



facimus ludos

Welcome to

# METASTUDIO



**GAMING HAS BECOME THE WORLD'S FAVORITE PASTIME,  
WITH OVER 3 BILLION ACTIVE GAMERS GLOBALLY.**

About

# METASTUDIO

MetaStudio is a game development company focused on creating engaging and innovative games as a service in Web3





# MISSION

Develop immersive games that onboard Web2 gamers to Web3, with a strong emphasis on ensuring true asset ownership.



# VISION

To become the most player-centric game studio on Earth, where players can discover their tribe, and, co-create with MetaStudio.





# GROWTH STRATEGY



**MOBILE  
GAMES**

**GAMES  
AS A  
SERVICE**

**CREATIVITY  
TOOLS**



Phase 1

# CASUAL/MOBILE GAMES





**\$272B**

The mobile gaming industry is on a constant upward trend with a projected revenue of \$272 billion by 2030

**\$78B**

The casual gaming segment accounts for the largest share of mobile gaming revenue, with an estimated \$78 billion in 2021 alone

**52%**

mobile gaming account for 52% global gaming market share



# THE STRATEGY

Our goal is to develop mobile games with a low-maintenance, cost-effective approach that can generate medium to high cash flow. This approach enables us to iterate and create new games, discover product-market fit, while also making the games accessible to a wider range of gamers archetypes.

Introducing

# RUNE REALMS

Rune Realms is an innovative MMORTS Game as a Service offering a cost-effective solution to combine various gamer archetypes into one engaging and fun game. Additionally, creating Rune Realms will enable MetaStudio to explore and bring more game to the market.

## COMPETITORS

Revenue

**\$10B**

Clash of Clans

**\$2.5B**

Lords Mobile

**\$926M**

Rise of Kingdoms



Phase 2

# GAMES AS A SERVICE



# RECURRING REVENUE

Games as a Service allow for recurring revenue streams from a dedicated player base. This is more predictable than traditional game development models, which rely on one-time purchases.





# 100M+

Because of the Free To Play nature of games as a service, the player base is larger than B2P games, reaching hundreds of millions of players.

# \$87.7B

Games as a Service market generated \$87.7 billion in revenue in 2020, nearly 80% of the digital games market

# 79%

Games as a Service accounted for 79% of the digital games market in 2020



# PLAYER RETENTION

Providing ongoing content and updates increases player retention and engagement. This helps build a dedicated community around the game, leading to a more sustainable player base.



# NO PIRACY

Services can't be pirated.

Using online servers and digital rights management reduces piracy and protects intellectual property. This protects the game's revenue stream and allows the developers to reinvest in the game for ongoing development and updates.





# NARROWING THE FOCUS

The revenue generated from our mobile games will fuel the development of high-maintenance, high-cash flow Games as a Service (GaaS) with a singular focus on creating a global intellectual property (IP) or franchise.

**\$20B**

Fortnite

**\$11.7B**

League of Legends

**\$4B**

Genshin Impact



Phase 3

# CREATIVITY TOOLS



# POWERED BY CREATORS

Our goal is to democratize game development and empower individuals to create. We aim to achieve this by developing user-friendly tools and platforms that enable people to interact easily with our future IPs. This will allow them to create and publish and monetize their games.

# THE "YOUTUBE" OF GAME DEVELOPMENT

These tools will allow us to create a unique flywheel.





# OPPORTUNITY SIZE

The gaming industry is bigger than Hollywood and Music combined.

**\$365B**

2023 Projected Revenue

**3B**

Active gamers globally

**\$?**

MetaStudio



**HOW CAN YOU BE  
PART OF THIS?**

CP

499,705

GCP

499,705

DR

499,705



RR

877,997



# RUNE REALMS

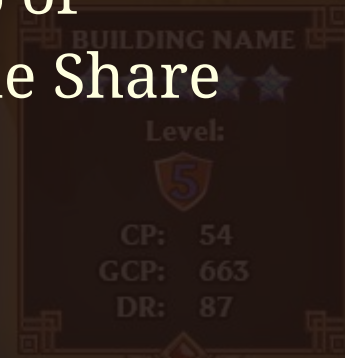
Rebirth

Rebirth is a Gamified Investment Experience and MetaStudio's initial investment vehicle to keep developing MetaStudio, including Rune Realms: Clash.



## MINT A GOLEM

5:27:32 Golems hold a % of MetaStudio's Revenue Share



## MINT A SHRINE

Shrines allow you to Stake Golems and Activate your %

## MERGE GOLEMS

Merging Golems increases Golem % Value





# ROADMAP

**RUNE REALMS**

2023

**MOBILE GAMES**

2023 / 2024

**ENGINE**

2027

**MARKETPLACE**

2023

**PROJECT ARKANE**

2024 ( Pre-Production)





# OUR GAMES

# RUNE REALMS

Web3 MMORTS game on the Polygon network.





