

Prospectus Supplement No. 7  
(to Prospectus dated April 7, 2025)

**SUPPLEMENT NO. 7 TO**  
**PROSPECTUS FOR**  
**UP TO 83,456,793 ORDINARY SHARES**  
**UP TO 16,500,000 ORDINARY SHARES UNDERLYING WARRANTS**

This Prospectus Supplement No. 7 is being filed to update and supplement the information contained in the prospectus dated April 7, 2025 (as supplemented from time to time, the "Prospectus"), relate to, among other things, the issuance from time to time of up to 16,500,000 Ordinary Shares and the resale from time to time of up to 83,456,793 Ordinary Shares by the selling shareholders named in this prospectus or their permitted transferees.

June 20, 2025

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UNITED STATES  
SECURITIES AND EXCHANGE COMMISSION  
Washington, D.C. 20549

Form 6-K

REPORT OF FOREIGN PRIVATE ISSUER  
PURSUANT TO RULE 13a-16 OR 15d-16  
UNDER THE SECURITIES EXCHANGE ACT OF 1934

For the month of June 2025

Commission File Number: 001-42523

**GCL Global Holdings Ltd**

(Exact Name of Registrant as Specified in its Charter)

29 Tai Seng Ave., #2-01  
Singapore 534119

(Address of Principal Executive Offices and Zip Code)

Registrant's telephone number, including area code: +65 80427330

Indicate by check mark whether the registrant files or will file annual reports under cover of Form 20-F or Form 40-F. Form 20-F  Form 40-F

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On June 20, 2025, GCL Global Holdings Ltd. published investor presentation materials, dated June 2025, a copy of which is being furnished as Exhibit 99.1 hereto.

**Exhibits**

99.1 [Investors presentation dated June 2025.](#)

**SIGNATURE**

Pursuant to the requirements of the Securities Exchange Act of 1934, the registrant has duly caused this report to be signed on its behalf by the undersigned, hereunto duly authorized.

Dated: June 20, 2025

**GCL Global Holdings Ltd.**

By: /s/ Sebastian Toke

Name: Sebastian Toke

Title: Group CEO

# GCL Investor Deck

June 2025



# Forward Looking Statements



This presentation and any oral statements made in connection with this presentation shall neither constitute an offer to sell nor the solicitation of an offer to buy any securities, nor shall there be any sale of securities in any jurisdiction in which the offer, solicitation or sale would be unlawful prior to the registration or qualification under the securities laws of any such jurisdiction. This communication is restricted by law; it is not intended for distribution to, or use by any person in, any jurisdiction where such distribution or use would be contrary to local law or regulation.

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This presentation includes "forward-looking statements" within the meaning of the "safe harbor" provisions of the Private Securities Litigation Reform Act of 1995. GCL's actual results may differ from their expectations, estimates and projections and consequently, you should not rely on these forward-looking statements as predictions of future events. Words such as "expect," "estimate," "project," "budget," "forecast," "anticipate," "intend," "plan," "may," "will," "could," "should," "believes," "predicts," "potential," "continue," and similar expressions are intended to identify such forward-looking statements. These forward-looking statements include, without limitation, GCL's expectations with respect to future performance. These forward-looking statements also involve significant risks and uncertainties that could cause the actual results to differ materially from the expected results. Factors that may cause such differences include, but are not limited to: (1) our ability to distribute and publish new and "hit" game titles; (2) success in developing and creating game IP; (3) our ability to grow and manage growth profitably, maintain relationships with consumers, resellers and game studios and retain key employees; (4) success in our strategy to monetize game IP through transmedia; (5) ability to develop a technology platform and diversify revenue streams; (6) changes in the applicable laws or regulations; (7) the possibility that GCL may be adversely affected by other economic, business, and/or competitive factors; and (8) other risks and uncertainties that we have identified in our proxy statement/prospectus filed with the U.S. Securities and Exchange Commission (the "SEC") on December 31, 2024, and may identify from time to time in our filings with the SEC. GCL cautions that the foregoing list of factors is not exclusive and not to place undue reliance upon any forward-looking statements, including projections, which speak only as of the date made. GCL undertakes no obligation to and accepts no obligation to release publicly any updates or revisions to any forward-looking statements to reflect any change in its expectations or any change in events, conditions or circumstances on which any such statement is based.

