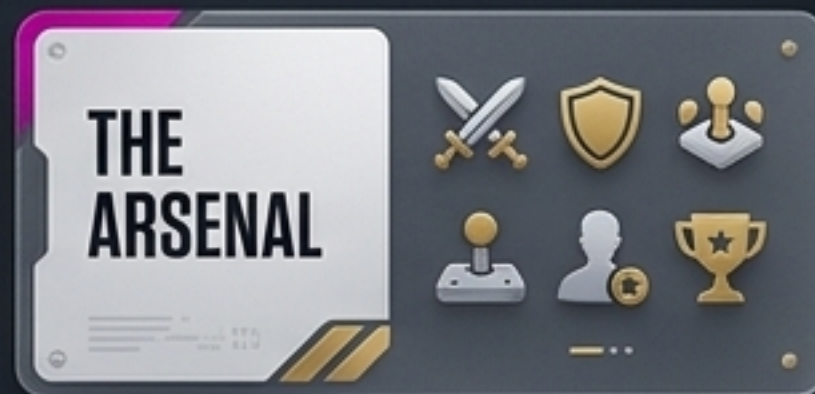
Less than 7 Days.
Not months. Not years.



3 Tiers: API, Widgets,
PHP Framework.



100% Partner Data Isolation.
Your players, your data, your rules.



Unlocks 60+ HTML5 Games,
players, quests, clans, clashes,
and AI coaching.

OUR ENGINE DOES THE HEAVY LIFTING WHILE YOU OWN THE ECOSYSTEM



**THE PARTNER'S
BRAND ECOSYSTEM**

Your Domain, Your Brand, Your UI.

You retain total control over the player relationship and frontend experience.



**THE JSON REST API
& AUTH BRIDGE**

**JWT Authentication, HMAC-signed scores,
CORS-enabled.**

The secure bridge. Clean REST endpoints seamlessly connect our engine to your platform.

