

CULTSCALE

Infrastructure for independent cinema

SlasherPlay.tv

Strategic Review

ABOUT THIS ASSESSMENT

Scope and Key Findings

CULTSCALE is a strategic and operational partner for independent streaming platforms. Our work covers subscription product design, launch strategy, content programming, audience development, and the B2B commercial structures that make regional streaming economics work. We operate specifically in markets where content access is strong and the consumer-facing product layer is the gap.

We were asked to assess SlasherPlay.tv ahead of its public launch and evaluate the case for a partnership. This document covers three things: the platform as it exists today, the market it is entering, and how CULTSCALE would support the launch and first year of operations. We reviewed the live platform, the full catalogue, and the competitive landscape across MENA.

WHAT WE ASSESSED

Platform against a launch readiness checklist
Catalogue size, rights designations, and MENA availability
Competitive landscape across MENA and comparable markets
The structural conditions for category ownership
A 90-day launch roadmap

WHAT WE FOUND

A platform close to ready but not there yet
A rights position that is stronger than it appears publicly
A competitive window that is real and time-limited
A structural advantage the distributor already holds
A clear role for a specialist operational partner

The partnership scope is on the final pages. The case for it follows from the assessment: SlasherPlay's structural assets are already in place. What the platform needs is the operational layer to convert them into a subscriber business that behaves like a product.

ALIGNMENT MAP

Six Questions, Six Positions

The sections that follow go deep on each question. This page is the summary: where we stand and why it matters.

| QUESTION | OUR POSITION |
|---|--|
| 1. Is there a real category to own? | Yes. The MENA horror category is open. No regional platform has built an identity for this audience. Distributor backing creates a content access and distribution advantage that a startup entrant cannot replicate. |
| 2. Is the platform ready to acquire subscribers? | Not yet. Seven items need resolution before any press or paid activity. None requires structural change. Two to three weeks of focused work closes all of them. |
| 3. Is the content position defensible? | Conditionally. 41% of titles carry an exclusivity designation. The actual value depends on how many of those carry verified MENA exclusive windows. A rights audit is the first step before any content marketing claim. |
| 4. Is the competitive window real? | Yes, and it has a shelf life. No MENA platform has claimed the horror category. Shudder's absence is structural. The window closes when someone else moves. |
| 5. What does owning this category require? | Five conditions. SlasherPlay holds a structural advantage on all five. The question is whether they are activated within the competitive window. |
| 6. What should the next 90 days look like? | Three phases: resolve pre-launch blockers, execute the 90-day launch strategy, then build the 12-month moat. Phase 1 starts immediately. |

SECTION 01

Is There a Real Category to Own?

Shudder, the global horror benchmark with roughly three million subscribers, is geoblocked across the entire MENA region. The category is open, and first-mover position in a defined niche is genuinely rare.

The MENA Streaming Market

MENA streaming is in its second phase of growth. The first wave established the habit of paid streaming across the Gulf and Egypt, driven by Shahid, beIN, STARZPLAY, and Netflix's regional investment. Their programming concentrated on Arabic drama, sports, and premium Hollywood content, leaving genre audiences – horror fans in particular – outside every regional content roadmap.

MENA streaming has grown substantially: SVOD subscriptions exceeded 27 million by the end of 2024, with total revenues surpassing USD 1.5 billion (Omdia, 2025). Horror is a concentrated niche within that base. Applying global genre consumption benchmarks, the addressable horror audience across the GCC, Egypt, and the Levant is estimated at 1.5 to 2.5 million active viewers, with streaming spend per capita concentrated in Saudi Arabia, the UAE, and Qatar. This audience currently accesses horror through Netflix's generalist catalogue, through piracy, and through informal social viewing. A dedicated home for them remains the one unclaimed space in MENA streaming.

The Distributor's Structural Advantage

SlasherPlay's position, as a platform operated by a major regional distributor, is its primary competitive asset. Three things follow directly from it.

Content access at the rights level

The platform can acquire exclusive MENA rights to horror titles that a new streaming startup cannot negotiate. The difference between a catalogue and a rights position is the difference between a video store and a streaming platform.

Telco and IPTV access

Existing relationships with STC, du, Mobily, and e& convert B2B distribution infrastructure into the highest-leverage subscriber acquisition channel available at launch. Bundle placements reach audiences that paid social advertising cannot.

Regional credibility with filmmakers and press

Established relationships with Arabic horror filmmakers, regional festival programmers, and entertainment press create a credibility foundation that takes years to build from scratch. A SlasherPlay Original co-produced with a recognized regional filmmaker carries weight that paid marketing alone cannot generate.

OUR POSITION

The MENA horror category is open. No regional platform has built an identity for this audience. Distributor backing creates a content access and distribution advantage that a startup entrant cannot replicate. The category is yours to define.

SECTION 02

Is the Platform Ready to Acquire Subscribers?

The visual design and technical architecture are solid. All issues identified are configuration, copy, or metadata fixes, with no structural changes required. A focused sprint of two to three weeks resolves all of them; full detail and screenshots are in Appendix B and Appendix E.

Seven items to resolve before any press, influencer, or paid activity:

| ITEM | OWNER |
|--|----------------|
| ! Replace placeholder page titles and meta descriptions | Tech / Content |
| ! Localize subscription pricing to MENA currencies | Product |
| ! Activate or remove social links; remove unpublished app store links | Marketing |
| ! Complete transcoding audit; resolve unplayable titles | Tech |
| ! Fix title metadata: missing year values, placeholder genre entry, collection label typos | Content |
| ! Fix SEO metadata: OG tags, JSON-LD schema, Search Console verification | Tech |
| ! Replace Korean-language privacy policy with a MENA-appropriate document | Legal |

Detail and evidence for each item in Appendix B and Appendix E.

Subscription Model & Product Feature Gaps

The subscription module is active but not ready for users. Pricing shows placeholder amounts; MENA currency localization, concurrent device policy, and tier structure are all unresolved.

Feature baseline.

| FEATURE | SLASHERPLAY NOW | INDUSTRY STANDARD | STATUS |
|-------------------------------|----------------------------------|-----------------------------------|----------|
| Pricing currency | Placeholder / not MENA-localized | Local MENA currencies | Critical |
| Concurrent streams | Not defined | 1 (basic) – 4 (premium) | Define |
| Offline / downloads | Not observed | Standard on mobile apps | Gap |
| Free trial period | Not observed | 7–30 days typical | Gap |
| Mobile apps (iOS/Android) | Not published | Required for mobile-first MENA | Critical |
| Content quality declaration | Not specified | 1080p minimum; 4K on premium tier | Define |
| Multiple user profiles | Not observed | 2–5 profiles standard | Gap |
| Arabic subtitles / dubbing | Partial | Expected across catalogue | Gap |
| Age / content ratings | Not observed | Required in KSA and UAE | Gap |
| Watchlist / continue watching | Present | Standard | OK |

Feature decisions are appropriate to defer through a limited beta, but require resolution before any public-facing marketing or press activity. The subscription module should be gated from public view until properly configured for MENA.

Technical Architecture

This assessment covers only what is observable on the live production environment. A full technical audit, code review, and evaluation of maintenance practices would require direct codebase access and fall outside the current scope.

The platform is built on a modern and scalable stack. The components identified through external inspection are consistent with current industry practice for SVOD at this stage.

| COMPONENT | ROLE | NOTES |
|----------------------------|---------------------------|--|
| Next.js (React Components) | Server Frontend framework | Modern SSR/SSG; solid foundation for performance and SEO |
| Cloudflare CDN | Edge delivery & security | Static assets at edge; DDoS protection included by default |
| BunnyCDN | Video delivery | Purpose-built for SVOD workloads; appropriate for this scale |

Versioned API (/api/v2/)

Content
& catalogue

Rate-limited, structured, and expandable as
the catalogue grows

OUR POSITION

Not yet. Seven configuration and compliance items need resolution before any press, influencer, or paid activity. None requires structural changes to the platform. Two to three focused weeks closes all of them.

SECTION 03

Is the Content Position Defensible?

The 252 titles in the catalogue show genuine editorial highlights: **Donnie Darko**, **Angel Heart**, **Escape From New York**, **Winnie-the-Pooh: Blood and Honey 2**, the Hell House LLC franchise. The thematic collection structure (“Midnight Movies”, “Young Audiences”, “Fantasia”) shows curatorial intelligence. For context, Shudder entered beta in 2015 with approximately 200 titles before its full 2016 launch; SlasherPlay’s 252-title inventory is a credible starting position. Full catalogue data and MENA availability findings are in Appendix D.

Of the 252 titles, 149 carry no exclusivity designation and are available on competing platforms. The remaining 103 titles carry an Exclusive label – 41% of the catalogue – representing the actual rights position. At launch, subscribers choose for the destination experience: curation, brand, editorial voice. What they return for is what only this platform carries.

On the Exclusivity and Originals Labels

The platform uses two labels that carry subscriber trust and marketing implications.

Exclusive (103 titles): SlasherPlay designates these titles as exclusive to the platform within MENA – 84 licensed titles with asserted regional exclusivity, plus 19 carrying the Originals label. One title in this group, **Donnie Darko**, was found streaming on OSN+ during this assessment. The remaining 83 licensed titles showed no competing MENA availability; verification against the underlying rights agreements is the definitive check.

Originals (19 titles): The platform flags 19 titles as Originals, and none appear on other MENA platforms. What the designation means in practice is not stated: whether these are commissioned productions, co-productions, or acquisitions carrying a first-window MENA deal is unclear from the platform. That distinction is commercially significant – a commissioned original and a licensed exclusive carry different marketing weight and require different chain-of-title documentation. The label needs an internal definition before it appears in subscriber communications or press coverage.