**Industry, Market Data and Partnerships:** In this presentation, GCL relies on and refers to certain information and statistics regarding the markets and industries in which GCL competes. Such information and statistics are based on management's estimates and/or obtained from third-party sources, including reports by market research firms and company filings. While GCL believes that such third-party information is reliable, there can be no assurance as to the accuracy or completeness of the indicated information. GCL has not independently verified the accuracy or completeness of the information provided by the third-party sources.

This presentation contains descriptions of certain key business partnerships with GCL. These descriptions are based on GCL management team's discussion with such counterparties, certain non-binding written agreements and the latest available information and estimates as of the date of this presentation. These descriptions are subject to negotiation and execution of definitive agreements with certain of such counterparties which have not been completed as of the date of this presentation.

## Financial Information; Non-GAAP Financial Terms

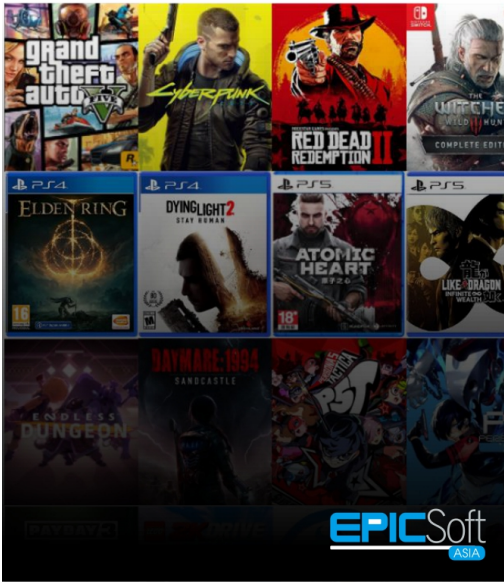
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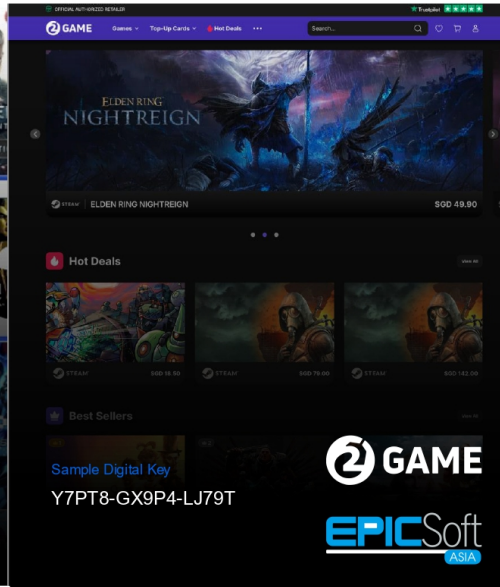
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# Introduction

