



BIO GREEN

Date: 12-02-2025

To
The Chief General Manager
Listing Operation,
BSE Limited, 20th Floor, P.J. Towers,
Dalal Street, Mumbai – 400 001.

Dear Sir/Madam,

Sub: Investor Presentation

Reg. BIO GREEN PAPERS LIMITED (“The Company”): Scrip Code: BGPL|534535

Pursuant to Regulation 30 of the Securities and Exchange Board of India (Listing Obligations and Disclosure Requirements) Regulations, 2015, please find enclosed herewith Investor Presentation of the Company.

The aforesaid Investor Presentation of the Company is also accessible on the Company’s website at <https://www.stringmetaverse.com/>

We request you to kindly take on record the above information.

Thanking you,
Yours faithfully,
For Bio Green Papers Limited

M.Chowda Reddy
Company Secretary & Compliance Officer

BIO GREEN PAPERS LIMITED -----

CIN: L62099TG1994PLC017207

Regd. Office: Sy.no 66/2, Street No.03, 2nd floor, Rai Durgam,
Prashanth Hills, Nav Khalsa, Gachi Bowli., Rangareddi, Hyderabad-500008, Telangana, India.,
Ph: 040-2939-0760 ,E-mail:cs@stringmetaverse.com, <https://www.stringmetaverse.com/>

Q3-FY25 HIGHLIGHTS



STRING
METAVERSE LTD.

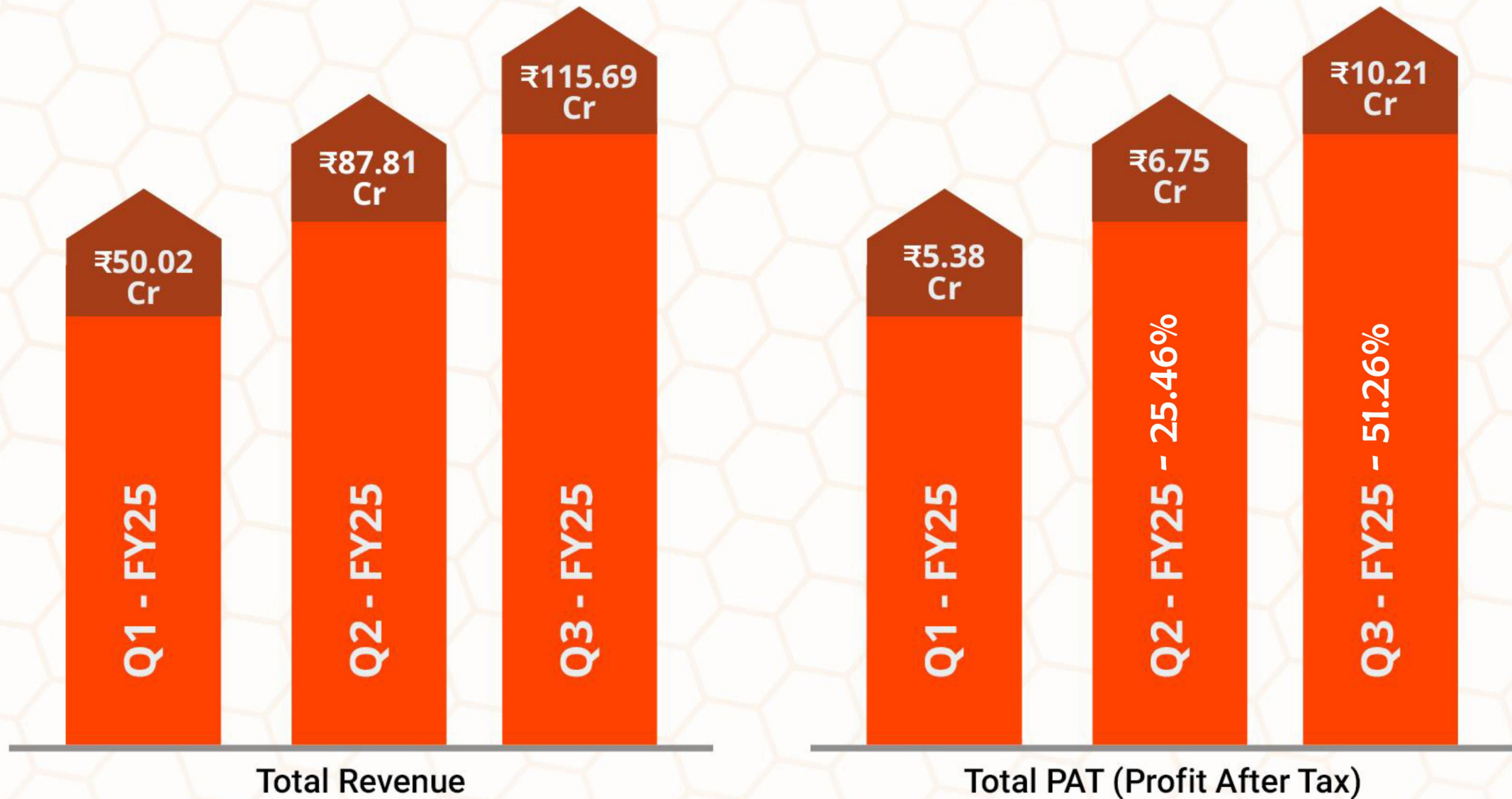


**BIO GREEN
PAPERS LTD**

(Name to be changed to String Metaverse LTD)