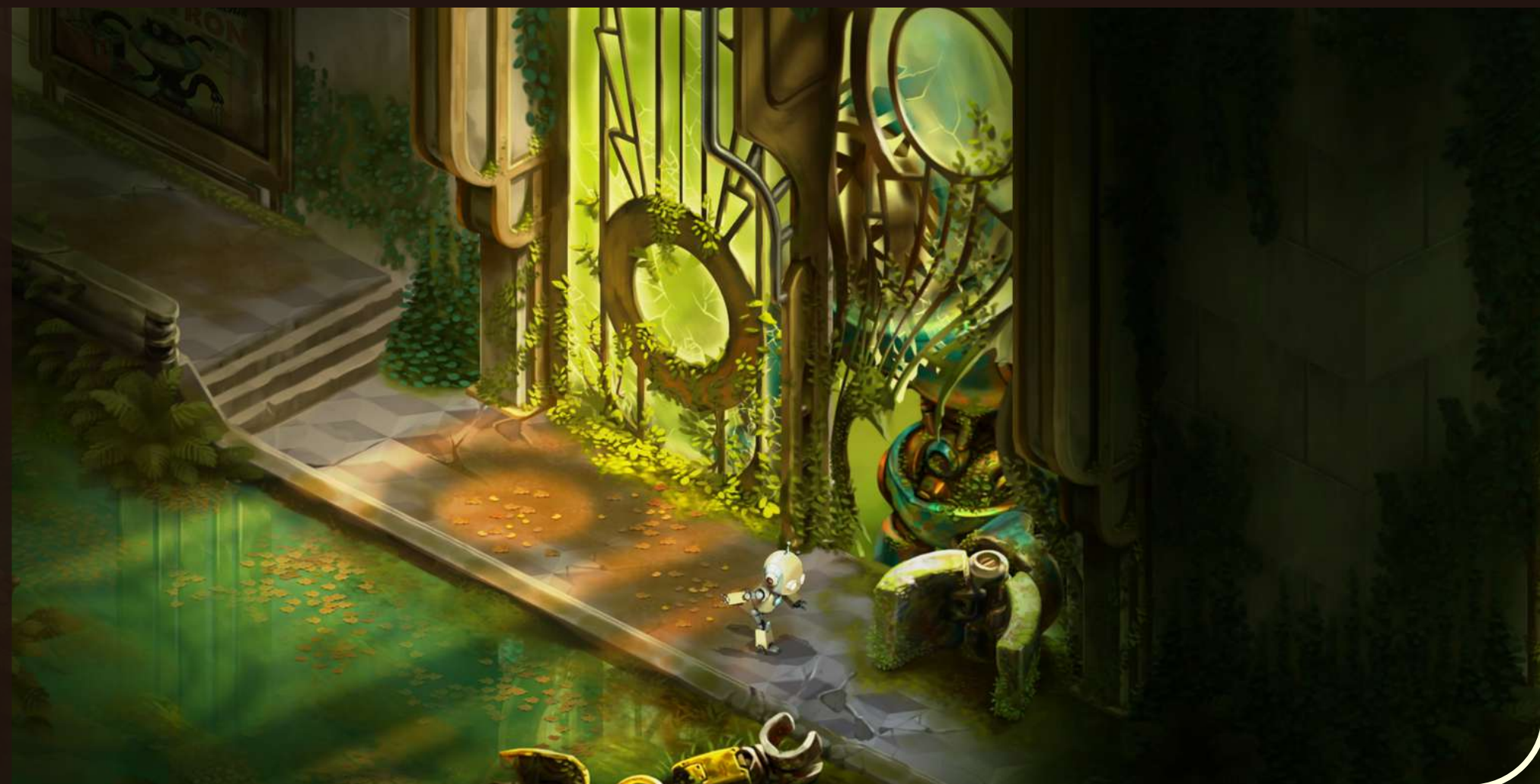
# MARVIN SURVIVORS

In this hilarious adventure game, you play as Marvin, a lovable puppy who is determined to follow his owner to Mars after Terra (earth) collapses and becomes a post-apocalyptic world. Marvin will have to survive hordes of wacky and weird enemies.