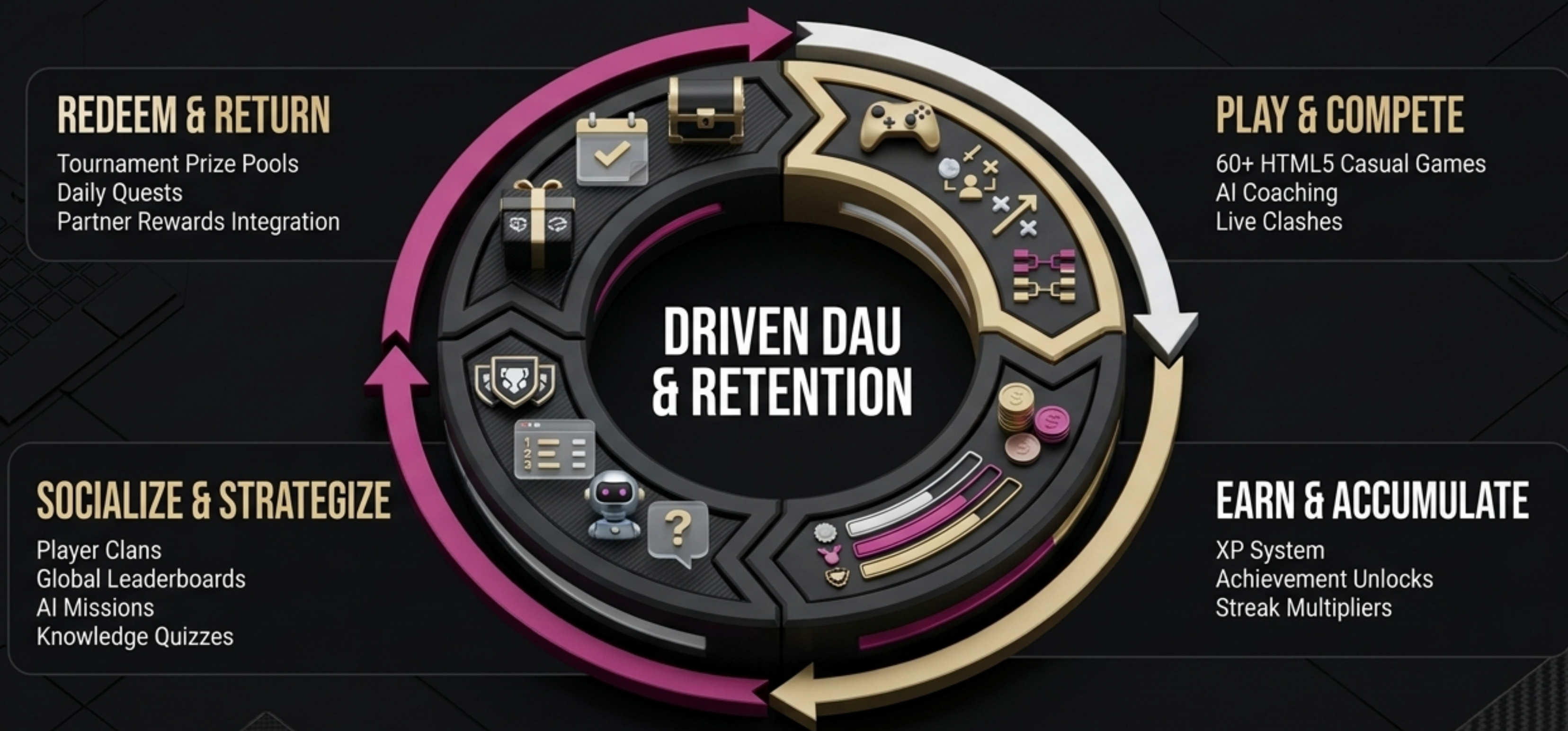


**GAMEZBOOST
ENGINE**

**Multi-tenant infrastructure, AI Tournament
Director, Player management, XP scoring.**

We host the games and manage the complex engagement logic in complete, per-partner isolation.

CREATING AN INFINITE HABIT LOOP THAT BRINGS PLAYERS BACK DAILY



Turning casual play into appointment-based competitive events

Tournament Anatomy

Format 01: Leaderboard Stack



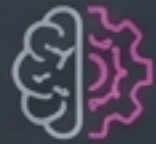
Best Score format. Run asynchronously over days or synced for a short live event. Features automatic ranking and tiered XP prize pools raining down the stack. Includes skill & XP eligibility gating.

Format 02: Knockout Bracket



Double-Elimination format. 8, 16, 32, or 64-player seeded brackets. Losers bracket ensures two losses are needed to be out, keeping audiences engaged longer.

COMMAND CENTER CONTROL POWERED BY AN AI TOURNAMENT DIRECTOR



AI TOURNAMENT DIRECTOR

Describe the competition in plain language (e.g., 'Weekend 5 Fruit shootout for top 100 players'). The AI drafts the game, format, schedule, and valid prize tiers automatically.



VISUAL BUILDER

Create and edit from a single screen with validated publish gates that prevent scheduling clashes.



LIVE STATS & REPORTING

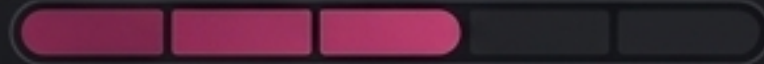
Per-tournament dashboards tracking registrants, XP awarded, no-shows, and per-day engagement metrics.

CHOOSE THE DEPLOYMENT LOADOUT THAT MATCHES YOUR TECHNICAL TIMELINE

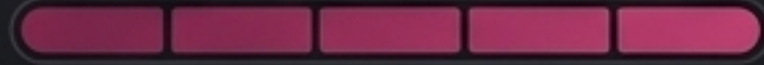


JSON REST API (Full Control)

Time to Live: Days to weeks **3/5**



Tech Effort: High **5/5**



Full access to games, auth, scores, quests, and clans to build entirely custom UI/UX.

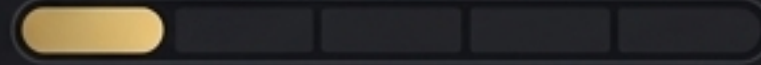


Embeddable Widgets (Rapid)

Time to Live: Minutes **Full Speed** **5/5**



Tech Effort: Low **1/5**

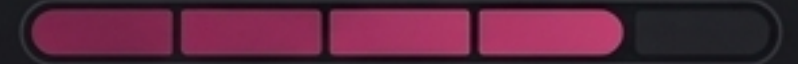


Drop leaderboards, game launchers, and quizzes into any existing CMS (WordPress, Wix, etc.). Auto-resizing and CORS-enabled.

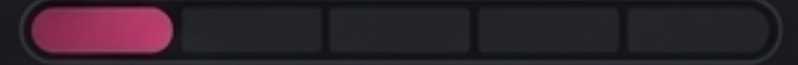


GMZBST Framework (Turnkey)

