

Massive Multiplayer Social Games



Revolutionary User-Generated Content platform transforming the gaming industry. Megamod empowers creators without extensive development skills to easily craft and deploy massive multiplayer experiences. We put creators at the forefront, challenging the idea that games are just corporate products



There is no way for 50M creators to break into UGC game development without professional skills

4-6 YEARS

Of education and work experience are needed to break into game developing industry from scratch

6 MONTHS

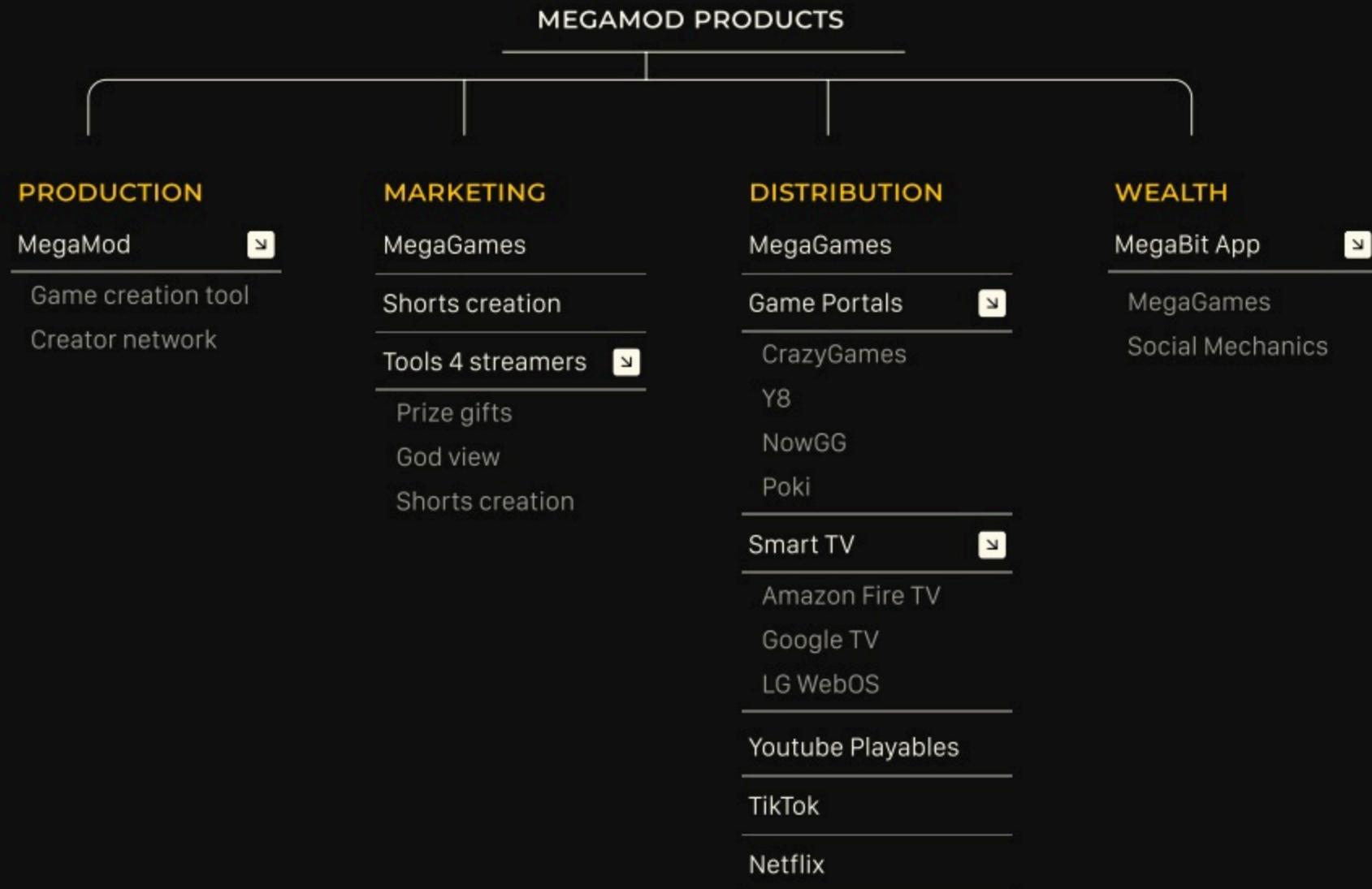
The minimum time 1 professional game developer spends to develop, test and publish an indie game using existing game engines