The content position: **103 Exclusive titles (84 licensed exclusives, 19 Originals with designation pending clarification). 149 titles with no exclusivity claim.**

OUR POSITION

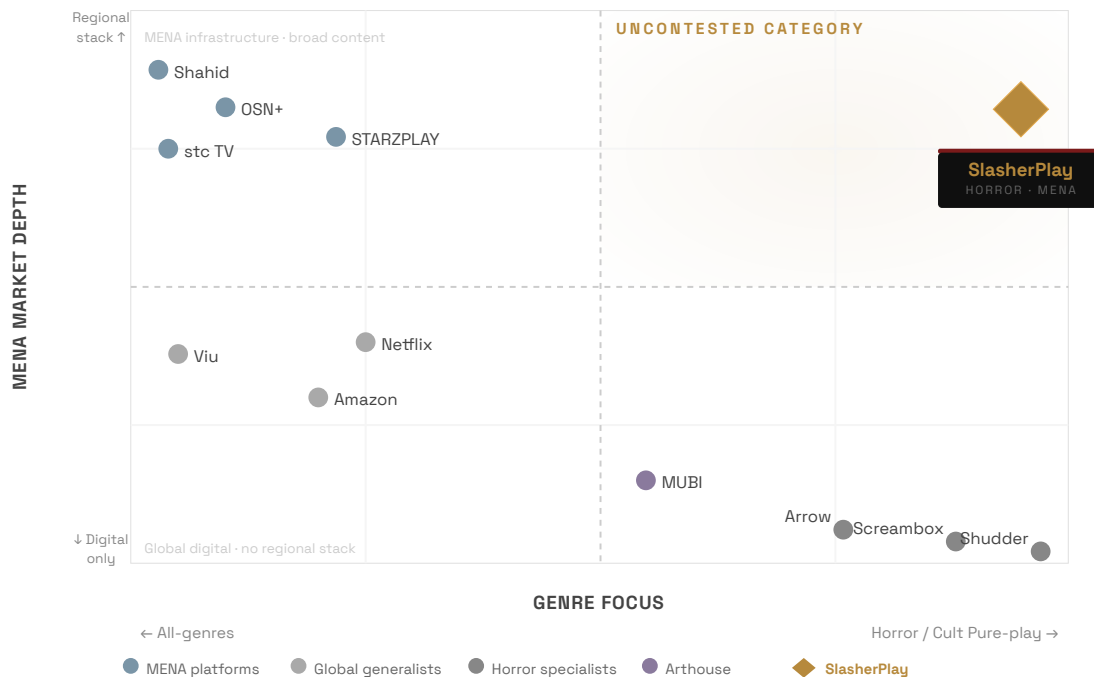
Conditionally strong. 41% of the catalogue carries an exclusivity designation, which is a credible rights position at this stage. The actual value depends on how many of those 103 titles carry verified MENA exclusive windows and for how long. A rights audit is the necessary first step before any content marketing claim.

SECTION 04

Is the Competitive Window Real?

MENA streaming comprises overlapping territories with different dominant players, regulatory environments, and audience behaviors.

The Competitive Vacuum



Y-axis reflects depth of regional distribution infrastructure: telco bundling, carrier billing, and local licensing relationships; platforms with digital availability only sit lower on this axis. Netflix and MUBI are both accessible in MENA but operate with a digital-only presence; their positions reflect that distinction. Shudder (3M global subscribers) is the horror category benchmark, geoblocked across MENA with no expansion announced. STARZPLAY Arabia is 57% owned by e8 (Etisalat) and ADQ following a 2022 acquisition. 11 platforms mapped.

Platform Comparison

| PLATFORM | MENA FOOTPRINT | HORROR CATALOGUE | RELEVANCE |
|--------------------------------|---|--|--|
| Shahid MBC Group | 65M+ registered users; Arabic-first; dominant across the region | No horror vertical. Some thriller elements in crime and drama content. | Indirect Distinct audience mandate; no genre overlap |
| Netflix Nasdaq: NFLX | Available across 20+ MENA territories; localized pricing in KSA, UAE, and Egypt | Horror titles in catalogue; no dedicated shelf or editorial identity for the genre | Monitor Scale and discovery algorithms affect early subscriber acquisition |

| | | | |
|--|--|--|---|
| <p>OSN+ KIPCO / Mawarid Group · WBD minority stake (2025)</p> | <p>GCC-anchored; exclusive HBO regional rights; 18,000+ hours of content</p> | <p>HBO-affiliated horror and thriller titles present; no dedicated horror curation. Donnie Darko confirmed active on platform.</p> | <p>Indirect Premium Hollywood focus; no horror positioning</p> |
| <p>STARZPLAY Arabia e& (Etisalat) / ADQ, 57% majority</p> | <p>3M+ subscribers; strong in KSA and UAE via telco carrier bundling</p> | <p>Some genre content via Lionsgate/Starz library; no horror editorial identity</p> | <p>Indirect Telco distribution model is a partnership opportunity</p> |
| <p>stc TV STC Group</p> | <p>Saudi-first; bundled within STC mobile and IPTV subscriber base</p> | <p>Arabic-first entertainment focus; no horror catalogue</p> | <p>Low No content overlap; potential distribution channel</p> |
| <p>Amazon Prime Amazon.com Inc</p> | <p>Active in KSA, UAE, and Egypt; bundled with Prime membership; local content investment increasing</p> | <p>Genre titles available; no horror editorial position or dedicated curation</p> | <p>Indirect Breadth platform; no genre identity to defend</p> |
| <p>Shudder AMC Networks</p> | <p>Geoblocked across MENA No regional licensing; no Arabic subtitles</p> | <p>100% horror and dark genre 3M global subscribers; originals include Creepshow and The Last Drive-In</p> | <p>Watch closely Category benchmark; MENA expansion would close the first-mover window</p> |
| <p>SlasherPlay assessed platform</p> | <p>MENA first-mover; distributor-backed infrastructure</p> | <p>100% horror; 252 titles at launch; 41% carry an exclusivity designation</p> | <p>First-mover Uncontested category position in MENA</p> |

Cultural Context: Horror in MENA

Horror has specific resonances across MENA that generalist platforms, optimized for breadth over depth, are not positioned to serve.

The demand is real. Gen Z audiences across the region (born 1997–2012) are the most horror-literate cohort in MENA’s media history. They grew up on international horror content, participate actively in global horror communities on TikTok, Reddit, and Discord, and are actively looking for a platform that takes their taste seriously.

The cultural material is rich and underexplored. The Arabic horror tradition (djinn, sihr, the ayn, folk demons, haunted sacred spaces) sits at the intersection of deeply local cultural memory and global genre entertainment. No international platform has built an editorial identity around it. That gap belongs to whoever moves first.

The regulatory picture is navigable. Content classification requirements vary by territory: the UAE and Saudi Arabia have active frameworks; Egypt has specific considerations around religious imagery. The platform’s 18+ rating system is the right infrastructure. A MENA-specific content policy, reviewed against the regulatory requirements of the priority territories, should be finalized before any marketing campaign.

The Shudder Question

Shudder is the world's only scaled horror SVOD. AMC Networks launched it in 2015; it reached roughly 3 million subscribers by 2024 across six markets: the United States, Canada, the United Kingdom, Ireland, Australia, and New Zealand. It has not launched in MENA.

The absence is structural, not accidental. Shudder's catalogue rights are negotiated for Anglophone markets, which means the content rights that define its product do not extend to the region. Its editorial identity is built around English-language curation, US horror culture, and community formats (The Last Drive-In with Joe Bob Briggs, the annual Ghoul Log) that have no local equivalent. Its owner, AMC Networks, has no MENA infrastructure, no Arabic-language capability, and no regional distribution relationships.

If Shudder decided to enter MENA tomorrow, here is what it would have.

A recognizable brand among the English-speaking horror community, a catalogue whose MENA rights it does not currently hold, and no local partnerships. It would face the same content acquisition process, the same regulatory navigation, and the same cold-start subscriber problem as any new entrant. The brand alone does not translate: the MENA horror audience is not waiting for an American platform to arrive. They are waiting for a platform that understands them.

Understanding a horror audience means recognising that genre functions as identity. These are fans who seek the content out, who know the subcategories that general platforms routinely collapse into a single label, and who share discoveries obsessively within communities that algorithmic recommendation never reaches. They have been watching horror on services whose logic was built for audiences with completely different tastes. A platform that earns their loyalty does so through editorial intelligence — what gets front placement, how films are described, whether the curation signals that someone who actually cares about the genre made these decisions. That signal is the product, as much as the catalogue.

The moat against Shudder's entry is built from four assets that compound with time:

MENA rights position

Exclusive MENA windows, secured before Shudder identifies the market as a priority, are not replicable. Once content is locked to SlasherPlay in the region, it is unavailable to a competitor regardless of how much they are willing to spend.

Genre intelligence and editorial voice

Shudder's editorial identity is calibrated for an Anglophone audience — its community formats, critical framing, and host talent are built around US horror culture. A platform operating inside the MENA context, understanding what transgressive content means here and how to programme for it, cannot be replicated from New York. That gap widens with every programming decision SlasherPlay makes.

Distribution infrastructure

The telco and IPTV relationships that make a regional bundle deal possible are not available to a US operator without a local partner. SlasherPlay's parent company has spent years building those relationships. That pipeline is a structural barrier for any outside entrant.

Community ownership

A MENA horror community that formed around SlasherPlay – its editorial voice, its events, its cultural anchors – does not migrate to a foreign competitor without a compelling reason. The switching cost is not price; it is identity. Shudder would need to build that from zero.

None of these are passive advantages. Each requires a decision and a sprint. The goal is not to outpace Shudder – it is to build something Shudder cannot displace. First-mover position matters only if it converts to permanent ownership. The window to build that claim is measured in quarters, not years.

OUR POSITION

The category is genuinely unoccupied in MENA, and Shudder's absence is structural rather than temporary. The window closes if a global platform expands or another distributor moves first. The competitive advantage exists, but it requires activation to become durable.

SECTION 05

What Does Category Ownership Actually Require?

Five conditions determine whether SlasherPlay builds a category or occupies a space. SlasherPlay holds a structural advantage on all five.

01 Own the niche before expanding it

POSITION 252-title catalogue, genre-coherent UX, and thematic collections demonstrate focus. A small number of non-horror genre entries are present, as expected at this stage of development.

ACTION Treat the horror catalogue as the core product; treat exclusives on the existing 252 titles as an immediate content acquisition brief. Genre adjacencies (psychological thriller, folk horror) should follow, not precede, a consolidated horror identity.

02 Activate the distribution advantage

POSITION Distribution relationships at this scale are the hardest competitive asset to replicate. They translate into B2B bundle placements and exclusive rights at terms a new entrant cannot access.

ACTION Pursue IPTV, telco, and regional platform bundle deals within the first 12 months. Separately, initiate rights conversations for MENA exclusive windows on the current library, prioritizing titles currently available on competing regional platforms.

SEE ALSO Engagement Scope → Tier 2

03 Build on the Arabic horror blind spot

POSITION The Arabic horror tradition is one of the richest untapped territories in contemporary media. Global platforms are structurally English-language-first and cannot build an editorial identity around it.

ACTION Build the definitive editorial authority on Arabic-language horror. Source and license titles from the Egyptian, Iranian, and Levantine traditions that no international platform has curated. Publish the curation – the selection, the framing, the voice. That position costs less than any production, creates the anchor for every content acquisition that follows, and builds a moat no later entrant can replicate from the outside.

SEE ALSO Section 06 → Phase 3

04 Community is the moat that compounds through presence

| | |
|-----------------|--|
| POSITION | Horror fans rank, discover, and share titles through tight communities. This audience behaviour is platform-agnostic until a platform earns their loyalty through editorial voice and exclusive content. |
| ACTION | Build community infrastructure from launch: watchalongs, editorial programming, curated shelves, direct fan engagement. This creates switching costs no competitor can replicate with catalogue alone. |

05 Move within the window

| | |
|-----------------|--|
| POSITION | MENA horror SVOD is unclaimed. The competitive map shows no equivalent service in the region. The window closes if a global platform expands, or another distributor moves first. |
| ACTION | Resolve the seven pre-launch items. Fix pricing and feature parity. Set a launch date. Every quarter without a defined MENA horror destination is a quarter in which the category remains available to a competitor. |
| SEE ALSO | Section 02 → Pre-Launch Blockers; Section 01 → The Opportunity |

OUR POSITION

SlasherPlay holds a structural advantage on all five conditions. Each is accessible from the current position. The question is whether they are activated within the competitive window.

