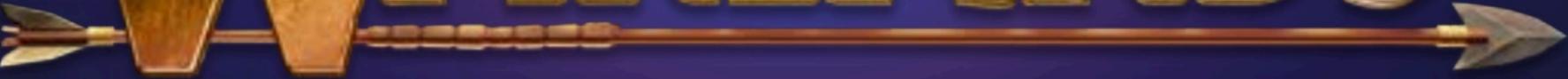


# WARLANDS



THE FIRST REMUNERATIVE ESPORTS GAME



PITCH DECK

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# 1 ♦ WARLANDS



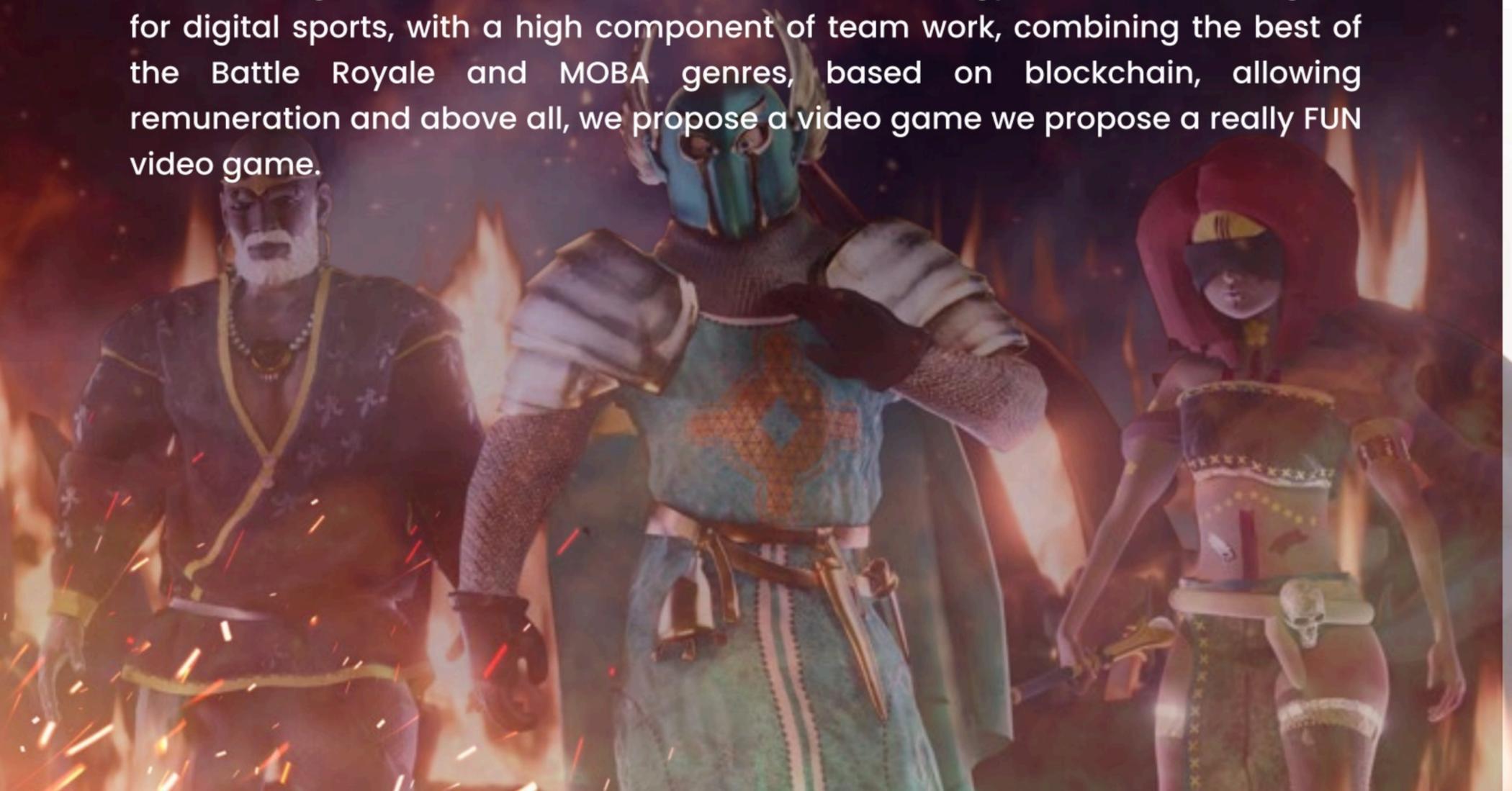
## A. MISSION, VISION, VALUE

**MISSION:** To combine the traditional with the revolutionary, getting the best out of the traditional the successes of the traditional FP2 market, together with the need to digitally socialization of the new generations in a competitive and remunerative P2E & P2E environment where brands are also penetrating rapidly, endowed with a unique technology, the blockchain world.

Warlands, a videogame designed for the new gaming generation, with a data-driven game design model combined with our extensive know-how from more than 8 years of development, where its proposal has been focused on the consumption habits and needs of new and future gamers, presented by new and future gamers.

**VISION:** We want to bring the first +AAA Hybrid Esports game, combining the best of a traditional game with NFT world directly related to Esports and introduce this sector to the blockchain ecosystem.

**VALUE PROPOSAL:** We propose a multiplatform (mobile and PC) competitive 5vs5 video game, with nuances of survival and strategy in real time, designed for digital sports, with a high component of team work, combining the best of the Battle Royale and MOBA genres, based on blockchain, allowing remuneration and above all, we propose a video game we propose a really FUN video game.



# 2 ♦ ABOUT US



## A. TEAM & BACKGROUND

Warlands has a multidisciplinary team of professionals with more than 55 members and 8 years of experience in the video game development industry. The team has know-how and titles completely focused on the mobile world and millions of downloads. In 2021 we decided to launch a competitive eSports title combined with the multiplatform mobile and cryptographic world. Our philosophy is to entertain and offer the rewarding option that this new and unique scenario gives to players.

### FOUNDERS

Óliver Pérez (CEO)

### LEADERSHIP

Norberto (Chief Marketing Officer)

Ayush Ranjan (CTO)

Hamza (Chief Financial Officer)

Abhi (Lead of Tech Officer)