\$20K+

Average budget needed to develop and publish indie game

50M creators should spend 4+ years learning game development and \$20k to create a game without Megamod

Megamod product portfolio



● — 01

MegaMod

A suite of tools for creating massive multiplayer games without coding. The second key component of Megamod is the creator network, which uses these tools to develop games

● — 02

MegaGames

● — 03

MegaBit App

Megamod offers **young creators** a **toolkit** for building UGC games

Being a successful creator is not a privilege any longer. It's a profession for next generations:

- 01 GenZs are 30% of Earth population. The largest generation existed
- 02 45% of GenZ want to become a creator when they grow up
- 03 97% of creators are amateurs
- 04 Megamod is targeting GenZ and GenA creators

Megamod enables users to create, edit and publish games inside its ecosystem

01

MegaEditor

Game Engine

02

MegaCode

Semantic coding AI-tools

03

MegaSkin

Skin Editor

04

MegaBuilder

Prop Editor

05

MegaGames

In-game library

06

MegaChill

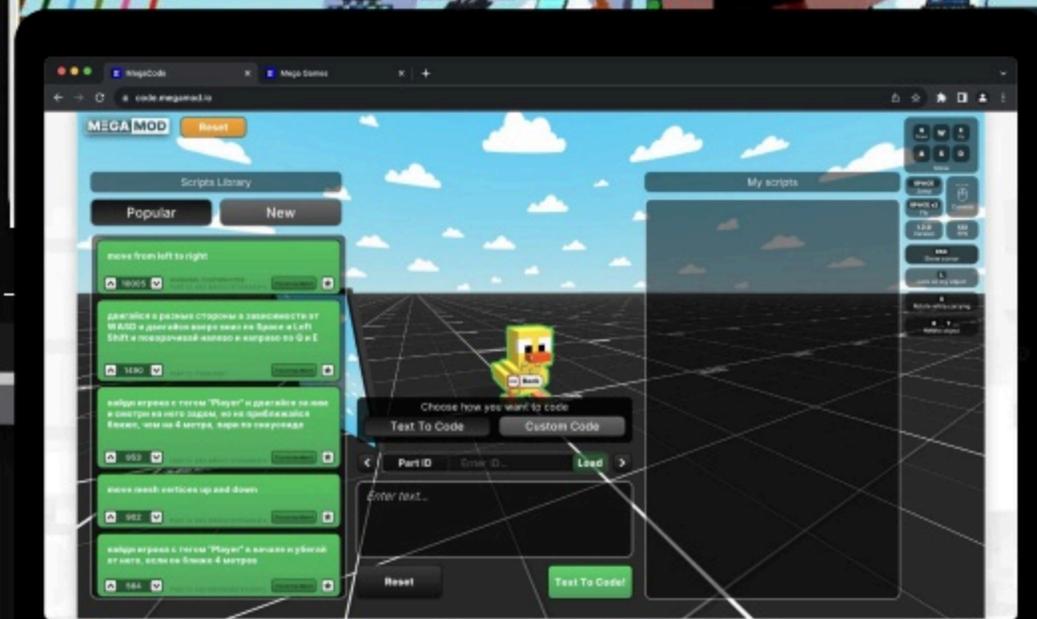
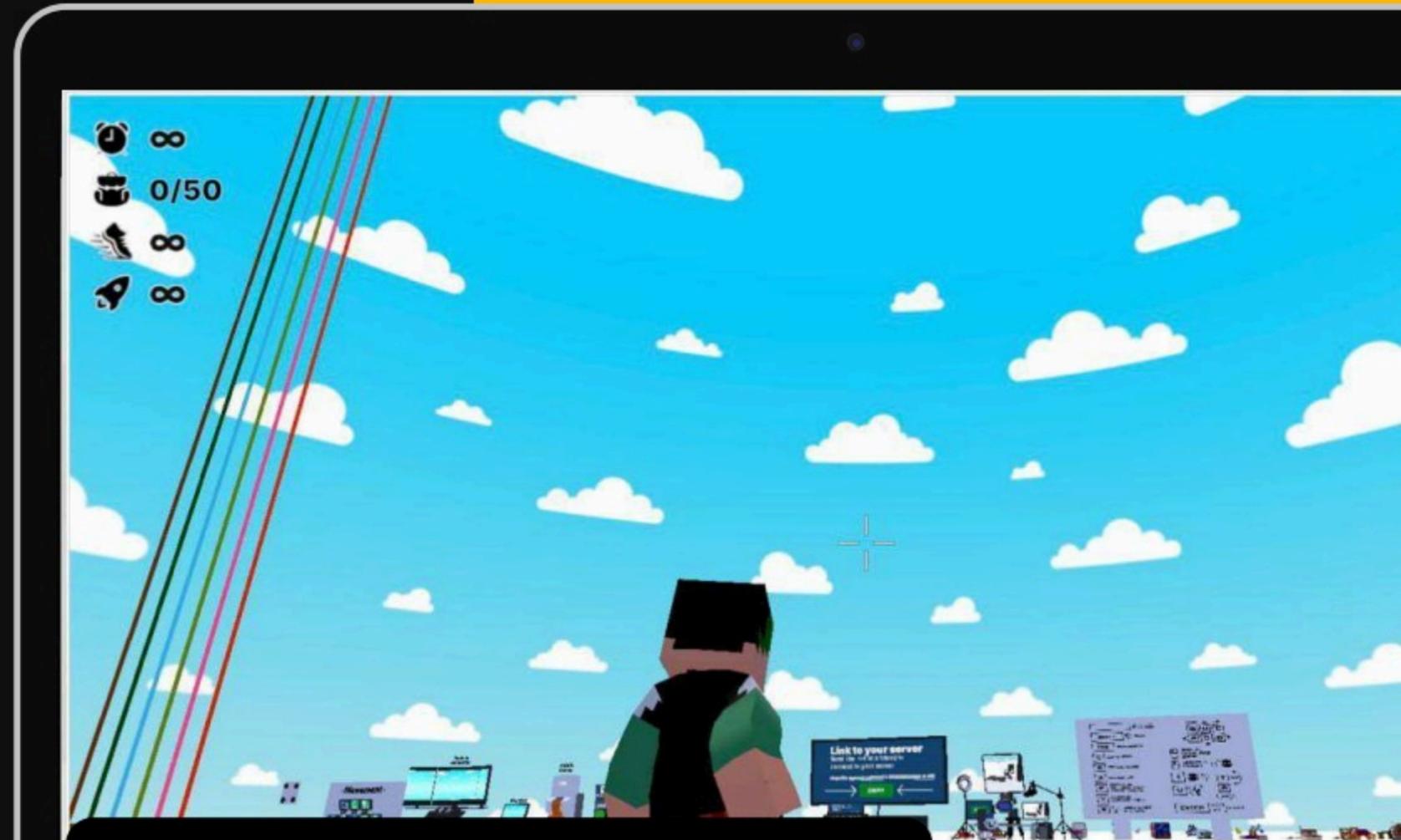
Interact with the audience and prize giveaways

MegaEditor

A tool for building multiplayer games based on the game mechanics supported by the platform, creating game levels and assets for them

MegaCode

Any game object can get a variety of properties set up with MegaCode, which can then be imported into the game. Without even knowing the code, all of this is possible