SECTION 06

What Should the Next 90 Days Look Like?

Phase 1: Pre-Launch Resolution (2–3 Weeks)

Seven items block the launch. Two are high-visibility: the INR pricing and the broken social links will be among the first things any early subscriber or journalist encounters. Three are SEO and metadata corrections that determine how the platform is indexed from day one. Two require legal or commercial input. None require structural changes to the platform. The full checklist with acceptance criteria is in Section 02 and Appendix B.

The sprint objective is to close all seven before any press outreach, influencer access, or paid acquisition begins. Running marketing spend before this work is done amplifies an unfinished product. Once all seven are resolved, Phase 2 starts immediately.

Phase 2: 90-Day Launch Strategy

A Build the first audience before any public announcement

A measured soft-launch with 500 to 1,000 horror fans across KSA and UAE, recruited through existing communities and regional film festival networks. Free access in exchange for honest feedback. This cohort validates the product and surfaces UX issues before a wider audience encounters them.

B Activate B2B distribution as the primary subscriber acquisition channel

Approach STC, du, Mobily, and e& with a bundle proposition structured for streaming economics. A single telco agreement at favourable terms can deliver more subscribers than months of paid social advertising, at a fraction of the cost per acquisition.

C Launch the Arabic horror editorial identity

Publish a curated editorial piece: “The Best Arabic Horror Films on SlasherPlay.” This establishes editorial voice, drives SEO, demonstrates MENA focus, and gives regional entertainment press a genuine story to cover. If the current catalogue lacks sufficient Arabic-language titles, that is the immediate content acquisition brief.

D Define the genre strategy before the catalogue grows further

The most important editorial decision to make now is how broadly “horror” should be defined. Build toward a “dark genre” destination that is broader than slasher film but narrower than a generalist service. These decisions compound; making them before the catalogue grows to 500 titles is how the platform builds a recognisable identity. Any future content investment should be anchored to this definition.

Phase 3: The 12-Month Moat

Claim the dark genre space in MENA.

Horror, thriller, folk horror, psychological drama, and creature features share a single audience in MENA: the same Gen Z viewer who follows RLM on YouTube also watches Saudi crime drama and Egyptian supernatural films. No platform in the region has explicitly built for this overlap. The catalogue curation, marketing language, and content acquisition brief for the next 12 months should be built around owning this audience rather than describing a film genre. “Dark genre” as a positioning is harder to replicate than “horror streaming service.” It is also the natural evolution of the platform’s current identity.

Build community infrastructure before the audience forms elsewhere.

Horror fans self-organize. They build community on Discord, Reddit, and TikTok, and those spaces become loyalty anchors. SlasherPlay should own this infrastructure from the start: platform-native watchalong features, curated user rankings, director conversations, and horror editorial. Becoming the place where MENA horror culture happens is the compounding asset that scale alone cannot buy. The precedent is documented in Appendix F.

Turn regional festivals into streaming events.

Position SlasherPlay as the official streaming home for horror titles discovered at regional festivals. El Gouna, the Red Sea International Film Festival, and the Cairo International Film Festival all carry horror-adjacent programming. A title that premieres at Red Sea and streams exclusively on SlasherPlay two weeks later is exactly the kind of content event that builds brand identity, generates editorial coverage, and gives subscribers a reason to subscribe ahead of the premiere date.

OUR POSITION

Three phases, each with a defined objective and a measurable outcome. Phase 1 removes all pre-launch blockers. Phase 2 establishes category presence. Phase 3 builds the compounding moat that makes the position defensible at scale.

CONCLUSION

Three Conversations That Matter

Three questions remain open at this stage. Each has a clear direction from our side. The conversation worth having is whether you land in the same place.

01 What is the actual rights position?

Of the 252 titles in the catalogue, how many carry exclusive MENA rights, and for how long? The answer determines the actual value of the library and the content acquisition brief for the next 12 months.

02 What does “dark genre” mean for SlasherPlay?

The platform’s long-term identity depends on whether it remains a pure horror service or evolves toward a broader dark genre destination. This decision shapes every content acquisition, every curatorial choice, and every marketing campaign for the next three years. Shudder’s expansion into thriller, folk horror, and supernatural drama did not dilute the brand; it deepened it. The question is whether SlasherPlay makes this decision intentionally or by accumulation.

03 What is the first B2B distribution deal?

One telco bundle, one IPTV placement, one airline entertainment agreement that goes live on or before launch day. Of the three questions on this page, this one has disproportionate impact: a distribution deal at launch converts a streaming app into infrastructure. Infrastructure has switching costs. Streaming apps do not. That distinction is what the next twelve months are for.

ENGAGEMENT SCOPE

The CULTSCALE Partnership

SlasherPlay's structural assets are already in place: a genre-defined catalogue, a regional distributor with rights relationships and B2B channels, and a platform that is close to launch. The gap is operational. Converting a rights position into a subscriber product requires a different discipline from content acquisition, and it is one that compounds quickly if it is not set up correctly.

CULTSCALE specialises in the layer between a content position and a working consumer product: subscription architecture, genre editorial programming, audience development, and the B2B deal structuring specific to MENA's carrier-led distribution landscape. The MENA streaming market requires a different approach from Western direct-to-consumer models: telco bundle economics work differently, payment method selection has a measurable impact on conversion, and the data flows from carrier deals require explicit negotiation or the platform is flying blind on churn. That is the environment we build for.

WHAT SLASHERPLAY BRINGS

- Content acquisition relationships and existing catalogue
- Regional distribution infrastructure (telco, IPTV, airline)
- Territory rights management experience
- Knowledge of MENA regulatory and classification landscape
- Production relationships for future originals pipeline

WHAT CULTSCALE ADDS

- Subscription product design: tier logic, MENA price points, and local payment methods (STC Pay, KNET, Fawry, Apple Pay) that convert
- Genre editorial programming: homepage architecture, browse hierarchy, and seasonal calendar built around horror audience behaviour
- Audience seeding: building the first subscriber cohort with documented engagement data before public launch
- Editorial voice: the tone, copy standards, and content framing that make a specialist platform feel built for its audience
- B2B deal structuring: bundle economics, subscriber data flow requirements, and churn cliff prevention — from the platform side

On working model: Phase 1 is a focused sprint with direct access to the development team and CMS. Phase 2 is a retained operational partnership through the first 90 days after soft launch. Phase 3 is a quarterly advisory relationship through year one. Each phase produces defined deliverables. Each can be contracted independently, though the phases are designed to build on each other.

TWO THINGS TO CONFIRM BEFORE SCOPING

1. **Access level.** What degree of customization is available in the current architecture: full source access, CMS-only, or vendor-managed? This determines the Phase 1 timeline and what is fixable in a sprint vs what requires a development cycle.
2. **Team availability.** Is the team that built the platform available for a focused sprint? If not, is handover documentation available? Both scenarios work; the timeline changes.

Phase 1: Pre-Launch Sprint (2–3 Weeks)

Direct, bounded work with the development team to close every blocker before public activity begins. The output of this phase is a platform that can receive press attention, influencer traffic, and early subscribers without exposing configuration issues.

Technical Configuration and QA

Work through all seven pre-launch items identified in Section 02 with the development team. Each item has a defined fix; CULTSCALE coordinates and verifies resolution. Output is a checklist with sign-off before soft launch proceeds.

Subscription Architecture for MENA

Design the subscription module: pricing tiers for at minimum UAE, KSA, and Egypt; currency configuration; payment gateway selection (local methods matter more than most platforms account for); free trial logic; and the feature matrix that differentiates tiers without over-engineering the choice. Output is a configured subscription product and a pricing rationale document.

Playback Audit

Systematic review of all 252 titles for playback reliability, subtitle availability, and metadata completeness. This is unglamorous work but it directly affects first impressions. A subscriber who encounters a broken title in their first session rarely returns. Output is an audit report with remediation status.

Rights Documentation Matrix

Work with the rights team to document MENA window status for all exclusive and Originals titles. This is the foundation for every content marketing claim the platform makes. Without it, exclusivity designations are assertions; with it, they are defensible. Output is a rights matrix covering all 103 exclusive titles with window dates, territory scope, and escalation flags for titles requiring clarification.

Metadata and SEO Configuration

Apply all three SEO items identified in the audit: Open Graph tags for all title pages, structured data markup for search engines, and canonical URL configuration. A platform with missing OG tags looks broken when someone shares a title link. These fixes cost nothing to implement and have a direct impact on organic discovery. Output: all metadata fixes verified live, search preview audit confirming correct rendering across Google and social platforms.

Phase 1 deliverables: All 7 pre-launch items resolved and verified. MENA subscription module configured and documented. Playback audit complete with remediation tracking. Rights matrix for all exclusive and Originals titles. Metadata and SEO fixes applied (OG tags, structured data, canonical URLs). Soft-launch readiness sign-off.

Phase 2: Launch Operations (Months 1–3)

The transition from platform to product. Three parallel workstreams: seeding the audience through a managed soft launch, building the programming and editorial infrastructure, and structuring the first B2B deals as streaming product offerings.

Soft Launch Programme

Recruit a community of horror enthusiasts as early access subscribers. This is not a beta test; it is an audience seed. The programme is structured to collect engagement data (watch-through rates, search behaviour, discovery patterns, feature requests) and deliver a validated product at public launch, not after it. Output: onboarding playbook, feedback collection system, engagement data report, and 500+ seeded subscribers with documented behaviour profiles.

Content Programming and Editorial Voice

Streaming programming operates by a different logic than licensing. The distribution discipline asks: what can we acquire? The programming discipline asks: in what sequence should subscribers encounter what we have? Homepage rotation, featured title selection, editorial calendar alignment with horror seasons, and the sequencing of new arrivals all affect churn. Getting this wrong is invisible until the renewal data arrives. CULTSCALE builds the programming framework: the editorial calendar, the seasonal moments, the homepage hierarchy, the tone of every piece of subscriber-facing copy. Output: 12-week programming calendar, editorial voice guide, homepage programming framework, and content discovery architecture.

Community Infrastructure

A specialist SVOD with an active community has a retention mechanism that a generalist platform cannot replicate. CULTSCALE sets up the community infrastructure (dedicated space, onboarding flow, moderation protocols, engagement mechanics) and runs it through the launch period, then transfers operations with full documentation. Output: live community, moderation handbook, engagement cadence, community-to-subscriber conversion tracking.

B2B Deal Structuring for Streaming

The distributor's telco and IPTV relationships — e&, STC, Zain, du, and beIN infrastructure partners — are the highest-yield subscriber acquisition channel available at launch. What most distributors lack is the product layer to make these deals work: how to structure bundle pricing so it serves both the carrier's ARPU targets and the platform's unit economics, what subscriber data flows must look like so the platform is not flying blind on churn, and how to prevent cliff effects when bundle terms expire. CULTSCALE designs the deal structure, builds the carrier pitch deck, and participates in the commercial negotiations. Output: bundle pricing model, data flow requirements document, carrier pitch deck, at least one deal in active negotiation.