Anagh (Art Director)

Karan (Blockchain Lead Officer)

# 3 **INDUSTRY DEVELOPMENTS**



## A. **PROGRESS & FUTURE**

The world of video games has developed in many ways, from **changing product formats such as game cartridges or CDs to their use on different devices: consoles, PCs, mobiles, and even VR, whether in digital format that can be downloaded/installed or in apps or video games reproduced in the cloud.**

The business models that exist around the video game ecosystem have also developed. Beginning with the purchase of the physical product, we evolved to free 2 play models with internal micropayments and integrated advertising, mainly on mobile. With the previous formula, in recent years, we have added the monthly subscriptions and observed that the physical format is now almost non-existent, has become a collector's format with limited editions. Finally, all of this has converged in circular decentralized ecosystems thanks to the blockchain world.

Global video games revenue, 2020-2030

Source: GlobalData Thematic Research



“The new economic models provided by the crypto world allow players, investors, and communities to finance any project using their own capital. Furthermore, the blockchain sector provides us with an economic model in which everything is based on open circular systems: gamers are remunerated and users assets come in and out of the ecosystem with a specific coin/token/value, or by being bought by other users or by the project itself. These tokens can even be recycled to be used in products of the same company or by partners.”

## **B. WARLANDS GAMEPLAY**



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# 4 ♦ WHAT IT IS WARLANDS



Warlands is a single metaverse that combines **Moba and Battle Royale mechanics in a competitive format, where users survive and conquer areas of the battlefield in 5v5 teams.** As we see in 2021's action sub-genres, top-tier games mix MOBA, Battle Royale, teams, and real-time action, Warlands brings them all together in a single format.

## WORLDWIDE | TOP SUBGENRES BY TOTAL TIME SPENT



Our video game model focuses on entertainment at all scales, especially in real time, either as a spectator or as a player.