Time to Live: Under an hour **4/5**

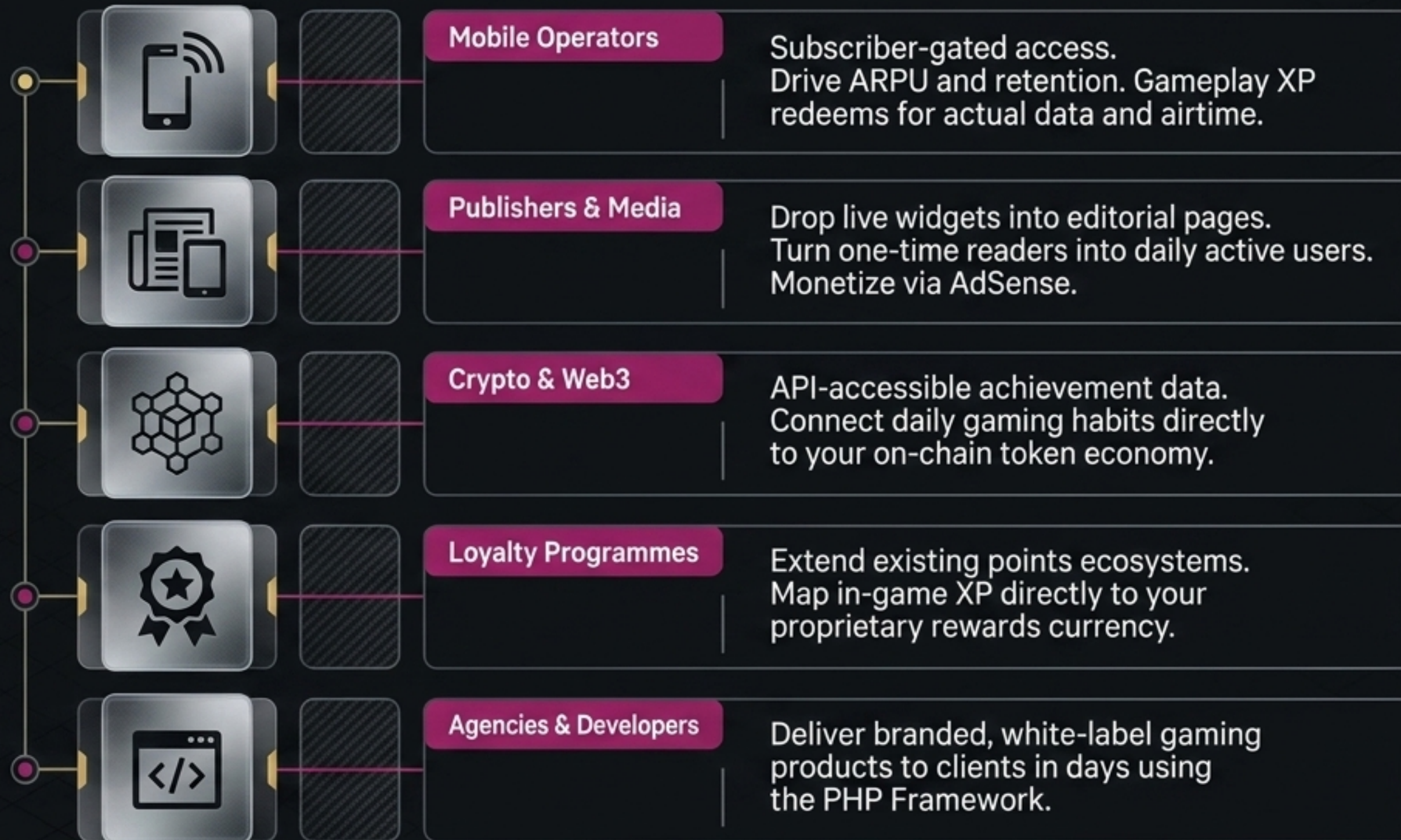


Tech Effort: Low **1/5**



A complete, ready-to-run gaming site on your domain that calls the GameZBoost API for all heavy lifting. Edit one config file.

ENGINEERED FOR THE DISTINCT MECHANICS OF YOUR INDUSTRY VERTICAL



WE HOST THE GAMES. YOU OWN THE BUSINESS METRICS.

IN-GAME ACTIONS



THE GMZBST API

XP mapped securely via
JSON REST API / JWT Auth.



TELCO INFRASTRUCTURE

Translates to Data
Bundles & Airtime.



LOYALTY STACKS

Translates to Brand
Points & Vouchers.



WEB3 ARCHITECTURE

Translates to
On-Chain Tokens.

Flexible revenue structures that adapt to your monetization strategy

Ad Supported (Free Access)

Integrate your own Google AdSense ID. You keep 100% of the ad revenue. We take no share.



Operator Gated (Premium Access)

Unauthenticated users redirect to your subscriber flow. You control the gate and the XP redemption logic.



Usage Based (SaaS Scale)

Tiered API pricing based on registered players. Start on a free tier and pay predictably as your audience grows.



Hybrid Models

Combine strategies. Offer an ad-supported free tier with a subscription upsell to remove ads.



THE HIGH SCORE BOARD: WHY GAMEZBOOST WINS THE DEPLOYMENT RACE

	Build It Yourself	License Games	GameZBoost
Time to Launch	12–24 months ⌛	3–6 months ⌚	✓ Live in Days ⌚
Upfront Cost	\$500K+ ❌	\$50–200K/yr 💰	✓ Predictable SaaS Pricing 🏆
XP, Quests, Clans Engine	You build it ❌	Basic at best ❌	✓ Full Stack Included 🏆
Tournaments Engine	You build it ❌	No ❌	✓ Leaderboards + Double-Elim 🏆
Partner Data Isolation	You build it ❌	Rarely ❌	✓ 100% Full Isolation 🏆

Stop building. Start deploying.

- ✓ Zero upfront infrastructure costs.
- ✓ Three integration paths (API, Widgets, Framework).
- ✓ 100% partner data isolation.

**Grab your API key and launch
your platform today.**