Phase 2 deliverables: Soft-launch programme with 500+ subscribers and engagement data. 12-week editorial calendar and homepage programming framework. Community infrastructure live and documented. Editorial voice guide and content copy standards. B2B deal framework and at least one carrier deal in negotiation. Rights audit report with full MENA window documentation.

Phase 3: Intelligence, Community, and Positioning (Months 4–12)

Quarterly strategic partnership through year one. The focus shifts from launch operations to compounding the position: deepening genre community, tracking the

competitive landscape for signals that require course corrections, and analysing what the subscriber base is actually telling us about the next catalogue phase.

Competitive Intelligence

Four quarterly reports covering: Shudder expansion activity, Netflix genre investment in MENA, regional platform moves (Shahid, Anghami, OSN+, stc TV), and emerging market comparables. Each report is written in the context of a specialist horror SVOD, not a general streaming market overview. It closes with specific recommended adjustments to SlasherPlay's positioning, pricing, or content strategy.

Content Development Roadmap

Twelve months of subscriber data changes the content conversation. This workstream analyses what the audience is actually watching, what drives renewal, and where the catalogue has gaps that licensed content cannot fill. The output is a content development roadmap defining SlasherPlay's next catalogue phase: which sub-genres to prioritise, which content types are underserved, and what the investment-to-impact ratio looks like for each option — including whether purpose-built content becomes viable at the subscriber base's scale. That is a month-12 question, not a launch commitment.

Festival Streaming Partnership

The Red Sea International Film Festival is the primary target for year one. The deal structure: a title that world-premieres at Red Sea and streams exclusively on SlasherPlay within 14 days of its festival screening. For the festival, this is a streaming partner that amplifies the film's MENA reach. For SlasherPlay, it is the content event that signals the platform is building, not just licensing — the kind of press moment that paid acquisition cannot manufacture. CULTSCALE identifies the title, structures the streaming rights agreement, and handles the programming around it: social, editorial, and subscriber communications. Output: first festival streaming deal completed, with at least one title in the festival-to-platform pipeline.

Subscriber Lifecycle and Data Advisory

Annual deep-dive on subscriber cohort health: LTV by acquisition channel, churn by content category, content investment recommendations based on what the data shows about what actually drives renewal. The analysis is written as a content strategy input, not a data report.

Phase 3 deliverables: Four quarterly competitive intelligence reports. Content development roadmap with catalogue gap analysis and strategic options. At least one festival streaming partnership negotiated and activated. Annual subscriber cohort analysis with content investment recommendations.

ENTRY POINT

Phase 1 is the natural starting point: bounded, deliverable in 2–3 weeks, and contractable independently while Phase 2 and 3 are scoped in parallel. The two things that determine the start date are access level and team availability (above). Once confirmed, work begins within two weeks.

APPENDIX A

Platform Readiness Scorecard

| AREA | SCORE | PRIORITY | NOTES |
|----------------------------------|-------|----------|--|
| Visual Design & Brand Expression | 8/10 | LOW | Strong horror aesthetic; dark palette; thematic collections |
| Homepage UX | 7/10 | LOW | Hero carousel and row layout work; clean navigation |
| Content Categorization | 7/10 | LOW | 10 categories + collection curation shows editorial taste |
| Technical Infrastructure | 8/10 | LOW | Next.js, versioned API, Cloudflare + BunnyCDN: solid stack |
| About Page | 1/10 | CRITICAL | Development placeholder live in production; replace immediately |
| Collections Page | 2/10 | CRITICAL | Development placeholder live in production; replace immediately |
| Subscription / Pricing | 2/10 | CRITICAL | Configured with placeholder pricing; MENA localization required |
| Social Media Links | 0/10 | CRITICAL | All links inactive; activate accounts or remove icons |
| App Store Links | 0/10 | CRITICAL | Apps not published; remove from footer until available |
| Playback Readiness | ?/10 | CRITICAL | Transcoding status unaudited; full audit required pre-launch |
| Content Metadata | 6/10 | HIGH | Missing metadata values; placeholder genre entry; collection label typo |
| SEO Configuration | 2/10 | HIGH | 7 metadata issues: wrong site name, placeholder OG/Twitter/JSON-LD |
| Arabic Localization | 4/10 | HIGH | Language toggle exists; Arabic-language content is minimal |
| Originals Programme | 5/10 | MEDIUM | 19 claimed originals (production credentials unverified); 84 licensed titles with claimed MENA exclusivity (one confirmed exception); full rights audit required |

APPENDIX B

Pre-Launch Checklist

The following items must be resolved before any public-facing activity, listed in order of impact.

CRITICAL: Resolve before any press, influencer, or marketing activity

- **Subscription module not ready for users.** The pricing page shows placeholder amounts with no finalized tier structure. MENA currency localization is required, and the subscription flow should not be visible to users until pricing, tier structure, and feature decisions are confirmed.
- **Social media and app store links are inactive.** All social media icons in the footer link to the # placeholder. The “Available On” section (App Store, Google Play) also links to #. Live accounts should be linked directly; sections for apps pending publication should be removed until launch.
- **Playback readiness audit required.** The platform API includes a transcoding status flag that returns false for a number of video files. A full audit of playback readiness across all 252 titles is necessary before launch.

HIGH: Resolve within the first month of operation

- **Content metadata gaps.** Several titles carry incomplete or placeholder metadata values: missing release year, a test genre placeholder, and a collection label spelling error (“Hystiria” should read “Hysteria”). One title with a test genre value should be removed from the live catalogue until properly configured.
- **Korean privacy policy link in footer.** The footer currently includes a live link to an /en/privacy-policy-korean page. This should be removed or replaced before any public-facing launch activity.
- **SEO metadata: multiple items pending.** The following issues were confirmed on the live site and require resolution before any press, influencer, or marketing activity: (1) og:title and og:description both read “Home page OG”, a literal development placeholder; (2) twitter:title and twitter:description read “Home page Twitter”, the same placeholder text; (3) og:url points to slasherplay.tv/home-page, a non-existent path; (4) the canonical URL contains a double-slash and resolves to /en/homepage rather than /en; (5) the OG image URL also contains a double-slash (//og-image.jpg); (6) the Google Search Console verification meta tag contains the literal string “your-google-verification-code”, meaning the site is unverified with Google; (7) the JSON-LD SearchAction urlTemplate reads https://slasherplay.tvsearch?q=... (missing the slash after .tv); (8) the JSON-LD Organization logo URL reads https://slasherplay.tvimages/Slasher-Logo-1.png (same missing-slash issue); (9) JSON-LD schema name is “Slasher OTT” across all three structured data blocks; (10) the keywords meta tag reads “home page,base”, a development placeholder.

APPENDIX C

Catalogue Summary by Category

| CATEGORY | TITLES | SELECTED TITLES |
|------------------------|-------------|---|
| Exclusive | 103 | Includes 19 claimed Originals + 84 licensed titles with asserted MENA exclusivity. One title (Donnie Darko) confirmed available on a competing platform (OSN+); remainder require rights audit. |
| Crime | 76 | American Violence, Altitude, Blood Sucking Bastards, The Crime Boss |
| Terror | 60 | Texas Chainsaw Massacre, The Innkeepers, Dead Awake, Black Water |
| Fantasia | 42 | Abigail, Underworld series, dark fantasy and supernatural titles |
| Sci-Fi | 36 | Coherence, Level 16, Time Lapse, Below Zero |
| Slasher | 21 | Bastard, Hell House LLC franchise, Babysitter Must Die |
| Originals | 19 | A 100 Candles Game, A Million Days, Aftermath, Slotherhouse |
| Midnight Movies | 13 | Last Shift, House of Bodies, Coming Home in the Dark |
| Franchise | 9 | Hell House LLC 1–3, Underworld Evolution, Screamboat |
| Young Audiences | 4 | Abigail, Monster Island, Monkey King Reborn |
| Coming Soon | 4–10 | Screamboat, Mischief Night, The Devil’s Doorway |

Note: titles appear across multiple categories. Total unique titles: 252. The 19 titles labeled “Originals” are claimed by the platform as original productions; none were found available on other MENA platforms, though production credentials have not been independently verified. The broader “Exclusive” category (103 titles) includes claimed Originals and licensed titles with asserted MENA exclusivity; one title with an Exclusive designation (Donnie Darko) was confirmed on a competing platform (OSN+). Full catalogue with MENA availability data: Appendix D.

APPENDIX D

Full Content Catalogue

252 titles as enumerated from SlasherPlay.tv. Each title links directly to its page on the platform. The MENA column reflects availability research conducted via JustWatch UAE and web search (February 2026).

Exclusive Title carries the platform's own "exclusive" designation and no confirmed presence on competing MENA subscription platforms was found at time of research. This reflects publicly observable availability; it does not constitute a rights agreement review.

- No exclusivity claim in the platform's system and not found on any catalogued MENA subscription platform at time of research.

Platform name Confirmed availability on the named competing MENA platform (linked where available). Where the platform also carries the "exclusive" label, this represents a discrepancy.

| TITLE | YEAR | MENA |
|---|------|-----------|
| A 100 Candles Game: The Last Possession | 2025 | Exclusive |
| A Million Days | 2023 | Exclusive |
| Abigail | 2019 | - |
| Aftermath | 2024 | Exclusive |
| Alien Code | 2018 | - |
| Altitude | 2017 | - |
| American Violence | 2017 | - |
| Angel Heart | 1987 | - |
| Animal 2 | 2009 | - |
| Apartment 1303 | 2013 | - |
| Apartment 212 | 2018 | Exclusive |
| Apocalypse Now | - | - |
| AUX | 2018 | Exclusive |
| Awaken The Shadowman | 2018 | - |
| Babysitter Must Die | 2021 | Exclusive |
| Bastard | 2015 | Exclusive |
| Below Zero | 2012 | - |
| Better Off Zed | 2019 | - |
| Black Water | 2008 | STARZPLAY |
| Blood Sucking Bastards | 2015 | Exclusive |
| Boar | 2019 | Exclusive |
| Body | 2015 | - |
| Braid | 2019 | Exclusive |
| Bull | 2022 | - |
| Bullet Proof monk | 2003 | - |
| Camino | 2016 | - |
| Candy Land | 2023 | Exclusive |
| Caveat | 2021 | Exclusive |
| Cinderella's Revenge | 2024 | Exclusive |
| Clown Town | 2016 | - |