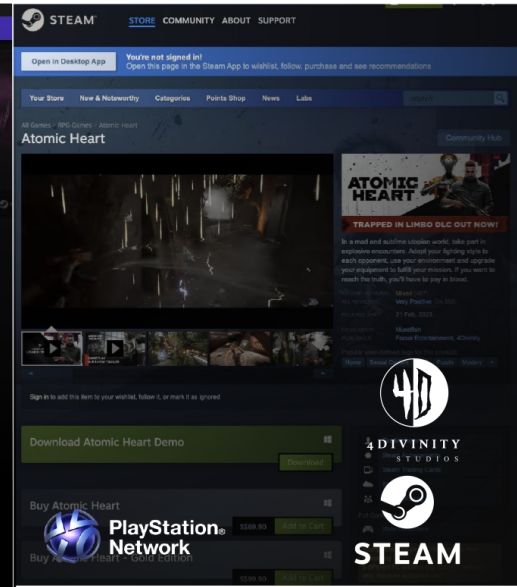
## Physical games



## Digital keys



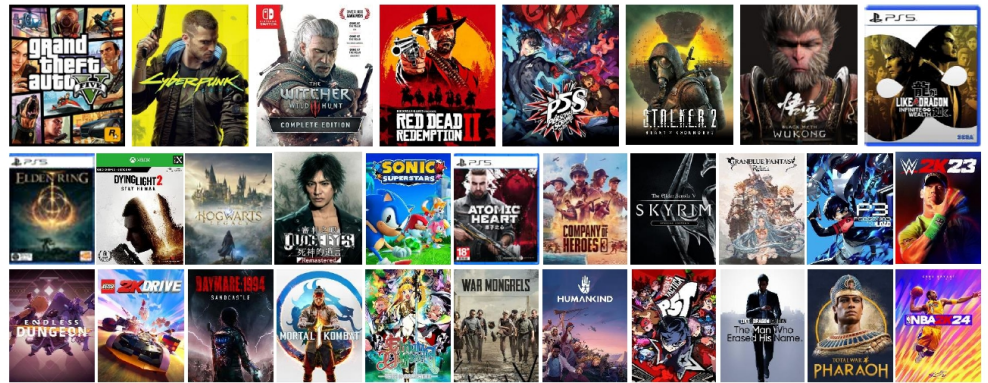
## Direct downloads



# About GCL

As Asia's **full-suite gaming group**, we offer development, distribution, marketing, and publishing of video games, digital keys, and other entertainment content throughout **Asia, Europe, and the U.S.**

# GCL



# GCL Core Businesses



**Game Development**  
B2C

NEKOM  
4 DIVINITY  
LEAP STUDIO  
SWEET PANDA

**Game Publishing**  
B2C

4 DIVINITY

**Game Distribution**  
B2B

EPIC Soft ASIA  
2 GAME

**Gaming Hardware & Media**  
B2B & B2C<sup>1</sup>

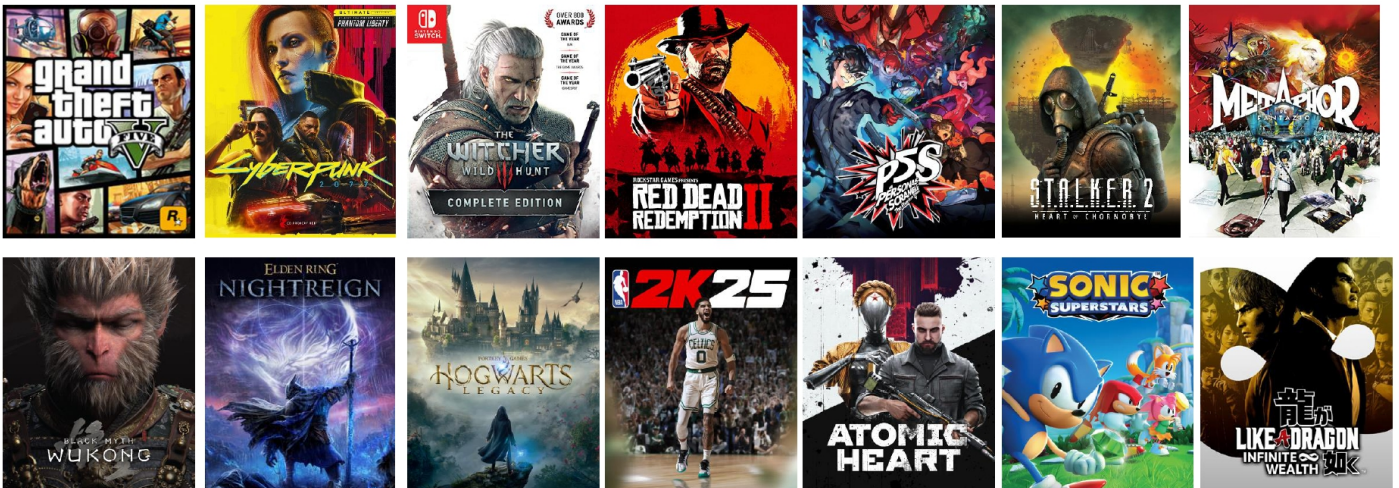
MARTINGEAR  
TITAN DIGITAL MEDIA  
STARRY JEWELLERY  
Ban Leong Technologies Limited

1. Pending acquisition, expected to close in Q2 FY26.

GCL is shaping the future of gaming, one story, one experience, and one player at a time

