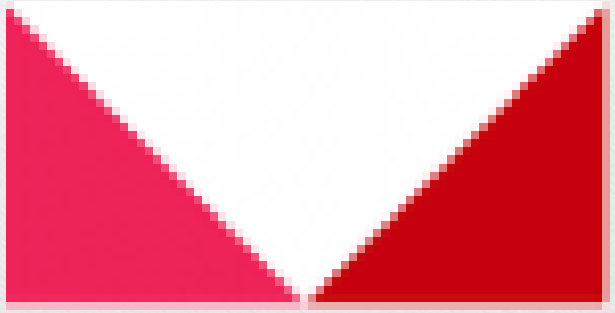
MelodyVR



What's the Problem?

- Since the Covid-19 pandemic, it has shown us that if there is another way to deliver live music to people it would be through the power of the internet and Virtual Reality.
- MelodyVR allows performances from all around the world and can transport any person to any festival, concert venue and dancefloors worldwide.

How would MelodyVR solve these problems

Work on creating an iOS app to be developed on the app store.

Create a way to watch old events of without the need for a heavy headset

Educate more people about MelodyVR and create an activity section (Nodes UK. 2022. MelodyVR)

The Target Market

1) Millennials, Gen Z
2) Go to concerts 3 times a year (Ypulse, 2019)
3) Enthusiasts about music
4) People who are curious about new technology such as VR

Business Model

PART ONE
Target Millennials and Gen Z's

Providing a service

Key processes: marketing, entertainment, distribution, promotions, legal, financial

PART TWO
Resources needed: Updated Website, Capital, Warehouses, Intellectual Property and more customer lists.

We will stand out from the crowd as we are the first and most established VR music company in the sector.

PART THREE
Key business partners? All major labels, app store on iOS and android, 02 network operators, oculus headset

Marketing through social media advertisement, tv advertisements and then through word of mouth

Roadmap & Traction

12 – month plan

End of 2022	Recently bought Napster - To establish Napster as a streaming competitor to other streaming platforms.
First quarter of 2023	To raise money to help with maintaining the infrastructure of the business.
Second quarter of 2023	Sign more high-profile artists to the service to attract more audiences
Third quarter of 2023	Fully implement MelodyVR into the VR world and Metaverse.

Marketing and Sales

1) B2C
2) Release partnerships with larger companies to get backing of trust from future consumers
3) Take the Napster brand and merge it with MelodyVR

The Team

Chief Executive Officer, Director
Anthony Matchett

Non-Executive Director
Simon Cole

Chief Relationship Officer
Steven Hancock

Financials

Melodyvr Key Management Ratios

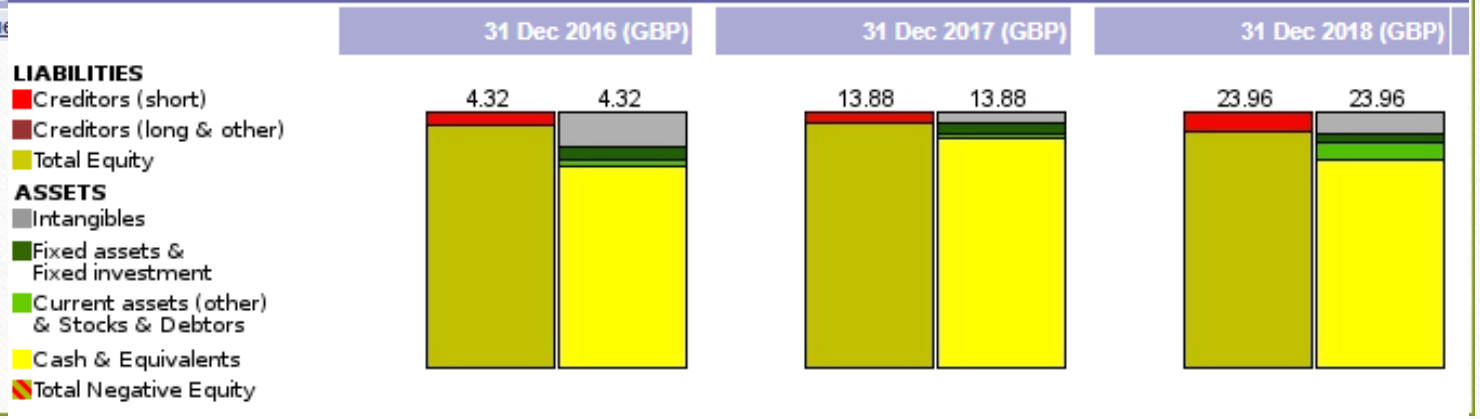
Melodyvr Investment Ratios		
(Market value analysis) at previous day's close		
PQ Ratio	-	
PE Ratio	-	
Tobin's Q Ratio	4.14	
Tobin's Q Ratio (excl. intangibles)	4.46	
Dividend Yield	-	%
Market-to-Book Ratio	3.56	
Price-to-Pre-Tax Profit PS	-6.87	
Price-to-Retained Profit PS	-6.95	
Price-to-Cash Flow PS	-7.81	
Price-to-Sales PS	66.33	
Price-to-Net Tangible Asset Value PS	3.93	
Price-to-Cash PS	4.05	
Net Working Capital PS	0.74	
Price Pct to Working Capital PS	4.12	%
Earnings Yield	-	%
Average PE	-	
Years in average	-	
PE to PE average	-	%

Melodyvr Financial Ratios		
(Leverage Ratios)		
Debt Ratio	-	%
Debt-to-Equity Ratio	-	
Debt-to-Equity Ratio (excl. Intgbl)	-	
Debt-to-Equity Market Value	-	
Net Gearing	-72.60	%
Net Gearing (excl. Intangibles)	-79.56	%
Gross Gearing	8.07	%
Gross Gearing (excl. Intangibles)	8.84	%
Gearing Under 1 Year	8.07	%
Gearing Under 1 Year (excl. Intgbl)	8.84	%
Assets/Equity	1.09	
Cash/Equity	87.75	
(Liquidity Ratios)		
Net Working Capital to Total Assets	79.29	%
Current Ratio	10.83	
Quick Ratio (Acid Test)	10.83	
Liquidity Ratio	10.00	
Cash & Equiv/C		
(Solvency Ratio		
Enterprise Value		

Melodyvr Operating Ratios

(Profitability Ratios)

Melodyvr Balance Sheet



(Uk.advfn.com. 2022)

Competitors

Wave

A multi channel virtual performance for live concerts
(Wave, 2022).

vSpatial

The main aim of this app is to create a virtual workspace and start productive tasks with others or solo
(Vspatial.com, 2022).

Littlstar

Work in the NFT marketplace with gaming being their main market and music being secondary
(Littlstar, 2022).

Use of Funds

1) To globalise MelodyVR
2) To improve and develop the Napster streaming service.
3) To help with the experience of the applications.

Thanks for listening

Any questions?

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