| | | |
|-----------------------------|------|-----------|
| Coming Home In The Dark | 2021 | Exclusive |
| Compound Fracture | 2015 | - |
| Convergence | 2015 | - |
| Crank 2 | 2009 | - |
| Ctrl Alt Delete | 2016 | - |
| Danger Close | 2019 | - |
| Dawn Breaks Behind The Eyes | 2022 | Exclusive |
| Daylight's End | 2016 | Exclusive |
| Dead Awake | 2017 | Exclusive |
| Deadtectives | 2019 | Exclusive |
| Death in Texas | 2021 | - |
| Death Valley | 2021 | - |
| Deathgasm | 2015 | Exclusive |
| Deep Dark | 2015 | Exclusive |
| Demon House | 2019 | Exclusive |
| Desolation | 2017 | Exclusive |
| Do Not Reply | 2020 | Exclusive |
| Don't Look Now | 1973 | - |
| Donnie Darko | 2001 | OSN+ |
| Down Range | 2018 | Exclusive |
| Eaten Alive | 1977 | - |
| Emperor | 2020 | - |
| Escape From New York | - | - |
| Evil Dead II | 1987 | - |
| Excision | 2012 | Exclusive |
| Farm House | 2008 | - |
| Fear Below | - | - |
| Fear Clinic | 2015 | Exclusive |
| Feedback | 2019 | Exclusive |
| Fog | 1980 | - |
| Followed | 2020 | Exclusive |
| Frank And Penelope | 2022 | - |
| Frankenstein Vs Mummy | 2015 | - |
| Frankenstein's Army | 2013 | - |
| Fresh Meat | 2012 | Exclusive |
| From The Dark | 2015 | Exclusive |
| Gallowwalkers | 2014 | Exclusive |
| Gamer | 2009 | - |
| Gangs Of Brooklyn | 2012 | - |
| Gatlopp Hell Of A Game | 2022 | Exclusive |
| Ghost of Goodnight Lane | 2014 | Exclusive |
| Hoster | 2022 | - |
| Girl At The Window | 2022 | - |
| Girl on the Third Floor | 2019 | - |
| Grand Isle | 2020 | Exclusive |

| | | |
|---------------------------------------|------|-----------|
| Grindstone Road | 2008 | Exclusive |
| Halloween Party | 2020 | - |
| Hatchet 2 | - | - |
| Hatchet 4 | 2018 | Exclusive |
| Hayride 2 | 2016 | - |
| Hell House 2 The Abaddon Hotel | 2018 | - |
| Hell House 3 The Lake Of Fire | 2019 | - |
| Hell House 4 The Origins | 2023 | Exclusive |
| Hell House LLC | 2015 | - |
| Hellions | 2016 | Exclusive |
| Henry: Portrait of a Serial Killer | 1991 | - |
| Hideout | 2021 | Exclusive |
| Hounded | 2022 | Exclusive |
| House of Bodies | 2016 | Exclusive |
| Howling | 1981 | - |
| Human Capital | 2020 | - |
| I Am Alone | 2015 | - |
| I Spit On Your Grave | 2010 | - |
| I'll Play Mother | 2025 | Exclusive |
| I, Frankenstein | 2014 | - |
| In Plainview | 2021 | - |
| In Tranzit | 2012 | - |
| It stains The Sand Red | 2017 | - |
| Itsy Bitsy Spider | 2019 | Exclusive |
| Jurassic Games | 2019 | - |
| Kantemir | 2015 | - |
| Kill Game | 2018 | Exclusive |
| Lake Alice | 2018 | - |
| Land Of Smiles | 2018 | Exclusive |
| Last Man Down | 2021 | - |
| Last Rampage The Escape of Gary Tison | 2017 | - |
| Last Shift | 2015 | Exclusive |
| Late Phases: Night of the Wolf | 2014 | - |
| Let the Wrong One In | 2023 | Exclusive |
| Level 16 | 2019 | - |
| Liability | 2013 | - |
| Loop Track | 2023 | - |
| Lost | 2007 | - |
| Lost After Dark | 2015 | Exclusive |
| Mafia | 2013 | - |
| Making a Killing | 2020 | - |
| Malasaña 32 | 2020 | - |
| Man Eater | 2015 | - |
| Master Z: The IP Man legacy | 2018 | - |
| Measure Of Revenge | 2022 | - |

| | | |
|--------------------------|------|-----------|
| Mermaid Down | 2019 | Exclusive |
| Messages Deleted | 2010 | Exclusive |
| Mid Century | 2022 | - |
| Minor Premise | 2020 | Exclusive |
| Mischief Night | 2013 | Exclusive |
| Mohawk | 2017 | - |
| Monkey King Reborn | 2021 | - |
| Monster Island | 2017 | - |
| Monsters Of Man | 2020 | Exclusive |
| Motel Melati | 2023 | Exclusive |
| Night Drive | 2021 | Exclusive |
| Night Of The Living Deb | 2015 | - |
| Nightworld: Door to Hell | 2017 | Exclusive |
| Nine Dead | 2009 | - |
| No Visitor | 2018 | Exclusive |
| Open Water 3 Cage Dive | 2017 | Exclusive |
| Orca, The Killer Whale | 1977 | - |
| Outlaws and Angels | 2016 | - |
| Pacific Standard time | 2016 | - |
| Patients Of A Saint | 2020 | - |
| Percentage | 2014 | - |
| Piranha Shark | 2017 | - |
| Popeye The Slayer Man | - | - |
| Post Mortem | 2022 | Exclusive |
| Primal Rage | 2018 | Exclusive |
| Prince of Darkness | 1987 | - |
| Radioflash | 2019 | Exclusive |
| Rattlesnakes | 2019 | Exclusive |
| Ravage | 2020 | Exclusive |
| Raven's Hollow | 2022 | Exclusive |
| Realms | 2019 | - |
| Removed | 2012 | - |
| Rhino | 2023 | Exclusive |
| RIDE | 2018 | Exclusive |
| Riot | 2016 | - |
| Robert the bruce | 2020 | - |
| Run With The Hunted | 2020 | - |
| Sacrifice | 2016 | Exclusive |
| Scare Me | 2020 | Exclusive |
| Scare Package | 2020 | - |
| Screamboat | 2025 | Exclusive |
| Shaun of the Dead | 2004 | - |
| Slapface | 2022 | Exclusive |
| Slotherhouse | 2023 | Exclusive |
| Some Kind of Hate | 2015 | Exclusive |

| | | |
|---------------------------|------|-----------|
| Squealer | 2023 | Exclusive |
| Sri Asih | 2023 | - |
| Starry Eyes | 2014 | - |
| Stitches | 2012 | - |
| Stressed to Kill | 2016 | - |
| Submerge | 2016 | - |
| Sun Choke | 2016 | Exclusive |
| Supercon | 2020 | - |
| The Awakening | 2011 | - |
| The Carrier | 2019 | - |
| The Cave | 2005 | - |
| The Chinese Widow | 2018 | - |
| The Code of Cain | 2016 | - |
| The Crime Boss | 2020 | - |
| The Dark | 2018 | - |
| The Deeper You Dig | 2020 | - |
| The Devil's Dolls | 2016 | Exclusive |
| The Devil's Doorway | 2019 | - |
| The Devil's Mercy | 2008 | - |
| The Fanatic | 2020 | Exclusive |
| The Farm | 2019 | - |
| The Field Guide To Evil | 2019 | Exclusive |
| The Final | 2011 | Exclusive |
| The Furies | 2019 | Exclusive |
| The Gift | 2001 | - |
| The Hatching | 2018 | Exclusive |
| The House of the Devil | 2009 | - |
| The Human Stain | 2003 | - |
| The Humanity Bureau | 2018 | - |
| The Hunters | 2011 | - |
| The Innkeepers | 2011 | Exclusive |
| The Lake | 2023 | Exclusive |
| The Last Breath | 2024 | Exclusive |
| The Last Exorcism | 2010 | - |
| The Last Exorcism Part II | 2013 | - |
| The Last Hitman | 2004 | - |
| The Last Man | 2019 | Exclusive |
| The Last Seven | 2013 | - |
| The lullaby | 2018 | Exclusive |
| The Maid | 2020 | Exclusive |
| The Mercenary | 2020 | Exclusive |
| The Night | 2020 | - |
| The Others | - | - |
| The Outer Wild | 2018 | - |
| The Owners | 2021 | Exclusive |

| | | |
|------------------------------------|------|-----------|
| The Pagan King | 2018 | - |
| The Parts You Lose | 2019 | - |
| The Piper | 2024 | Exclusive |
| The Price We Pay | 2023 | Exclusive |
| The Quarry | 2020 | - |
| The Rake | 2018 | - |
| The Recall | 2017 | Exclusive |
| The Retaliators | 2022 | Exclusive |
| The Russian Bride | 2019 | Exclusive |
| The Shadow Effect | 2017 | - |
| The Silent Forest | 2022 | - |
| The Skeptic | 2008 | Exclusive |
| The Small Hand | 2020 | Exclusive |
| The Stake Land | 2011 | - |
| The Stake Land 2 | 2017 | Exclusive |
| The Suicide Theory | 2015 | - |
| The Surface | 2016 | - |
| The Terror Of Halloween | 2018 | Exclusive |
| The Texas Chainsaw Massacre | 1974 | - |
| The Unhealer | 2021 | Exclusive |
| The Vampire | 2017 | - |
| The Well | 2024 | Exclusive |
| They Live | 1988 | - |
| Those Who Walk Away | 2022 | Exclusive |
| Time Lapse | 2015 | Exclusive |
| Tribal: Get Out Alive | 2020 | Exclusive |
| Troubled Waters | 2007 | Exclusive |
| True History of Kelly Gang | 2020 | - |
| Underworld Evolution | 2006 | - |
| Val | 2021 | Exclusive |
| Wake up | 2020 | - |
| Waking Madison | 2010 | - |
| Warning Shot | 2018 | Exclusive |
| We Are Still Here | 2015 | - |
| Welcome to Willits | 2017 | - |
| Wetlands | 2017 | - |
| What We Found | 2020 | Exclusive |
| Wicker Park | 2004 | - |
| Winnie-the-Pooh: Blood and Honey 2 | 2024 | STARZPLAY |
| Writers Retreat | 2015 | Exclusive |
| You Shall Not Sleep | 2024 | Exclusive |
| Zombies | 2017 | - |

