

GOATHEAD

Investor **Presentation**

2026

Infrastructure for independent music.

Los Angeles / Confidential



The music business does not need another layer.

It needs better infrastructure.

GOATHEAD BUILDS THE OPERATING LAYER

behind artists, releases, media and creative work.

The objective is simple: reduce fragmentation, lower the cost of building serious artist operations, and let each project strengthen the next.

One company. Four operating divisions.

Separate functions, shared infrastructure.



RECORDS

Signed artists, releases and long-term label development.

SHARED SYSTEM



INDEPENDENT

Services, Accelerator, production, branding and rollout infrastructure.

SHARED SYSTEM



MEDIA

Editorial, video, cultural properties, games and audience.

SHARED SYSTEM



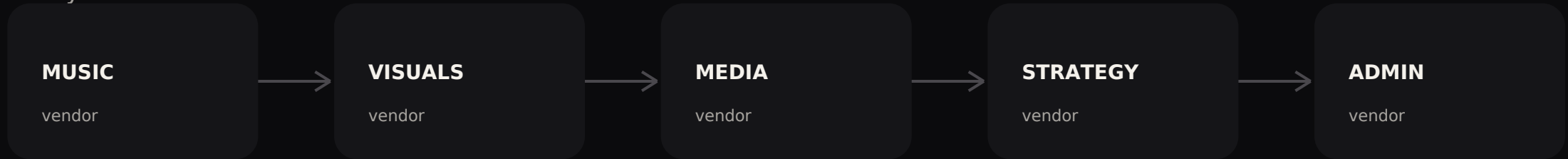
ONE

Support for producers, writers, engineers and music professionals.

SHARED SYSTEM

Independent artists are running fragmented companies.

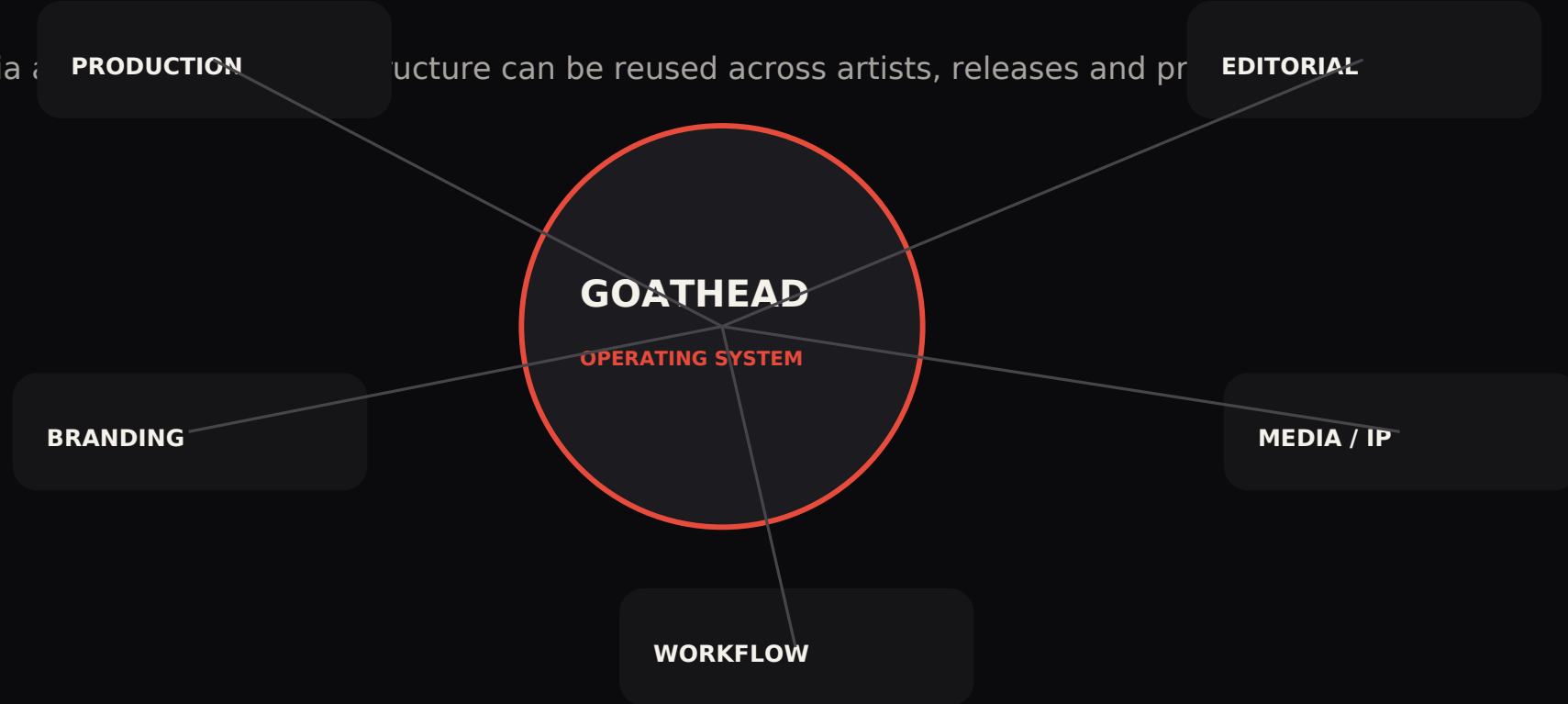
Production, visuals, marketing, press, strategy and administration are usually bought from different people with no shared memory.