# Sample Marquee Game Titles That We Have Distributed

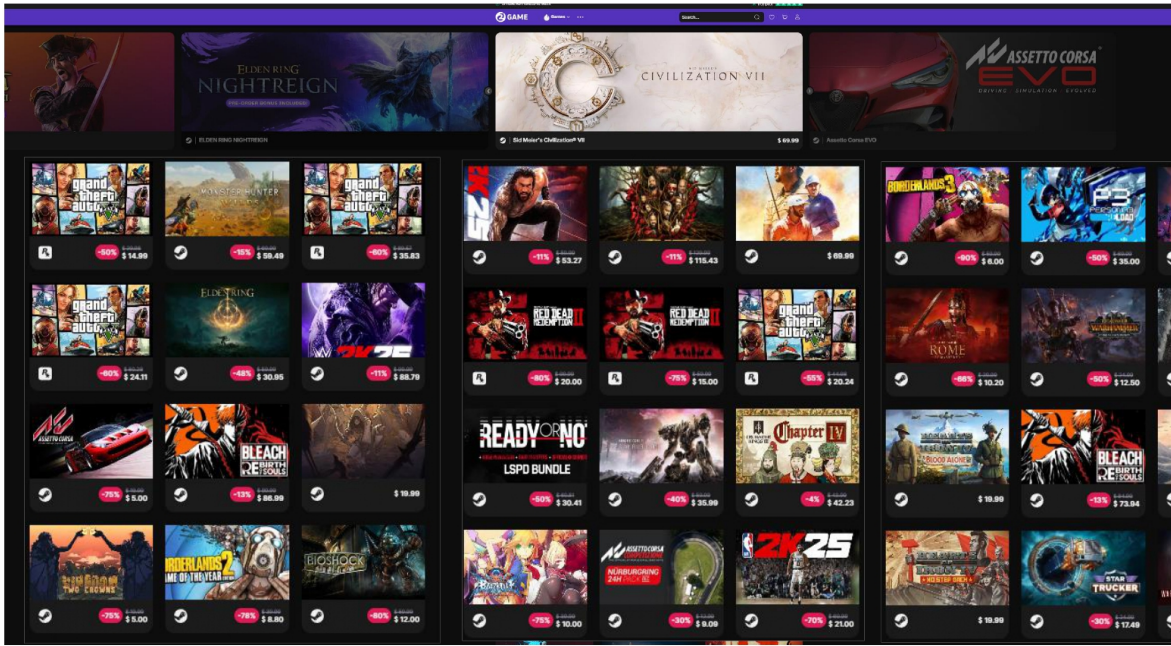
**GCL**



# Diversified Library

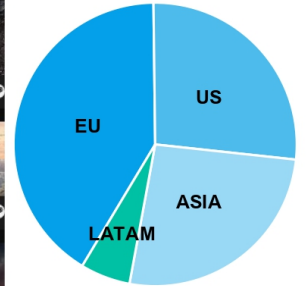
GCL distributes 8,000+ Game Titles

# GCL



## Almost 1M

Total 2Game  
Registered Users



GCL is shaping the future of gaming, one story, one experience, and one player at a time



## Black Myth: Wukong tops 25 million copies sold as its merchandise sales skyrocket in China

Published by Evgeny Obedkov

Tags: Black Myth: Wukong, Game Science, Nike Partners



Consumer interest in the Black Myth: Wukong IP remains strong, with merchandise sales for Game Science's blockbuster rising in China.



**NEWS FEED**

### Game Science reaches \$1 billion in revenue, climbs to 10th place on Steam publishers list

by TechMedia Feed Nov 26, 2024

Black Myth: Wukong has surpassed 25 million copies across all platforms. Credit: Game Science

**BLACK MYTH: WUKONG**

## Black Myth: Wukong Sells an Incredible 10 Million Copies in Just 3 Days

Monkey business.

BY WESLEY YIN-POOLE Posted Aug 23, 2024, 10:33 p.m.

**Related reads:** Open Back Headphones: A Sound Experience Like No Other

This post might contain affiliate links. If you buy something through this post, the publisher may get a share of the sale.