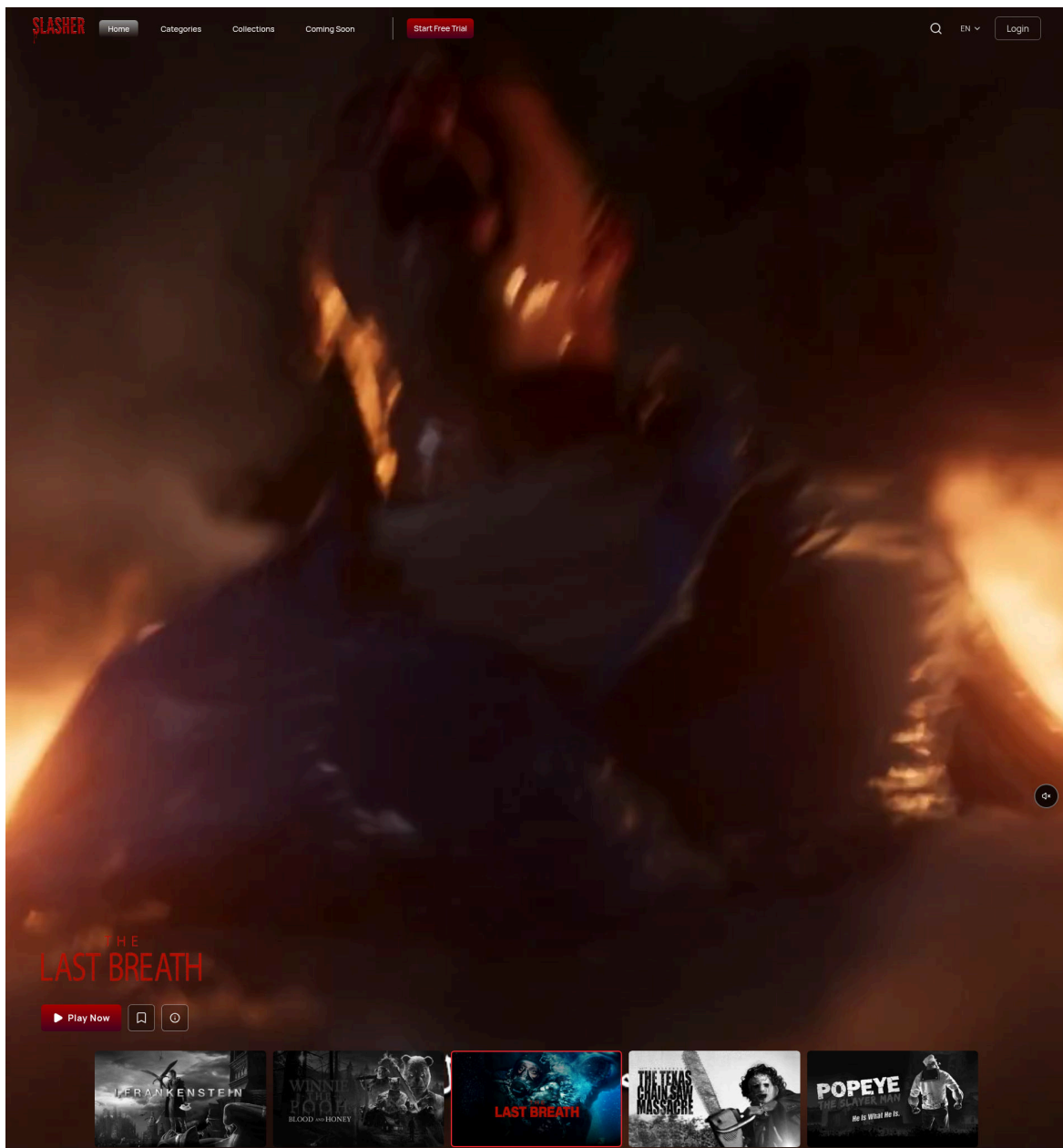
Assessment conducted February 2026. Streaming availability subject to change. Catalogue excludes test entries identified during audit.

APPENDIX E

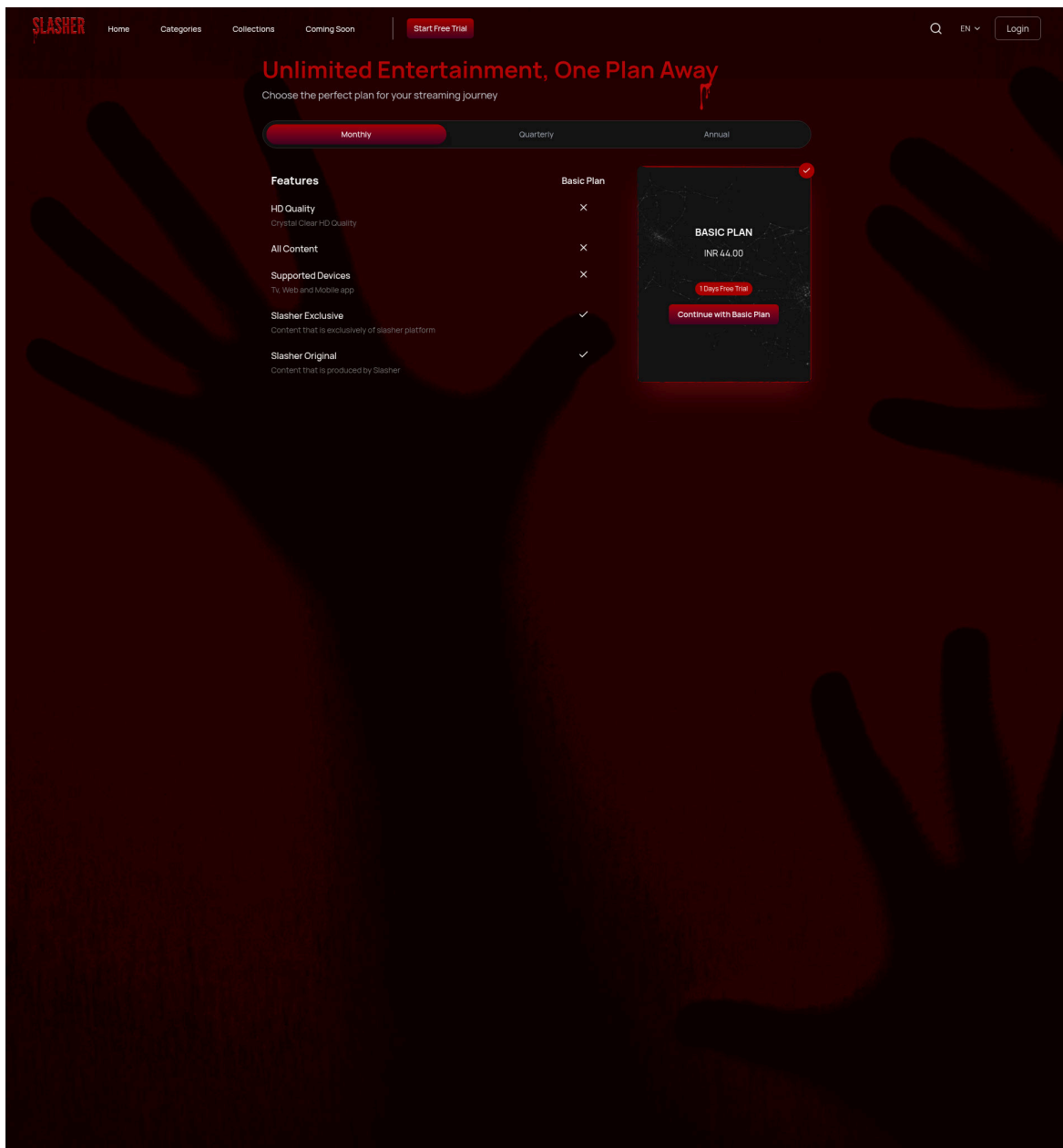
Technical Evidence

The following screenshots document the platform issues referenced in Appendix B. All captures were taken in February 2026 using a desktop browser at standard viewport width (1280px). No modifications were made to the live site; annotations and highlights were applied in-browser via JavaScript overlay for clarity.

Figure 1: Homepage

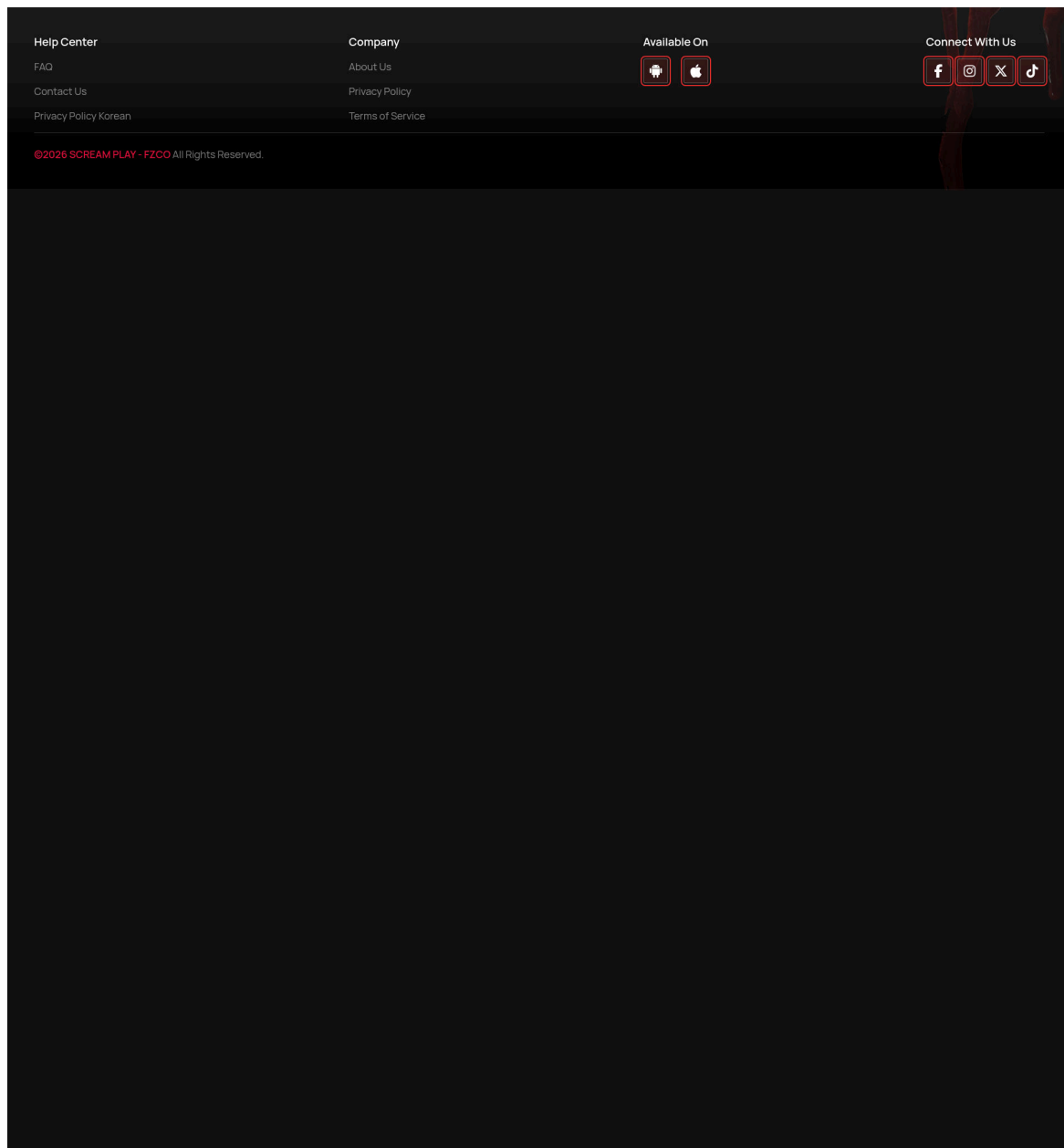


The platform homepage as seen by a first-time visitor. Navigation, hero banner, and content browsing are functional. The subscription call-to-action links to the pricing page, which currently displays placeholder INR amounts rather than localised MENA pricing.

