

# GREAT Gaming Portfolio

## Portfolio Factsheet

The GREAT Gaming Portfolio provides passive equity exposure to companies involved in the global gaming and interactive entertainment ecosystem through publicly listed securities. The portfolio is designed to represent the gaming value chain across game publishing, digital platforms, hardware, semiconductors, esports, and supporting infrastructure technologies.

Constituent inclusion is based on predefined eligibility criteria assessing a company's material involvement within the gaming and interactive entertainment ecosystem rather than narrow industry classification. The portfolio is intended for investors seeking long-term exposure to the gaming and digital entertainment industry through a transparent, systematic, and institutionally structured investment approach aligned with evolving content distribution, platform ecosystems, and immersive technologies.

## Product Information

- **Portfolio Name:** GREAT Gaming Portfolio
- **Registration Number:** 418621
- **Asset Class:** Global Equities
- **Instruments:** Direct equities and exchange-traded funds
- **Geographic Exposure:** Primarily United States
- **Liquidity Profile:** Listed securities with daily market liquidity
- **Specific Portfolio Inception Year:** 2026
- **Investing Market:** United States
- **Portfolio Structure:** Open-ended
- **Legal Structure:** Cayman Islands Segregated Portfolio Company
- **Portfolio Provider / Issuer:** Global Returns Equity and Trading (GREAT) SPC
- **Segregated Portfolio:** GREAT Industry-Thematic Portfolios (Series Group 5)
- **Base Currency:** USD
- **Trading Currency:** USD
- **Fiscal Year End:** December 31
- **Lock-in Period:** 1 year
- **Management fees:** 2-2.5% (Based on Investment Value)
- **Redemption Fee:** 0.5% (after lock-in period)
- **Subscription Fee:** 0%
- **Variable Technology Fee:** 10-15% (Based on VTF Thresholds)

This specific portfolio holds no derivatives.

## Risk Indicator



## Investment Objective

The portfolio seeks to provide long-term capital appreciation by delivering diversified, passive exposure to publicly listed companies involved in gaming and interactive entertainment technologies, while managing concentration, liquidity, and structural risks associated with technology-driven consumer industries.

## Investment Methodology

- Passive portfolio construction based on defined eligibility criteria
- Thematic framework focused on gaming and interactive entertainment technologies
- No discretionary security selection or tactical positioning
- Monthly portfolio rebalancing to maintain thematic alignment and diversification

Portfolio composition is determined using predefined inclusion criteria assessing a company's role within the gaming ecosystem, market liquidity, and investability. Portfolio changes are implemented through systematic monthly rebalancing in accordance with the established methodology.

## Portfolio Snapshot

- Portfolio Type: Passive thematic equity portfolio
- Number of Holdings: 10
- Reconstitution & Review: Monthly, methodology-driven
- Currency Exposure: Primarily USD

## Top Constituents

| Top Holdings                                                                 | Weight (%) |
|------------------------------------------------------------------------------|------------|
| Microsoft Corporation                                                        | 20         |
| Sony Group Corporation ADS (Each Representing One Share of Dollar Validated) | 20         |
| Firy Inc.                                                                    | 20         |
| GameStop Corp. Class A                                                       | 10         |
| Roblox Corporation                                                           | 5          |
| NetEase, Inc. ADS                                                            | 5          |
| Take-Two Interactive Software, Inc.                                          | 5          |
| Bilibili Inc. ADS                                                            | 5          |
| Sea Limited ADS, each representing one Class A Ordinary Share                | 5          |
| PLAYSTUDIOS, Inc. Class A                                                    | 5          |

## Risk Considerations

The portfolio is subject to equity market risk, thematic concentration risk, and volatility associated with evolving digital entertainment and consumer technology sectors. Changes in consumer preferences, platform competition, and technology adoption cycles may result in periods of elevated volatility relative to broad equity markets. Capital is at risk. Investors may not recover the full amount invested.