RESULT Every release starts from zero again.

Goathead turns separate tasks into one operating system.

Shared creative, media & **PRODUCTION** structure can be reused across artists, releases and pr **EDITORIAL**



The system is already operating.

2026 company-reported footprint. Refresh metrics before external circulation.

15,500+

artists across Goathead services,
editorial, development and related
programs

~350K

monthly audience reach across the
Goathead media ecosystem

4

operating divisions under one
company architecture

1

shared infrastructure model
designed to compound across
releases

OPERATING PROOF

Active newsroom • Accelerator • signed artists • production + engineering • creative services • GravePark • Goathead Awards

Multiple revenue lines. One customer relationship.

Goathead can monetize different needs without forcing every artist into the same deal structure.

- | | | |
|----|--------------------------------|--|
| 01 | ARTIST INFRASTRUCTURE | Accelerator, creative services, branding, production and release support. |
| 02 | MUSIC PRODUCTION | Production, mixing, mastering and artist-development work. |
| 03 | MEDIA + EDITORIAL | Editorial products, campaigns, branded media and audience monetization. |
| 04 | IP + DIRECT-TO-CONSUMER | Owned media properties, games, merchandise and direct fan products. |
| 05 | RECORDS | Selective label relationships where ownership, financing or long-term participation makes sense. |

Multiple products. One ecosystem.

Each property creates a different entry point into Goathead for artists, professionals, audiences and fans.

01 ACCELERATOR

ARTIST INFRASTRUCTURE

Non-exclusive artist development, creative support and release infrastructure.

02 ASTRØ SESSIONS

EDUCATION + ACCESS

Production and engineering education connected to Goathead's creative network.

03 NEWSROOM + AWARDS

OWNED MEDIA

Editorial and cultural properties that build discovery, context and audience.

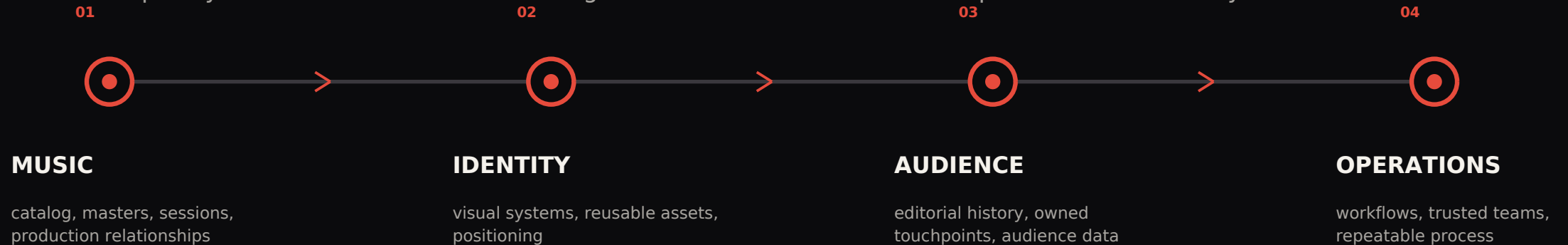
04 GRAVEPARK

INTERACTIVE IP

Original entertainment IP connecting music, artists and interactive media.

The infrastructure compounds with every release.

A release is temporary. The infrastructure surrounding the artist should become more permanent with every release.



THE RESULT

The next release starts with more: more knowledge, more reusable assets, more audience history and less rebuilding.

GOATHEAD

2026

Build the infrastructure. Own more of the system.

The next phase is focused on software, operational capacity, media/IP, and scaling the systems already in use across Goathead.

USE OF CAPITAL

PRODUCT + SOFTWARE

tools, platform and internal systems

OPERATIONS

team capacity and scalable delivery

MEDIA + IP

owned audience and original properties

GROWTH

artist acquisition and strategic partnerships

INVESTOR RELATIONS

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