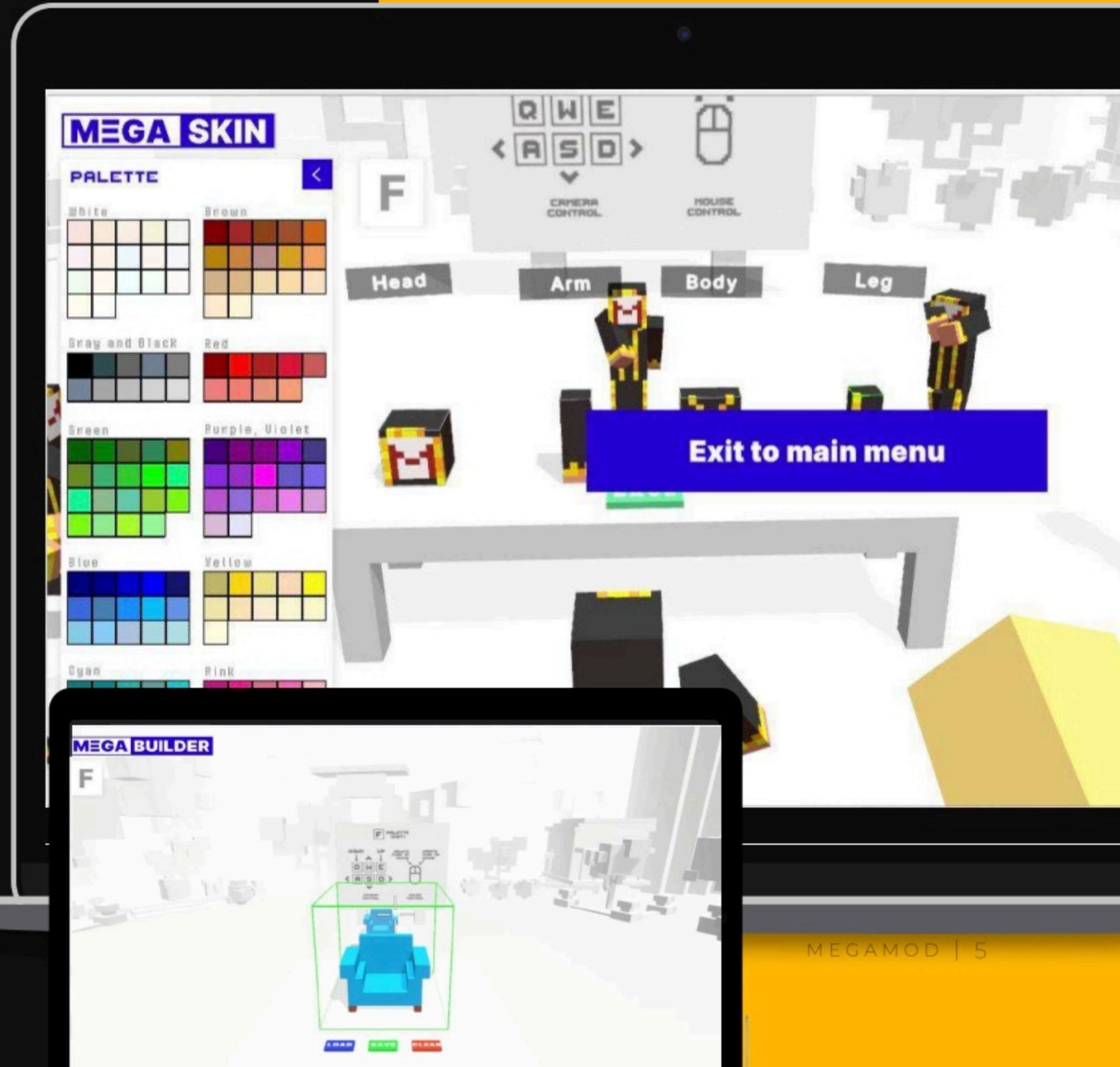


MegaSkin

Creating character skins that will represent each player during construction or participation in the game