Figure 2: Subscription Page, INR Pricing and Missing Feature Detail

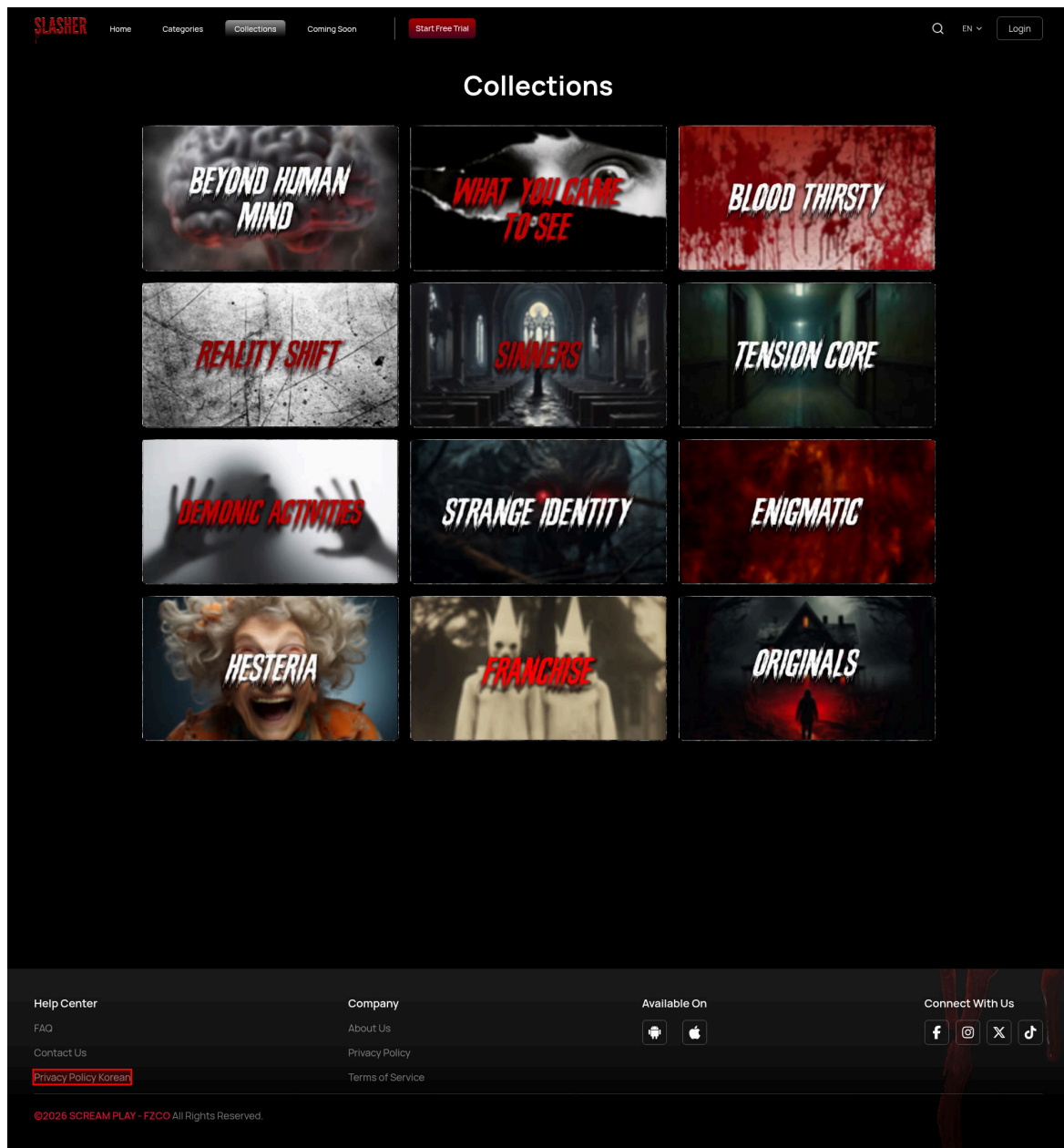
The subscription page displays pricing in Indian Rupees and offers a single “Basic Plan” with no tier differentiation. Subscriber-facing detail standard across the industry, including concurrent streams, download allowance, and supported device count, requires completion before launch.

Figure 3: Footer, Inactive Social and App Store Links



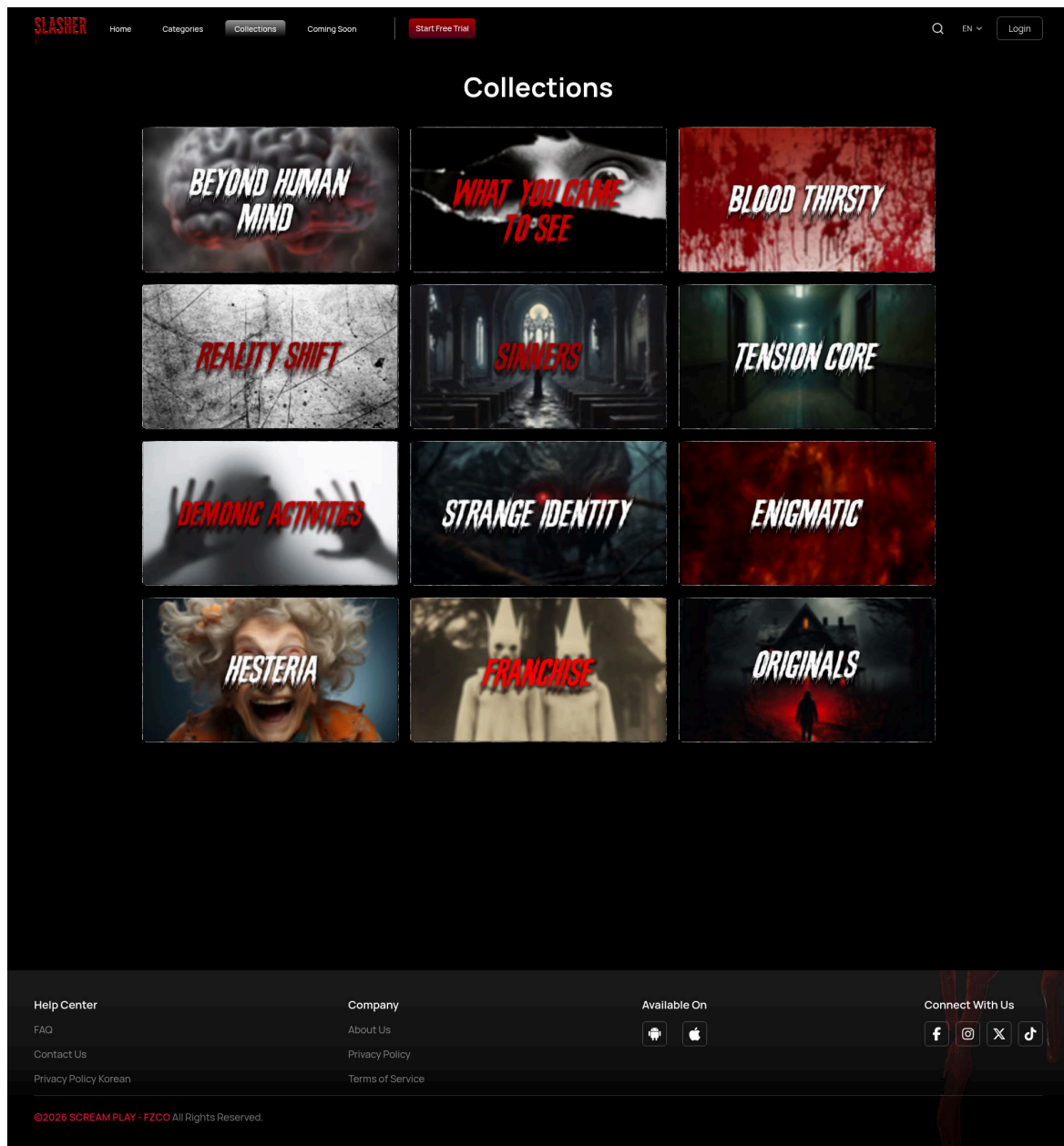
All social media icons (Facebook, Instagram, X, TikTok) and both app store badges (App Store, Google Play) in the footer resolve to `href="#"`, a placeholder anchor. Clicking any of them produces no navigation. Red highlights mark the affected elements. These links are visible on every page of the platform.

Figure 4: Korean Privacy Policy Link in Footer



The footer includes a live link to /en/privacy-policy-korean, a Korean-language privacy policy page (highlighted in red). This is a development artifact with no relevance to the platform’s MENA audience and should be removed before launch.

Figure 5: Collections Page, “HYSTIRIA” Spelling Error



The Collections page displays a section label reading “HYSTIRIA” (highlighted in red). The correct spelling is “HYSTERIA”. This appears prominently in the main content browsing area and is one of several content metadata issues visible to all visitors.

Figure 6: Homepage SEO Metadata, Placeholder Values

```
SEO Issues Found
og:title = "Home page OG"
og:description = "Home page OG"
og:image = "https://slasherplay.tv/og-image.jpg"
og:url = "https://slasherplay.tv/home-page"
canonical = "https://slasherplay.tv//en/homepage"
google-verify = "your-google-verification-code"
meta description = "Slasher offers a variety of movies in the genre horror"
twitter:title = "Home page Twitter"
```