## Sector Allocation

| Sector                 | Allocation (%) |
|------------------------|----------------|
| Technology             | 80             |
| Consumer Cyclical      | 15             |
| Communication Services | 5              |

### Asset-class Breakdown

Weight(%)

Equities



100

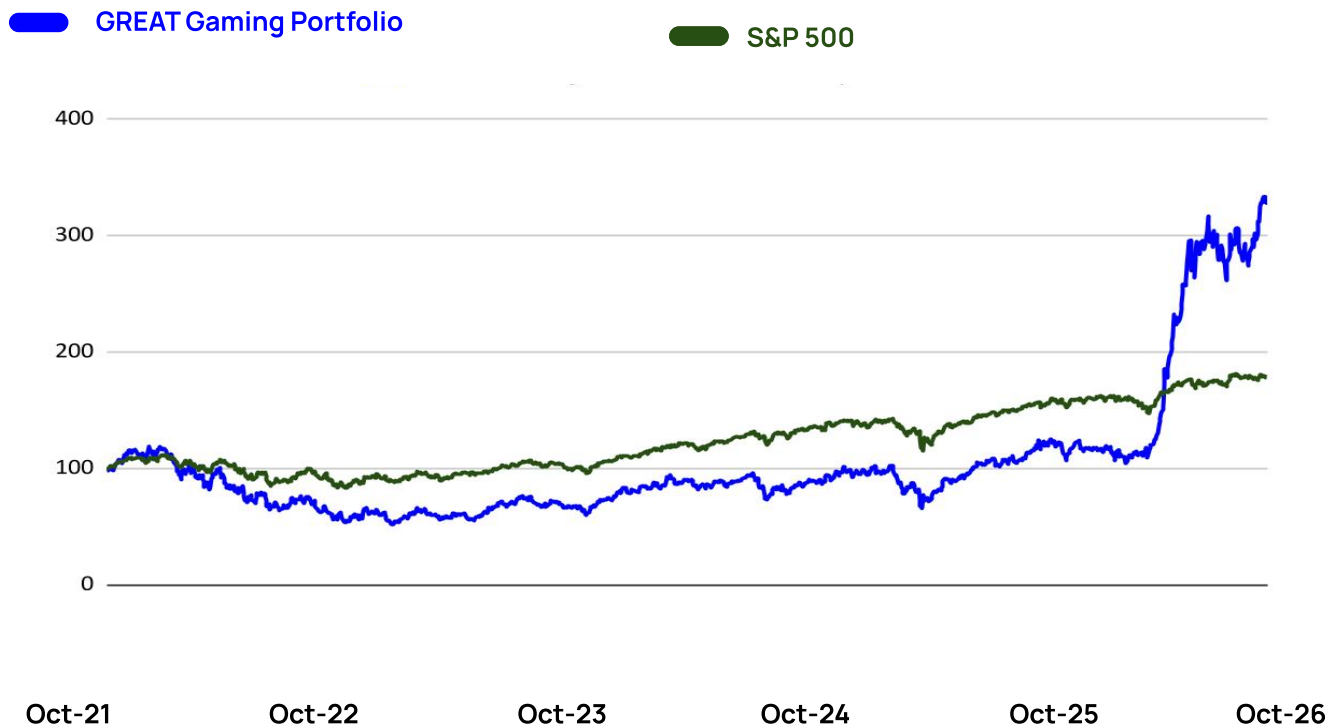
Fixed income

Cash

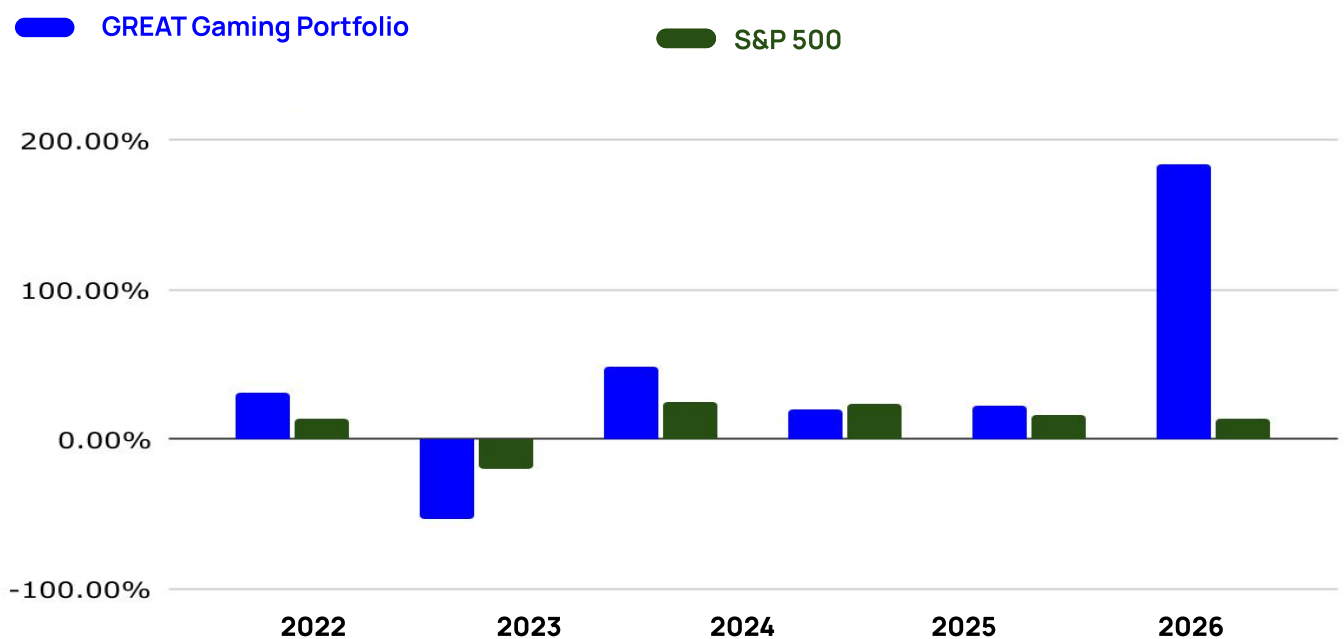
Derivatives

Commodities

## Model Returns of Hypothetical \$100 Invested



## Model Returns for Last 5 Calendar Years



## Thematic Exposure Framework

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The portfolio represents multiple segments of the autonomous and electric mobility ecosystem, including:

- Game publishing and interactive content development
- Digital platforms and gaming ecosystems
- Semiconductors and gaming hardware infrastructure
- Virtual worlds and immersive entertainment technologies
- Content distribution and supporting digital infrastructure

Constituent eligibility is reviewed through the monthly rebalancing process to ensure continued alignment with the defined thematic scope.

## Portfolio Governance & Review Process

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Portfolio composition is reviewed and rebalanced monthly under a predefined governance framework. Reviews are conducted to:

- Confirm continued eligibility within the gaming ecosystem
- Maintain diversification across value-chain segments
- Assess liquidity and market accessibility
- Implement methodology-defined reconstitutions

Portfolio changes are systematic and methodology-driven. No discretionary overrides are applied.

## Investor Suitability

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This portfolio may be appropriate for investors who:

- Seek passive exposure to the gaming and interactive entertainment industry
- Have a medium- to long-term investment horizon
- Understand and accept volatility associated with consumer technology sectors
- Prefer transparent, systematic portfolio construction

## Portfolio Manager

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### Subho Moulik

Subho Shankar Moulik has worked in digital financial services and investment solutions for emerging markets for over a decade. Based out of Chicago, USA, he has over two decades of leadership experience across consulting, finance, and technology. A qualified Chartered Accountant (ACA) and MBA from London Business School, he is known for his expertise in strategy, innovation, and financial inclusion. Through GREAT SPC, Appreciate and related ventures, he is actively involved in fintech innovation, cross-border investments, and advisory roles within the digital finance ecosystem in USA and India.

## Important Information & Disclosures

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This document is provided for informational purposes only and does not constitute investment advice, an offer, or a solicitation to buy or sell any securities. The portfolio is constructed using a passive methodology and does not seek to outperform any benchmark. Investments are subject to market risk, including the possible loss of principal. Past performance, if shown, is not indicative of future results. Regulatory treatment, investor protections, and taxation may vary by jurisdiction. Investors should consider the portfolio's objectives, methodology, and risks carefully before investing.