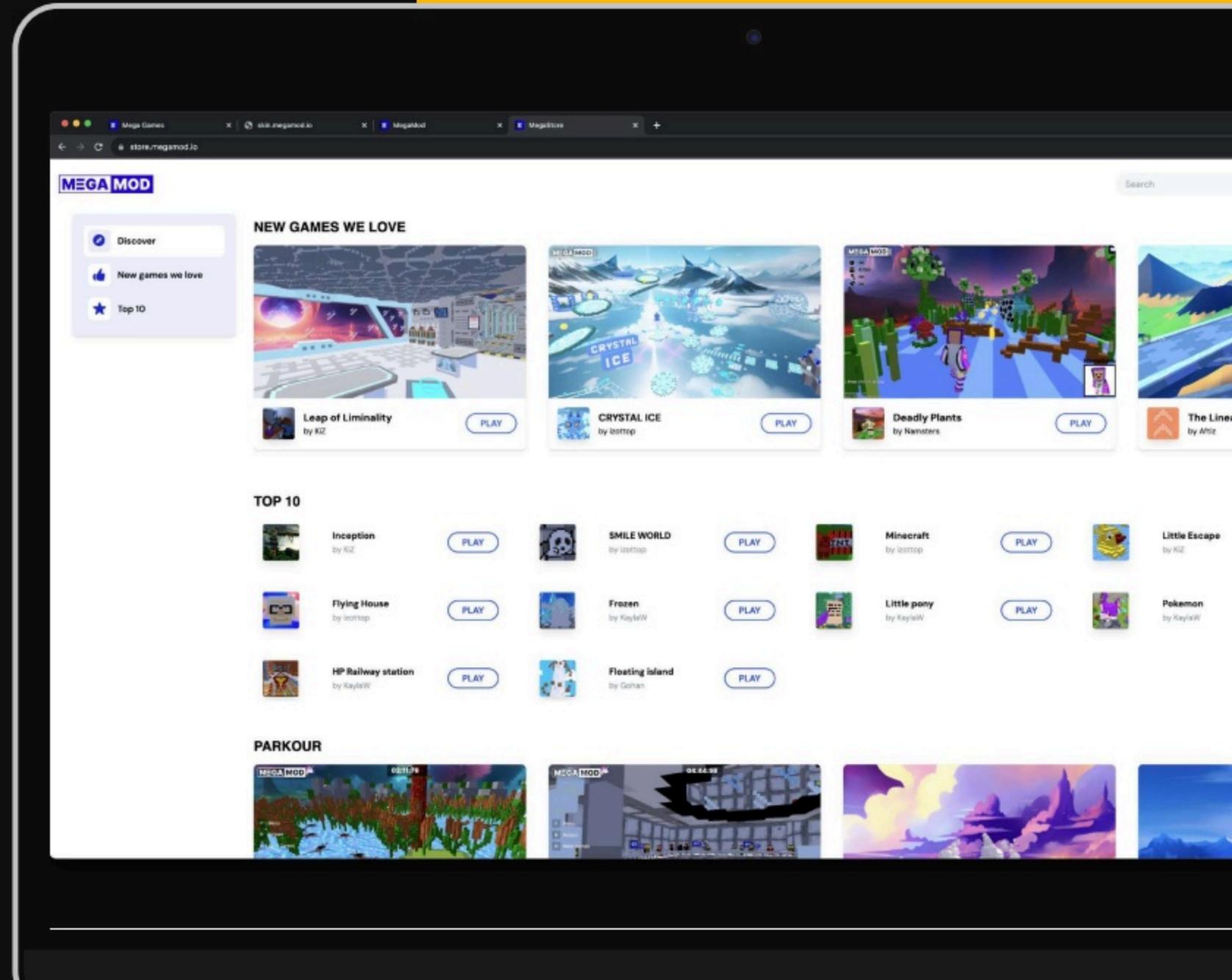
MegaBuilder

MegaBuilder is for creating props, props are objects used for building game levels in Megamod Core



MegaGames

Game catalog is a site where created games are published, all games are publicly available, they can be played by the creator with their community, as well as other independent players



MegaChill

A tool for streamers, influencers, and YouTubers enabling them to host engaging giveaways and interact with their audience within a gaming atmosphere

01

Megachill unleashes the power for creators and influencers to engage with a massive audience and dish out epic prizes!

