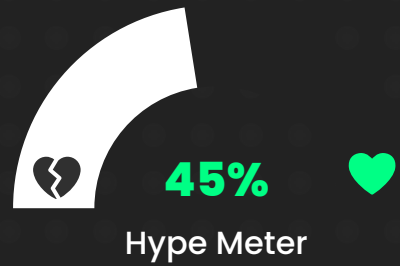
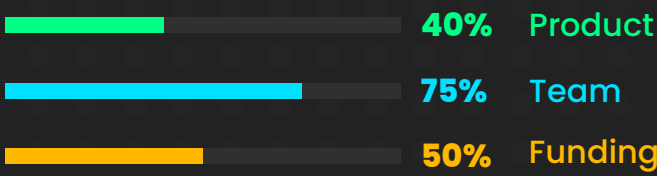


ACHIEVEMENTS

-  Released a Prototype achieved +60k players **1**
-  POC Sale on crypto.com generating \$40,000 revenue **2**

Goals

The goal is to become the leading AAA gaming studio that bridges the gap between players and spectators, introducing a new way to interact and share games thus setting a new standard in the gaming industry.



FUNDRAISING

3.2
Million \$

IMMUTABLE
SHAN, CO-FOUNDER PGODJIRA
SEBASTIEN BORGET, FOUNDER THE SANDBOX
SAMIR AGILI, FORMER VICE PRESIDENT GAMELOFT
HERVÉ LARREN, HORIZON LABS, ANIMOCA, YUGA



DISCLAIMER: THIS INVESTMENT REPORT INCLUDES LOGOS OF VARIOUS ENTITIES; HOWEVER, THE INCLUSION OF THESE LOGOS DOES NOT NECESSARILY INDICATE THAT THE ENTITIES ARE INVESTORS IN THE PROJECTS MENTIONED, AS SOME MAY REPRESENT PAST OR PRESENT MANAGEMENT AFFILIATIONS ONLY.

SOCIALS

225k followers
29.6k Discord
low website traffic

NFT: FOUNDERS-PASS

0.139 ETH FLOOR
800 Total NFTs
33 ETH Volume

TEAM

FOUNDET: 2021 **HEADQUATER:** USA 🇺🇸 **COMPANY SIZE:** 18

CO-FOUNDER:	ETHAN COHEN	REAL ESTATE
CO-FOUNDER:	NICOLAS BOUGARTCHEV	REAL ESTATE
CTO:	AURÉLIEN POCHEVILLE	NINTENDO
CRO:	RAMIN SHOKRIZADE	WARGAMING
DESIGN DIRECTOR:	PHIL O'CONNOR	UBISOFT
ART DIRECTOR:	QUENTIN GABRIEL	UBISOFT



PROS

- Experienced development team from top gaming companies.
- Secured funding.
- Partnership with key gaming infrastructure project, Immutable.
- High-quality website.
- Good quality initial render videos.

CONS

- Moderate current hype.
- Beta release years away.

CONCLUSION

The project offers an early investment opportunity with its low social media hype. Backed by a strong, experienced team, it promises a high-quality game. However, it's a long-term investment, with the game's release still years away.