# RETRO MACHINA

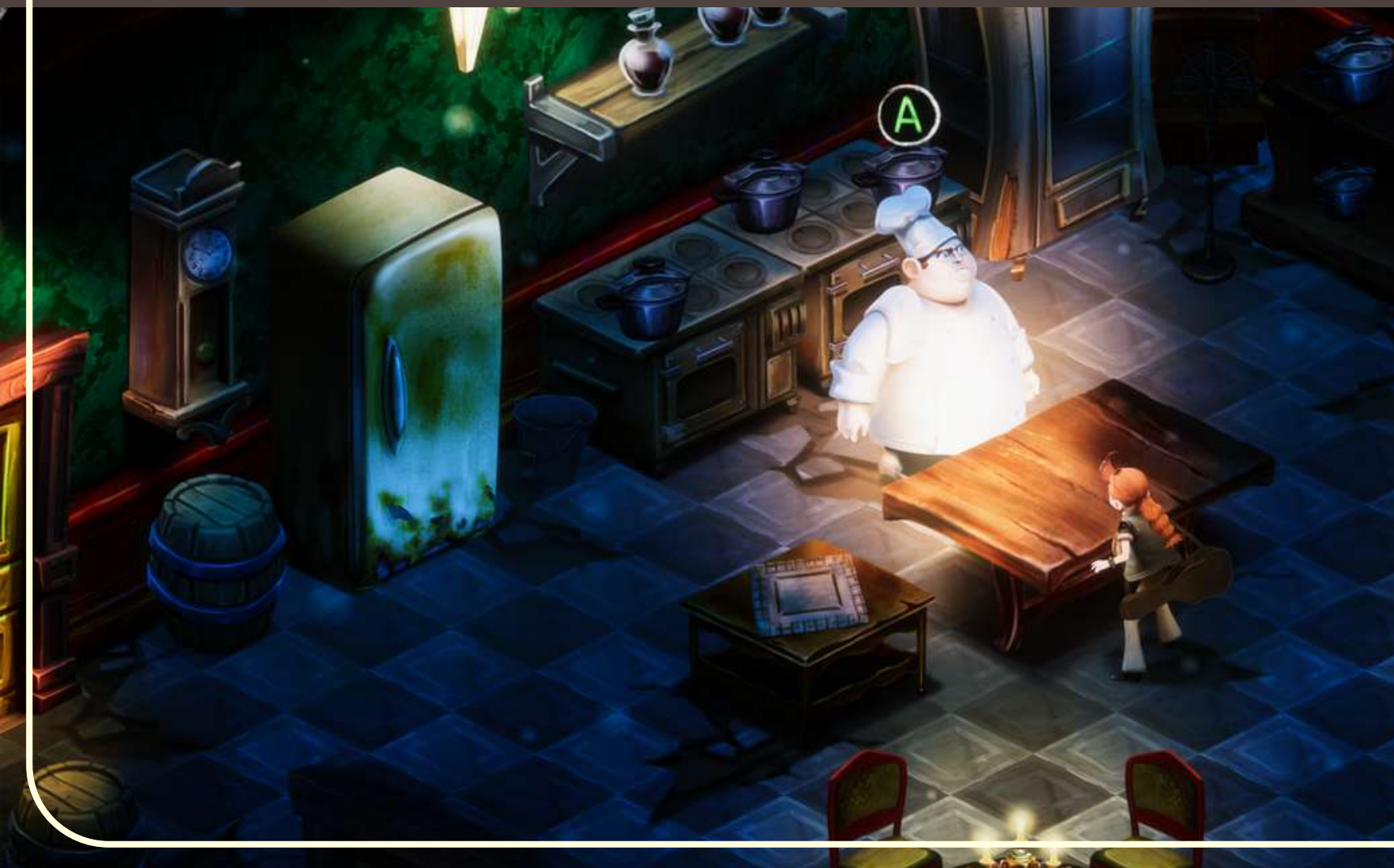
Follow a small robot in an adventure packed with action, exploration, and puzzles set in a retro-futuristic universe based on the tales of Isaac Asimov and Arthur Clarke.