Q1 - Q3 FY25 HIGHLIGHTS





9 MONTHS HIGHLIGHTS [Q1-Q3]

KEY HIGHLIGHTS

- Q1-Q3 Total Revenue: ₹253.51 Cr
- Q1-Q3 Total Profit After Tax: ₹22.34 Cr
- Global User Base: Over 3 Million across gaming platforms
(Source: Google Analytics)

BUSINESS HIGHLIGHTS

- The Q3 revenue growth was driven by the successful integration of **in-app purchases** across all gaming platforms, contributing significantly to the company's financial performance.
- String Metaverse has expanded its operations in Ras Al-Khaimah(UAE) with the launch of its digital advisory platform. The company is currently handling **\$200 million USD** in trading volume every month and aims to reach **\$1 Billion USD** in combined centralized and decentralized trading volume every month in the next 180 days.

NEW PRODUCTS



ACTIVE USERS: 285,000+



ACTIVE USERS: 100,000+



Q3 FY25 HIGHLIGHTS

HIGHLIGHTS

- 3 Million + Users across entire String Ecosystem
- Increase in revenue for all platforms with introduction of In-App purchases

PERFORMANCE [Q3]

- String Arcade and String Spinwin have collectively surpassed 500,000+ users in less than 60 days.
- Idlemine has crossed 1 million+ downloads on the Google Play Store.
- Revenue increased from ₹87.80 Cr in Q2 to ₹115 Cr in Q3, reflecting a 31.75% growth.
- Profit After Tax (PAT) rose from ₹6.75 Cr in Q2 to ₹10.21 Cr in Q3, marking a 51.26% increase.