**Forbes**

## 'Black Myth: Wukong' Blows Past Elden Ring, Cyberpunk 2077 Steam Records

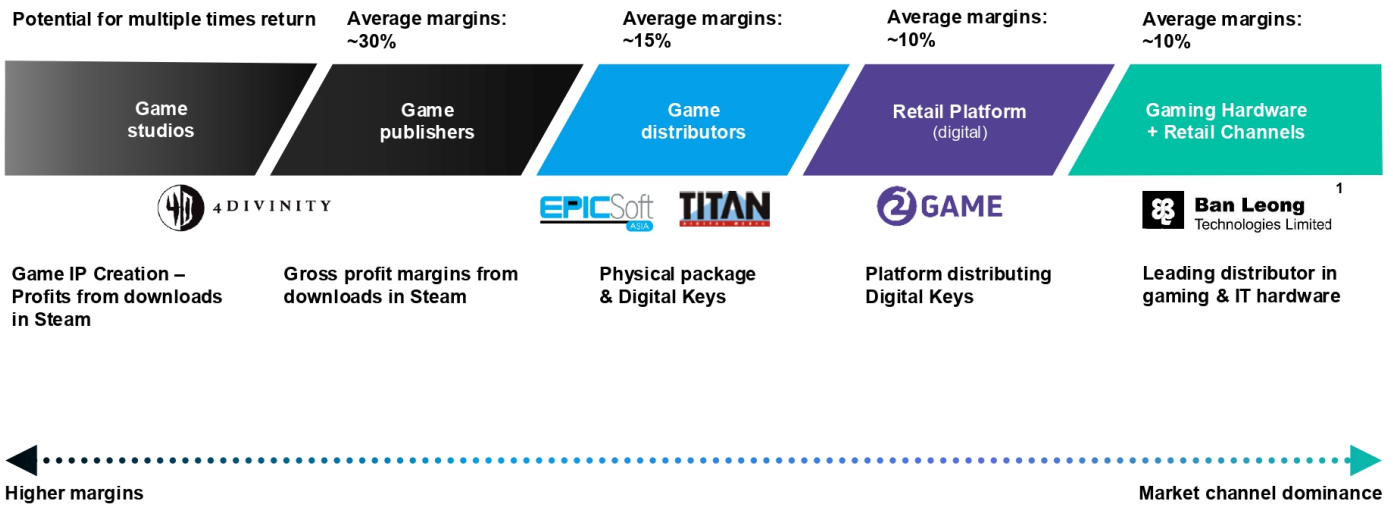
By Paul Tassi, Senior Contributor News and opinion about video games, tech...  
Aug 23, 2024 at 09:44 AM EDT

Black Myth: Wukong © GAME SCIENCE



# Ecosystem Strategy

Offering end-to-end exposure across the major components of the video gaming industry



1. Pending acquisition, expected to close in Q2 FY26.



- ✓ Sales, marketing, and IP stakeholders provide valuable reservoir of game data.
- ✓ Feedback enables GCL to strategically navigate the market and drive sustainable growth.
- ✓ Awareness and understanding of the constantly shifting market dynamics empowers GCL to easily assess and validate the value & lifecycle of game IPs.

# Momentum For Next 12 Months

Catalysts on path to enhance market positioning

01

Releasing series of strong AAA titles

02

Launch of Switch 2

03

Strategic acquisition: Ban Leong Technologies

04

GCL's game release: Showa American Story



GCL

# 1 - AAA Titles Announced Or Released

Heavyweight video game franchises that may feature in GCL's Asia distribution plans



Elden Ring Nightreign

May 2025



Hogwarts Legacy Switch 2

Jun 2025



Cyberpunk 2077 Switch 2

Jun 2025



Borderlands 4

Sep 2025






Grand Theft Auto 6

May 2026

## 2 - Nintendo Switch 2 Launch To Amplify Game Demand

Related game sales expected to spike with each new console generation released



-  Switch 2 forecasted to sell over **15M units** within the first year
-  As a current distributor of many games for Switch, sales for the new console are projected to **boost GCL's game distribution revenue**
-  The original Switch has **sold over 150M units** to date

### Select games announced & released for Switch 2



Sources: <https://wccftech.com/nintendo-switch-2-estimated-to-sell-15m-units-in-2025-in-resounding-success-but-tariffs-shadow-remains/>  
<https://www.engadget.com/gaming/nintendo/nintendo-switch-2-updates-release-date-price-new-games-and-everything-else-you-need-to-know-175623042.html>


# 3 – Pending Strategic Acquisition: Ban Leong Technologies


Bolt-on acquisition strategy for GCL’s core games and ancillary businesses




Singapore-based consumer electronics & gaming hardware group with more than 30 years of history with major brand partnerships.