02

At any event now, we can accommodate a whopping an audience 10 times larger than Roblox's similar service, or 5 times larger than Fortnite's



4000 times cheaper and X240 faster vs close peers

	Megamod	Roblox Studio / Fortnite Creative	Unity / Unreal Engine
Accessible for amateur creators	☑	✓ -	-
Available on mobile devices	☑	-	-
Drag'n'drop game creation	☑	✓ -	-
Costs of development per game	\$5	\$200K+	\$250K+
Time to create one game	3-4 hours	6+ months	6+ months
Online players	>400	50/100	-

[Access to the data room](#)

2K creators joined Megamod. 60K+ games built since Apr'23 launch

2 564 | 0.27%
avr 1f1 growth

Apr 15'2023 - Jun 16'2024



2500+ creators have been onboarded into Megamod since launch in late Apr'23

(Total creators onboarded, weekly basis)

65 793 | 1.39%
avr 1f1 growth

Apr 20'2023 - Jun 16'2024



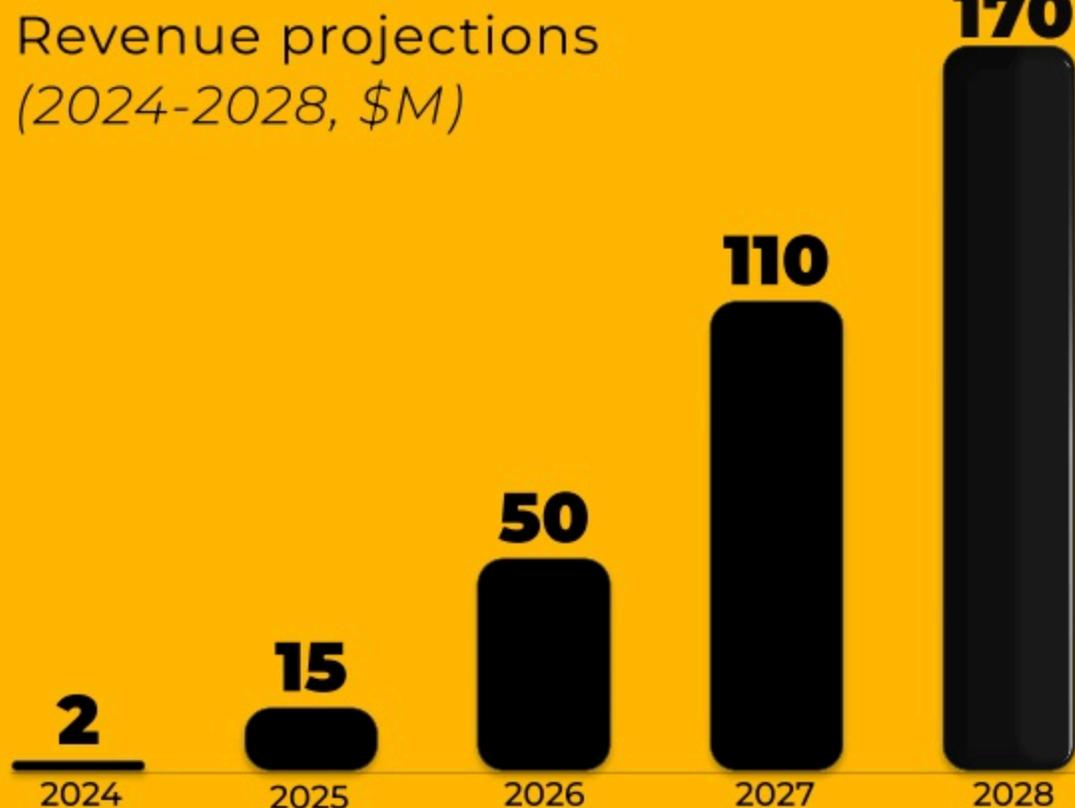
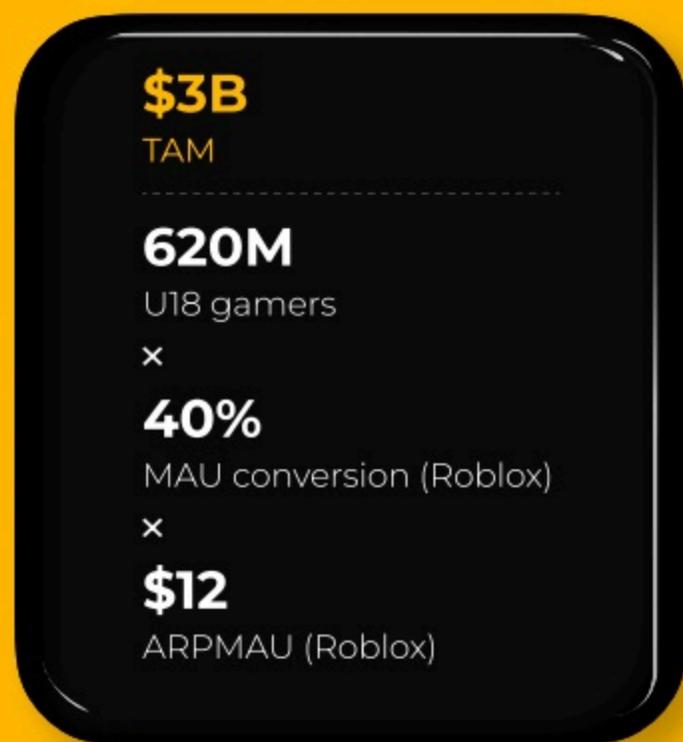
65,000+ games have been created inside Megamod since launch in late Apr'23

