

H1 2024 Partner Newsletter

The World's Largest Official Retro Gaming Service













Confidential

Foreword

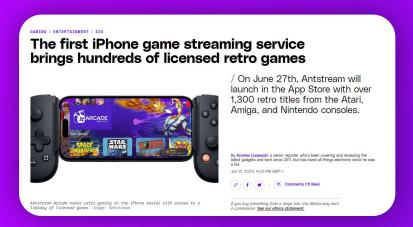
The Antstream team are proud to update you on our recent achievements. Your unwavering support has been crucial to our success.

Our growth has been strong, marked by the launch of the first cloud gaming platform on Apple iOS. We're also preparing for our largest launch on PlayStation, expanding our retro games to a wider audience.

The positive press surrounding Antstream reflects our team's hard work and later this year, we will unveil an overhauled UI/UX to enhance user engagement.

Thank you for your collaboration and trust. Together, we're preserving, celebrating and sharing the timeless joy of retro and indie gaming.





Antstream is fast becoming the world's most distributed cloud gaming platform. Since launching on Xbox in July 2023, Antstream became the first native cloud gaming platform to launch on Apple iOS devices.

Set to be our biggest platform launch, Antstream is excited to be launching on Playstation. We look forward to bringing you more news on our launch date after Gamescom





World Business



The Antstream management team will be present at Gamescom August 20th to 23rd.

For our treasured partners we would like to welcome you to visit us on the UKIE stand hall 3.2, D20-F39. Please contact us if you'd like to meet one of the team to hear about exciting plans for the future.



The Antstream CEO - will be in Tokyo for the week commencing and during Tokyo Game Show 2024. We'll be reaching out to our partners to arrange meetings.



Review Sentiments



"A Wonderland Full Of Retro Gaming History" - Gaming Bible

"it turned my Xbox into a glorious 80s arcade" - Tom's Guide

"One Of The Best Ways To Enjoy Retro Video Games" - Console Creatures

10/10	5/5	8.5/10
Movies Games and Tech	Tech Stomper	CGMagazine
8/10	8/10	8/10
Gamepur	PressPlay	Select Button
7/10	8/10	7/10
ZTGD	Digital Chumps	Gaming Bible
4.5/5	7/10	4/5
XboxHub	Gamespew	Tech Radar

The best cloud gaming platforms ranked































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Growing Team

This quarter we focus on our growing team in marketing and business development.

Stewart Stanbury joins us as Marketing Director, with senior experience from Google, Jagex, Frontier and Megabit. In addition, dedicated resource in PR, communications, community and influencers, Antstream is set to continue growing our natural reach.

Charlie Andre-Barrett joins as our Director of publishing, who has over 30 years experience launching games across many platforms and regions including Bethesda, Curve Games and Team 17. Charlie will be responsible for taking Antstream to more platforms, retailers, regions and partners.



StewartMarketing
Director



DianeCommunications



CharliePublishing
Director



BexCommunity





We thank you for your unwavering support and and look forward to a bright future of shared successes.