## Key Ban Leong highlights:

- 

Distributes IT accessories, gaming components, smart (IOT) technology, and commercial products across Asia
- 

Authorized distributor for over 50 well-known brands, including Razer, Nvidia, Samsung, Huawei, TP-Link, and LG.
- 

Multi-channel distribution strategy (e-commerce platforms, brick-and-mortar retailers, chain stores, & direct to corporate resellers & system integrators with operating service centers in Singapore, Malaysia, & Thailand providing support & repair services.)



# 3 – Pending Strategic Acquisition: Ban Leong Technologies **GCL**

Positioned to capture evolving consumer needs



## Graphic cards

- Cutting-edge GPUs remain core to the gaming experience, especially for AAA, VR, and competitive titles
- To meet demand from both PC gamers and content creators who require high-performance hardware



## WiFi Router

- Fast, stable connectivity is critical for online and competitive gaming
- Rising demand for Wi-Fi 7 and mesh systems to support multi-device, low-lag environments



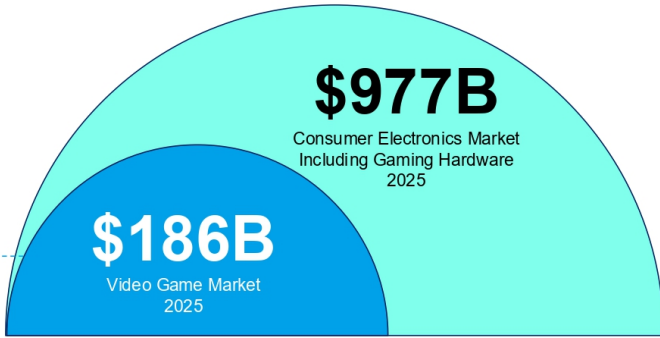
## Gaming PC / Laptop

- Increasing demand for high-performance systems to support modern games and streaming
- Increasing demand in portable gaming laptops that offer desktop-level performance on the go

### 3 – Pending Strategic Acquisition: Ban Leong Technologies **GCL**

Expanding addressable market with strong potential for value creation

The video game market & consumer electronics market share a symbiotic relationship that is expected to drive innovation and unlock new growth opportunities.



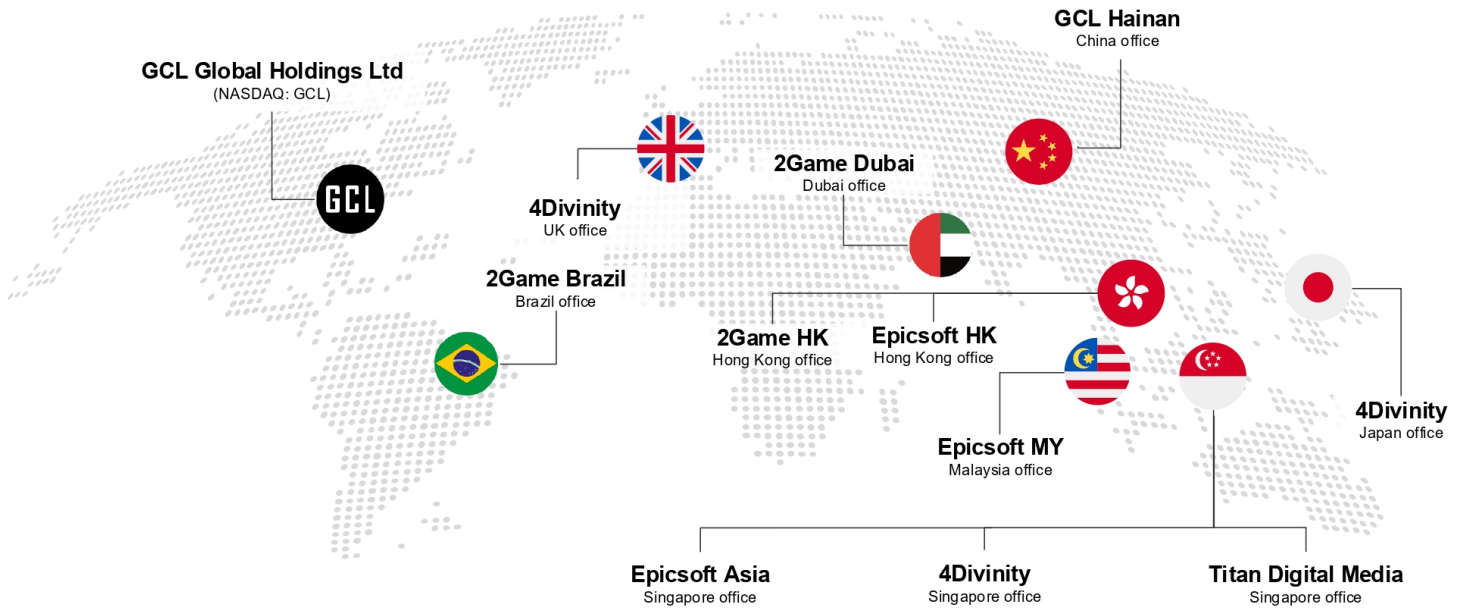
Source: <https://newzoo.com/resources/blog/global-games-market-update-q1-2025>  
<https://www.gminsights.com/industry-analysis/consumer-electronics-market>