(Total numbers of games created, weekly basis)

We target a \$3bn market and expect \$170m ARR in 2028, earning from in-app and game time sales

620m U18 gamers worldwide = \$3bn TAM. Based on close peers' monetization

Potential to reach \$170m ARR by 2028 due to virally expanding user base



Previously, the team **launched 100+ mobile games.** Now they're also supported by tier-1 industry experts

Launched 100+ mobile games. Experience of managing products with 150M combined audience



Aleksey Kostarev

GameDev expertise and experience of building a \$20M+ Sales Business



Katerina Novichkova

Expertise in building financial function for startups and industries' tier 1 companies (revenue up to \$8B)



Dmitry Semiriazhko

Technology expertise + experience of building a business for >80M users



Klavdia Potapova

Expertise in building high-load systems, experience of scaling development teams

com2US



rubylight

EXPERIENCED INVESTORS

Supported by tier-1 advisors from Xsolla, COM2US, Mundfish and others



Kyu Lee

President of COM2US USA, Partner at CRIT Ventures
22+ year industry veteran

com2US



Tyler Kim

Vice President of Xsolla USA, Entrepreneur in Fin-Tech, Entertainment Media, Web3

Xsolla



In-house DevTeam

Art production & development applications with 93M installations on the AppStore, ex-Joy Bits

Raising \$2m to keep up with our product & marketing roadmaps and reach 100k users by 1H24



1H23

Focus on raising the 1st creators' generation

MARKETING

Voxel graphics & Basic game logics

PRODUCT

2H23

Start of distribution

MARKETING

Game physics & complex object interactions

PRODUCT

1H24

First 100k users and introduction of referrals

MARKETING

Creating immersive social open world

PRODUCT

2H24

Viral expansion & product-led growth

MARKETING

Text-to-code game dev via AI tools

PRODUCT

We are raising \$2m to make it live!



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