# THE SPOOKY HOUSE

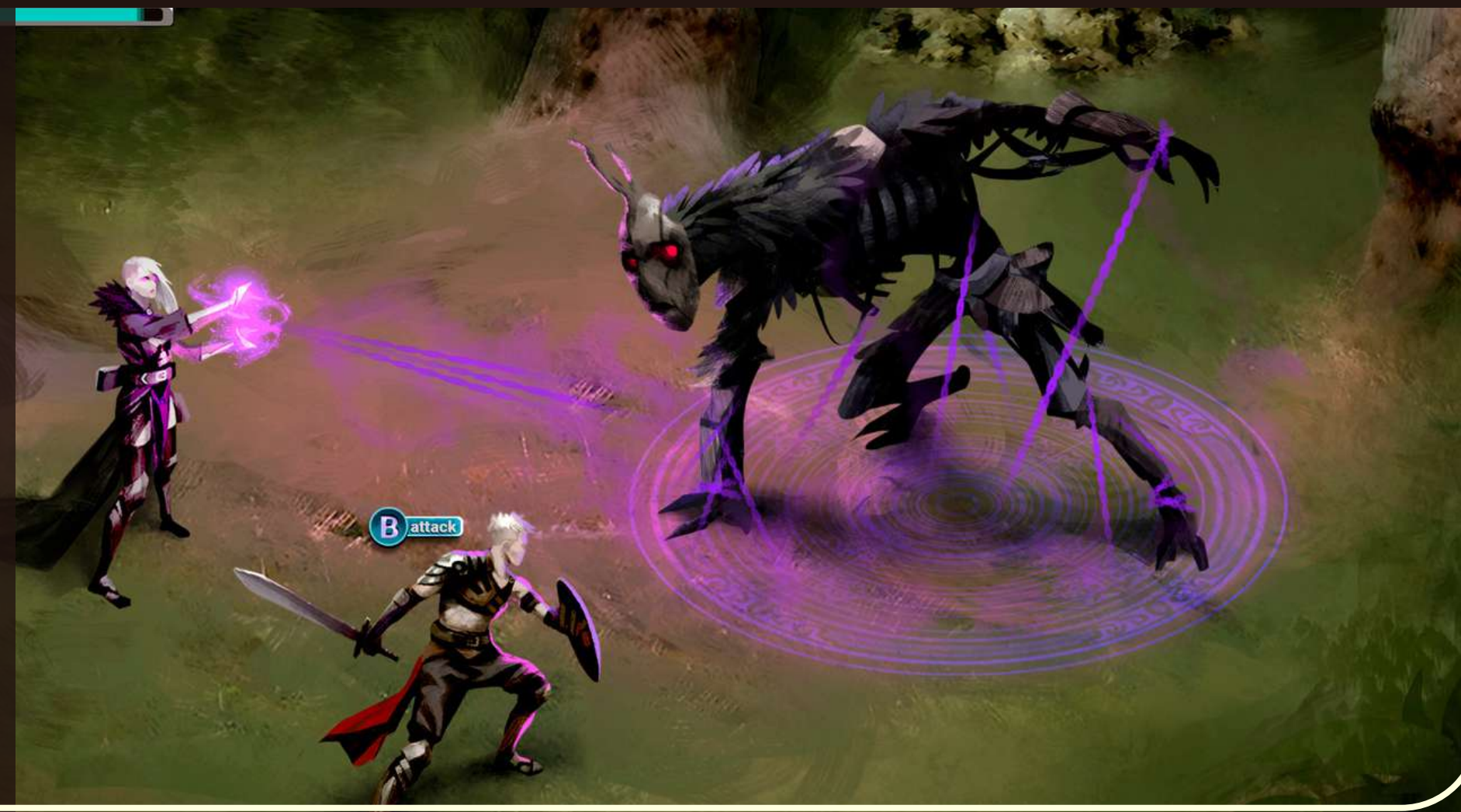
A group of children is trapped in a haunted house within a time loop, where they must find the three parts of the magic urn that will end the curse.





# FORBIDDEN REQUIEM

isometric single-player game focused on combat and exploration, set in a dark medieval world, with two main characters: a warrior and his sister, a witch.







Who Makes this Possible

# THE TEAM





## CARLOS DOMINGUES

MetaStudio Co-Founder  
Marketing Director @ CGMA

Former concept artist & Founder of The BlackBird, Responsible for growth marketing and paid media for RebusFarm, TTTC, Cartier



## MANNY FRAGELUS

MetaStudio Co-Founder  
Founder and CEO @ CGMA

Former VFX Artist who has worked with the world's most widely recognized animation studios, such as Sony, Disney, and Dreamworks. Titles include: How To Train Your Dragon, Shrek 2, Kung Fu Panda, Pirates of the Caribbean



## TED DAVIS

MetaStudio Co-Founder  
Co-Founder and CTO @ CGMA

Former VFX Artist who has worked with the world's most widely recognized animation studios, such as Digital Domain, and Dreamworks. Titles include: How To Train Your Dragon, Transformers, Speed Racer, Spyro The Dragon



## VALNEI SANDERSON

Game Dev. Director

With over 12 years of expertise in game development, is committed to ensuring that we deliver the highest quality games. His remarkable contributions to Retro Machina have earned him the prestigious BIG award.



## RODRIGO PASCOAL

Art Director

The driving force behind the stunning visual development of our games. His remarkable contributions to Retro Machina have earned him the prestigious BIG award.



## ELTON LOPES

Level Design Director

The Mastermind behind creating vast and immersive environments for your characters to explore. His remarkable contributions to Retro Machina have earned him the prestigious BIG award.



Who Makes this Possible

**PARTNERS**



WEB3 Developers

A global scale infrastructure platform that provides fully managed blockchain computing and web services to developers, teams, and businesses.

**OMNIQU3ST**

Relationship and Collaboration

OmniQu3st builds and nurtures strong partnerships and collaborations within Web3 game communities.



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THANK YOU