GCL is shaping the future of gaming, one story, one experience, and one player at a time

- ✓ Drive operational efficiencies
- ✓ Expansion of new geographical markets and wider consumer demographics.
- ✓ Hardware collaboration & bundling sales
- ✓ B2C with Live Streaming Capabilities
- ✓ Inclusion of other brands into the ecosystem

# Presence & Expertise

Global capacity for publishing, distribution & marketing



# 4 – Expected Q4 Release: Showa American Story

GCL



*We might just  
be looking at the next  
Game Of The Year”*

– Asmongold



This is a game I didn't know I wanted..  
1.1M views · 9 days ago

Asmongold TV

<https://www.youtube.com/watch?v=tmx1JlXVceE>



GCL Acquired 20% of NEKCOM Inc. and Obtained Global Publishing Rights for its Upcoming Game “SHOWA AMERICAN STORY”

February 14, 2025 08:00 ET | Source: GCL Global Ltd. Follow



<https://www.youtube.com/watch?v=BIUQo1y74Fw&t=76s>



# Showa American Story 'Buzz' Holds Significant Potential

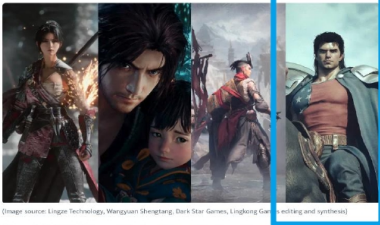


yahoo/ 1.5k followers

**A collection of all the Chinese 3A game masterpieces that have been released! After the craze of "Black Myth: Wukong", these new works have become the focus**

MrSun Yahoo Games Editor  
Updated on February 20, 2025

Since "Black Myth: Wukong" developed by Game Science swept the world in August 2024, many players and media have been paying attention to the development of 3A stand-alone games in mainland China. Therefore, this game is also regarded as an important milestone for the mainland China game industry to enter the international market. Many game development teams in mainland China have also gradually emerged and released their highly anticipated stand-alone games. Next, Yahoo Games editors will organize for you those stand-alone game blockbusters in mainland China that have been made public but not yet released.



Showa American Story

List of China's 3A stand-alone game masterpieces that have been made public:

**GCL is a 20% shareholder of NEKCOM and global publisher of Showa**

## Market Demand Is Strong for Quality Content from Asia



Game	<b>Black Myth: Wukong</b>
Copies Sold	25M+ copies
Revenue	>US\$1 Bn

Source: <https://tw.news.yahoo.com/已公開的中國3a遊戲大作賊人包整理!《黑神話:悟空》熱潮後-這些新作成為焦點-102440764.html>

GCL is shaping the future of gaming, one story, one experience, and one player at a time

# Transmedia Strategy Continues to Gain Momentum

Strong IP allows for adaptations leading to potential for further monetization





**Game Development**



**Game Publishing**

**GCL**



**Game Distribution**



**Gaming Hardware  
& Media**