GROWTH

- **Revenue:**

FY 25 Q2: ₹87.81 Cr

FY 25 Q3: ₹115.69 Cr

- **EBITDA:**

FY 25 Q2: ₹8 Cr

FY 25 Q3: ₹11.77 Cr

- **Profit After Tax (PAT):**

FY 25 Q2: ₹6.75 Cr

FY 25 Q3: ₹10.21 Cr

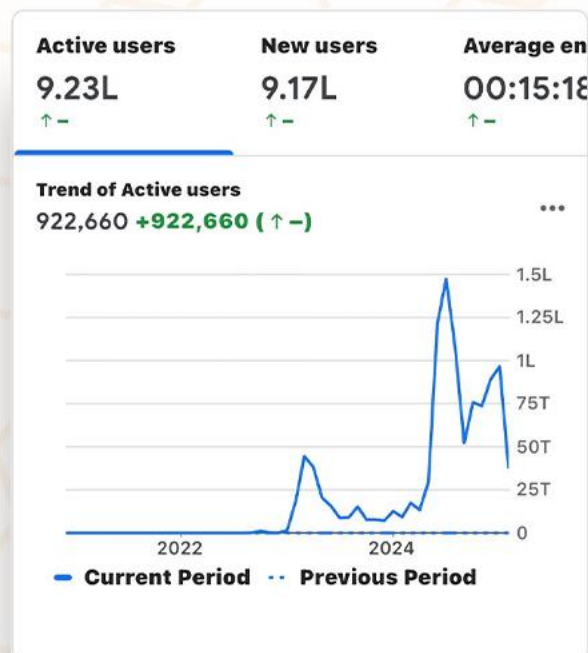


3 MILLION USERS ACROSS STRING ECOSYSTEM

*SOURCE: GOOGLE ANALYTICS

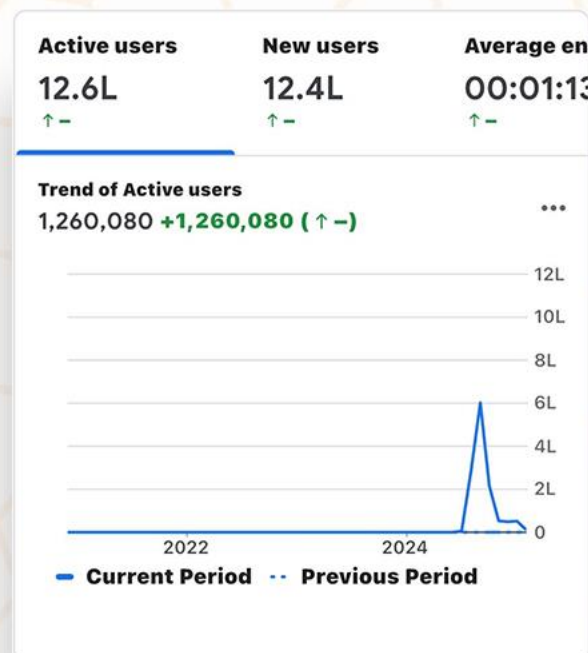
IDLEMININE

ACTIVE USERS: 1,000,000+



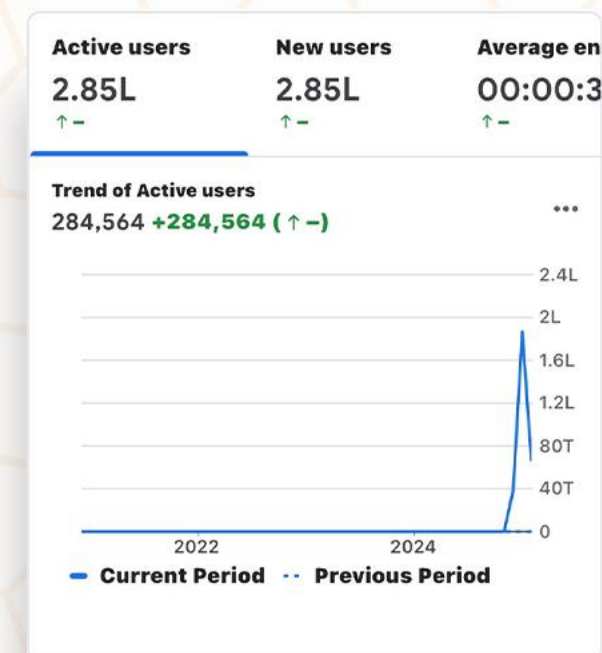
STRING GAMES

ACTIVE USERS: 1,200,000+



STRING SPIN & WIN

ACTIVE USERS: 285,000+

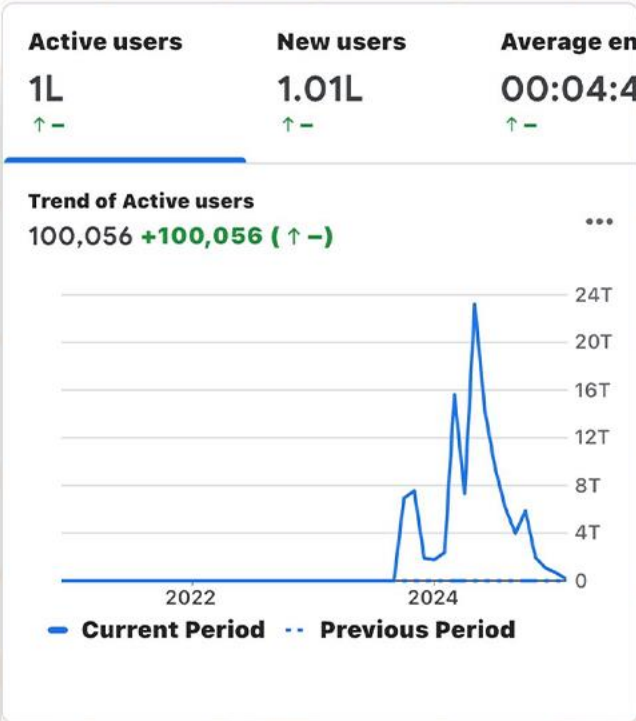




3 MILLION USERS ACROSS STRING ECOSYSTEM

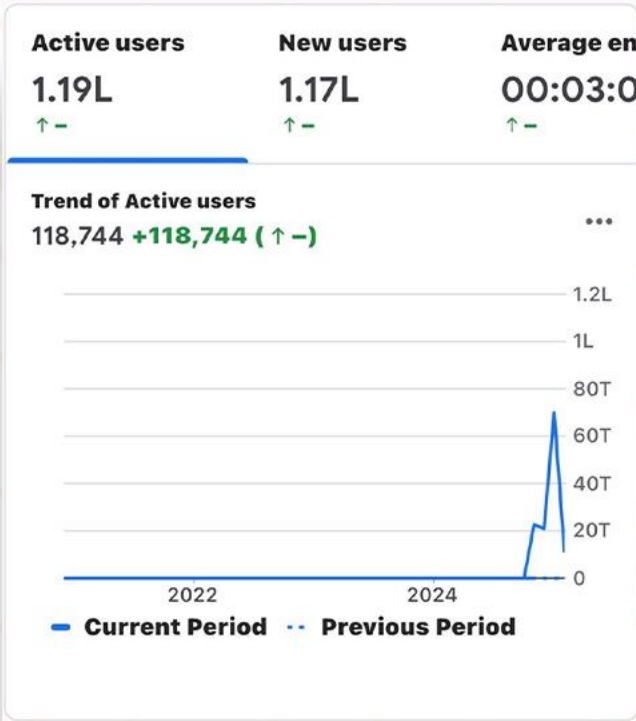
*SOURCE: GOOGLE ANALYTICS

STRING ESPORTS
ACTIVE USERS: 100,000+



STRING
ESPORTS

STRING ARC8
ACTIVE USERS: 100,000+



STRING
ARC8