THE LAST BREATH

Play Now

FRANKENSTEIN

BLOOD & HONEY

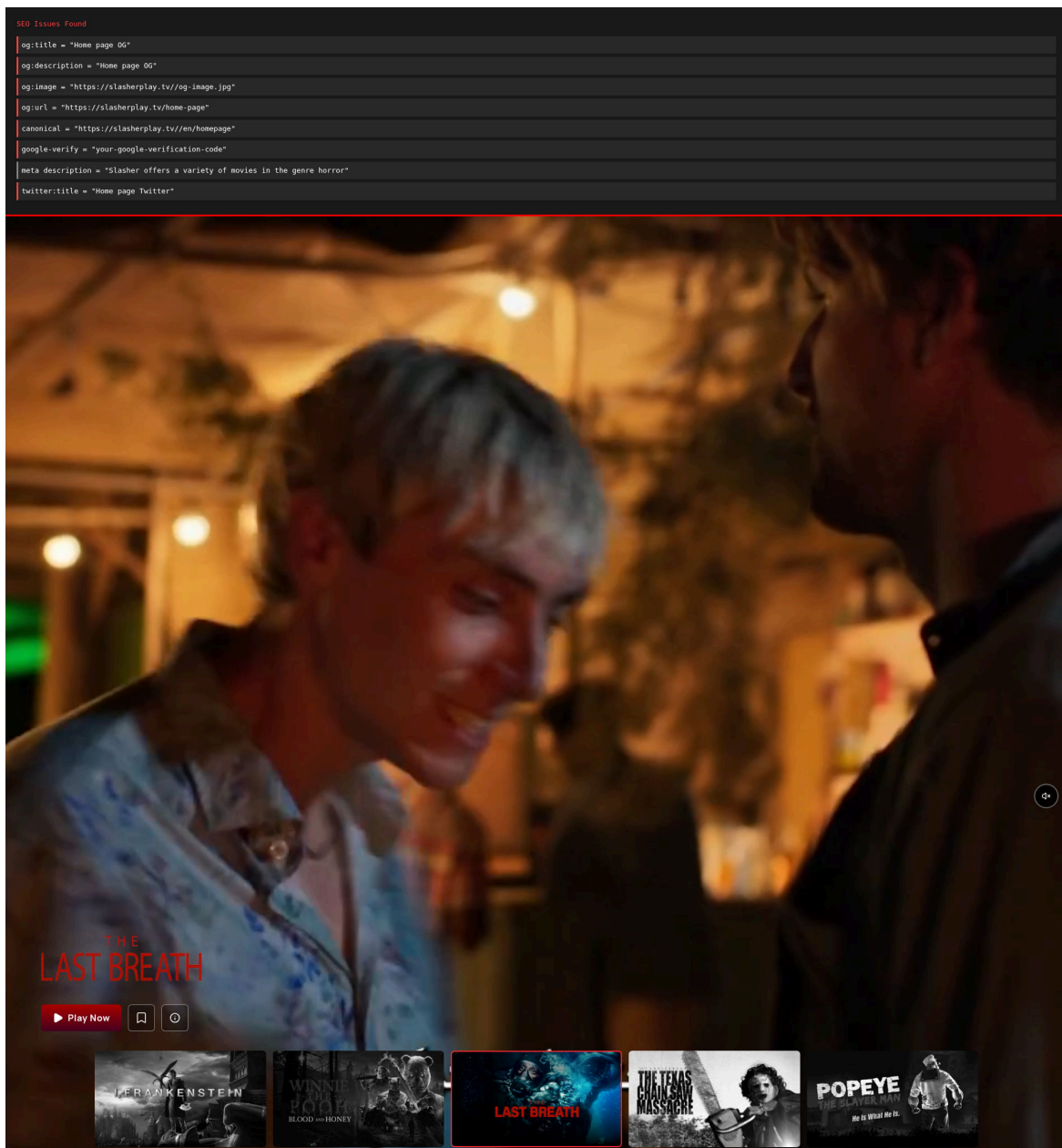
LAST BREATH

THE TEXAS CHAINSAW MASSACRE

POPEYE

A browser diagnostic overlay on the homepage exposes the metadata issues referenced in Appendix B. The `og:title` and `og:description` both read "Home page OG"; the canonical URL is malformed (`//en/homepage`); the Google site verification tag contains the literal string "your-google-verification-code"; and `og:url` resolves to a path outside the active site structure. All of these values are currently indexed by search engines and social platforms.

Figure 7: Homepage Structured Data, JSON-LD Schema Errors



A second diagnostic overlay surfaces the three JSON-LD structured data blocks on the homepage (WebSite, SiteNavigationElement, Organization). All three identify the platform as “Slasher OTT” rather than the public brand name. The SearchAction urlTemplate and the Organization logo URL are both missing the trailing slash after .tv, producing malformed absolute URLs that fail Google’s Rich Results validation.

Screenshots captured February 2026. Browser: Chrome 131 at 1280px viewport width.

APPENDIX F

Comparable Market Precedents

How the model has worked elsewhere, and what conditions made it work

The streaming landscape for niche and genre content has produced a handful of platforms that demonstrate what becomes possible when a passionate, underserved audience finally gets a home built specifically for them. The five cases below are not blueprints. Each platform found its answer within the specific conditions of its market and moment. What they share is a logic: they built something small that was the best in the world at exactly one thing, and then held that position until the audience found them.

Crunchyroll

ANIME · GLOBAL · EST. 2006

Subscribers

17M

paying (2025)

Acquired by Sony

\$1.175B

2021

Model

SVOD

1. community + simulcast

Crunchyroll did not create interest in anime. It found a community already paying for content informally, through piracy, and built the one thing the piracy ecosystem could not offer: a legal, community-connected destination that fans felt good about. Three elements drove the subscription conversion. Completeness: if a title was anime, it was on Crunchyroll. Speed: simulcast streaming on the day of Japanese broadcast, ahead of piracy. Community: discussion, watch parties, and fan infrastructure that made the platform feel like a home rather than a library. No general-purpose platform could credibly replicate any of these.

Relevance: The horror audience in MENA is in an equivalent position. They consume content through whatever channels are available because no legal, MENA-first home exists. The subscription conversion opportunity follows the same mechanics, and the precedent shows the scale it can reach.

Shudder

HORROR · US / CA / UK / IE / AU / NZ · EST. 2015

Subscribers

3M

est. 2024

Price point

\$6.99

per month

MENA availability

None

not offered in the region

Shudder launched on a single contrarian conviction: horror fans would pay specifically for a horror service, not simply accept horror content inside a general subscription. That conviction proved correct. The platform operates at one of the lowest price points in SVOD, grows through originals (Creepshow, Cursed Films), and maintains community events including the annual Ghoul Log and The Last Drive-In with Joe Bob Briggs that have become part of the genre’s cultural conversation. AMC Networks has not pursued MENA rights.

Relevance: The closest structural parallel to SlasherPlay in terms of genre, content model, and community positioning. Shudder’s absence from MENA is not an oversight; it reflects the economics of small English-language subscriber bases in the region. SlasherPlay occupies the position Shudder has not claimed, in a market that requires Arabic-language curation and regional content relationships that a US-based platform cannot build from the outside.

SHUDDER: ORIGINALS STRATEGY

- 2017** **Primal Screen** – first original: a short documentary establishing the horror editorial voice before any scripted commitment.
- 2018** Exclusive films (**Mayhem, Downrange, Revenge**) and **Channel Zero** (acquired from Syfy). First clear signal that exclusives, not catalogue breadth, drive subscriptions.
- 2018** **The Last Drive-In with Joe Bob Briggs** – live watch event that crashed Shudder’s servers. Within hours it became the most-discussed thing in horror fandom. Commissioned as a full series. Community format proved more powerful than any film acquisition.
- 2019** **Creepshow** (TV series) – flagship scripted original, now multiple seasons. Became the editorial identity of the platform: anthology horror in the tradition of the genre’s classics.
- 2019+** **Cursed Films** documentary series (seasons 1 and 2) exploring the mythology behind legendary horror productions. Docuseries as genre appreciation content – high engagement, low production cost relative to scripted.

What this model teaches: Shudder’s most effective original was a live community event, not a film. The community format (Joe Bob, Ghoul Log) built identity and retention faster than any content acquisition. Creepshow arrived four years into the platform’s life, after subscriber trust and editorial identity were already established. The lesson for SlasherPlay is sequencing: community formats first, scripted only after the audience exists and the editorial identity is set. A regional horror host series or curated editorial show costs a fraction of scripted and builds the same community infrastructure. Scripted originals, if and when they make sense, are a year-three question.

MUBI

ARTHOUSE · 190+ COUNTRIES · EST. 2007

Users

20M

May 2025

Model

SVOD

1. production + theatrical

MENA presence

Active

TR, EG, MA, AE and beyond

MUBI launched with exactly 30 films available at any time, one new title curated each day, each available for 30 days. The constraint was the product. It communicated taste, scarcity, and editorial authority in a way that a 10,000-title catalogue never could. The business model evolved from pure SVOD into a production company and theatrical distributor: MUBI now acquires festival films, premieres them theatrically, then streams them exclusively on the platform. The streaming service and the content acquisition pipeline are the same asset. MUBI Go extends the model into physical cinema tickets for new-release films.

Relevance: MUBI is active in MENA but does not serve the horror or dark genre audience. Its trajectory demonstrates two things: that an editorial voice built around a specific taste community can sustain a global platform at modest scale, and that a distributor controlling the content acquisition pipeline has a compounding advantage over a platform that only licenses. SlasherPlay's distribution infrastructure positions it to pursue the same integration.

Hoichoi

BENGALI-LANGUAGE · INDIA / BANGLADESH / DIASPORA · EST. 2017

Audience

242M

native Bengali speakers

Profitability

Yes

via diaspora pricing

Model

Tiered SVOD

regional + diaspora pricing

Hoichoi's economic model rests on a structural asymmetry: diaspora subscribers in North America, the UK, and the Gulf pay hard-currency subscription rates, which subsidize domestic subscribers in India and Bangladesh at local price points. The content acquisition strategy followed the Crunchyroll logic: secure Bengali-language content that no major platform was competing for, at prices that made sense for the audience size. The platform built a complete home for a specific language community rather than competing on the same terms as Netflix or Amazon.

Relevance: The diaspora model Hoichoi has proven – hard-currency subscribers abroad subsidizing domestic price points at home – applies to any platform with genuine cultural production in the diaspora's native language. For SlasherPlay's current English-language catalogue, the mechanic does not activate: international horror fans share the same catalogue access, so there is no cultural specificity to pay a premium for. The equation changes when the platform produces Arabic-language horror content. At that point, MENA diaspora subscribers in London, Toronto, and Paris become a distinct and monetizable segment – and the first platform to own that position captures the same structural advantage Hoichoi built.

CuriosityStream

DOCUMENTARY · GLOBAL · EST. 2015

Users

20M

as of 2021

Listed

NASDAQ

CURI

Entry strategy

Telco first

direct subscription goal

Founded by the creator of the Discovery Channel, CuriosityStream entered streaming with a clear understanding of legacy television distribution. Rather than beginning with consumer marketing, it used telco and IPTV bundle agreements to reach audiences at scale, often at near-zero incremental cost to subscribers. The bundle strategy placed the platform on devices that direct-to-consumer marketing would not have reached, and the resulting data on which bundle subscribers converted to direct subscriptions informed the upsell and retention playbook.

Relevance: SlasherPlay's B2B distribution background maps directly onto this entry strategy. The telco relationship does not substitute for direct subscription; it creates it. A bundle deal on day one tells content partners, press, and investors that the platform has real distribution infrastructure rather than a consumer website. The CuriosityStream case also illustrates the ceiling: bundle ARPU alone does not sustain a niche SVOD, and the transition to direct subscriber growth requires a content and community investment that bundle economics alone will not fund.

WHAT THESE CASES SHARE

Four conditions appear across every case where a niche SVOD reached sustainable scale.

- 01 The audience already existed and was already paying, informally.** The platform formalizes behavior that had no legal alternative. Subscription conversion follows the existing demand curve; it does not create it from nothing.
- 02 Completeness within the vertical preceded any expansion beyond it.** Crunchyroll had everything anime before it had anything else. MUBI curated arthouse with rigorous authority. Shudder built the deepest horror library in its markets. Partial coverage signals product immaturity; complete coverage within a defined scope signals authority.
- 03 Community infrastructure was built before community growth began.** Platforms that launched watch parties, editorial features, fan events, and discussion functionality before scale retained subscribers at measurably higher rates than those that added community features after traction. The infrastructure creates the audience; the audience does not create the infrastructure.
- 04 One exclusive content event defined the brand early.** Shudder had Creepshow. MUBI built its reputation on day-and-date Sundance acquisitions. Crunchyroll owned the simulcast window. Each platform had a moment where it offered something the subscriber could not get anywhere else on the day they wanted it. For SlasherPlay, this event has not yet been staged. Identifying and committing to it is the highest-leverage pre-launch decision.

Research compiled February 2026. Subscriber and user figures from publicly available sources and company disclosures; Shudder subscriber estimate based on industry reporting as of 2024. MUBI MENA availability verified via platform. Hoichoi subscriber figures not independently confirmed; profitability based on parent company reporting.