



PITCH DECK

WAR FOR EARTH

PLAY TO EARN GAME



WAR FOR EARTH

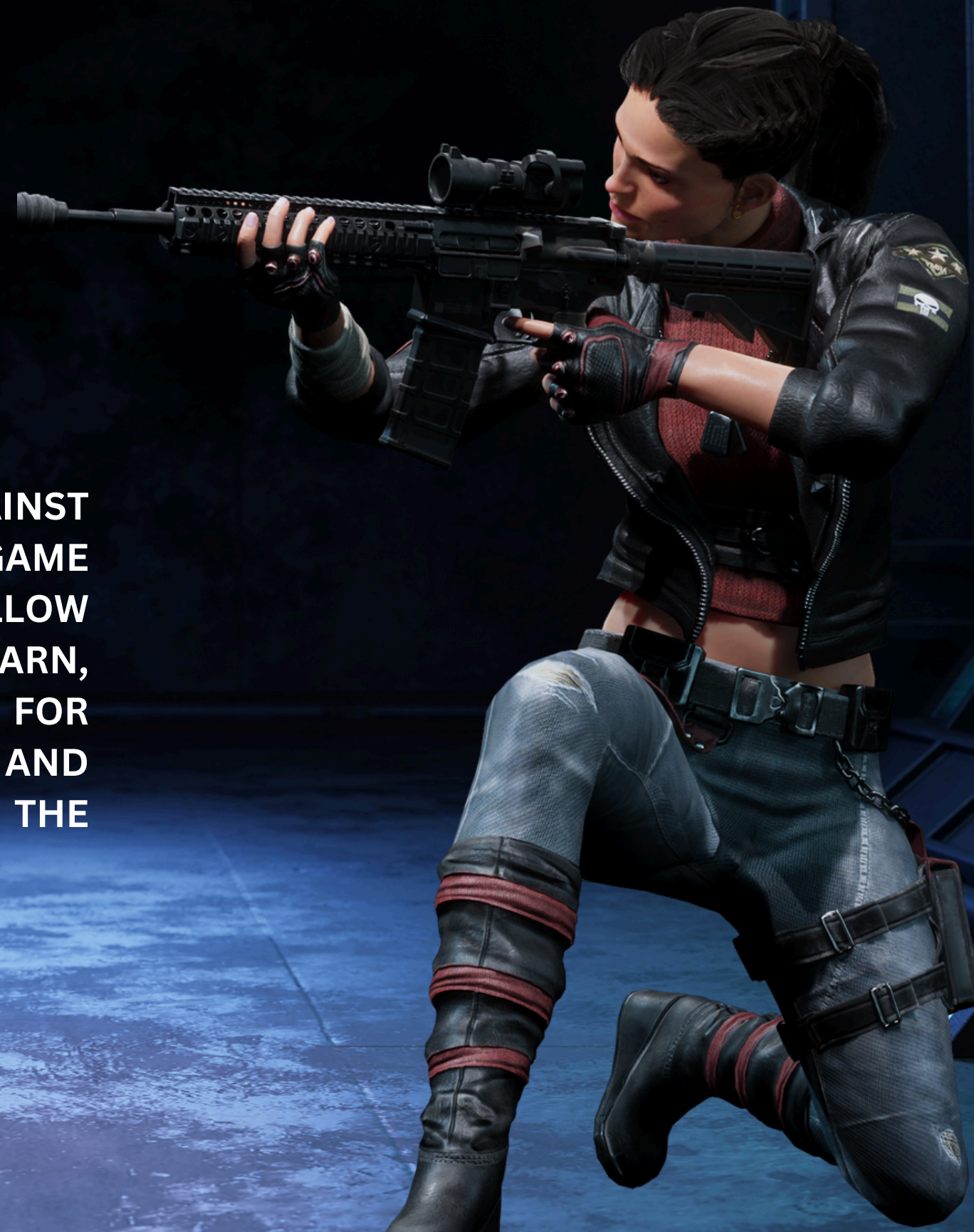
GAMES

INTRODUCTION

WAR FOR EARTH PLAY TO EARN GAME

INTRODUCTION TO THE GAME

SET IN 'THE BASTION' THIS METAVERSE GAME PITS PLAYERS AGAINST EACH OTHER IN VARIOUS PLAY-FOR-FUN AND PLAY-TO-EARN GAME MODES. GO HEAD-TO-HEAD OR ASSEMBLE A CLAN OF FELLOW WARRIORS TO TAKE ON YOUR ENEMY. WITH MANY WAYS TO EARN, AND A REWARDING ECOSYSTEM FOR ALL PARTICIPANTS, WAR FOR EARTH IS THE IDEAL OPPORTUNITY FOR GAMERS, BUSINESSES, AND VENTURE CAPITALISTS TO ESTABLISH THEMSELVES IN THE METAVERSE.



STORYLINE

1. HISTORY

No one knows how long it has been since the world ended. Since the dust-choked sky blotted out the sun, and the irradiated land sucked life away. Years have passed since anyone has seen a flower bloom, or birds take to the skies. History has been lost to time, as memories grow hazy and records rust and wither. Most believe it to be a Great War between nations, the War to End All Wars.

2. ALIENS INVASION

In a land created by war, war continued on. As resources were scarce, clans and lone wanderers fought to control them. Battlefields erupted all over the world, in the high hills to the lowest coasts. From the frozen north to the blasted deserts of the south the wheel of war continued to spin, grinding ever onward and leaving those in its wake to become warriors and soldiers. All of this changed, however, when a discovery was made. Deep in the craters where the mighty weapons of the ancients ruined the world, a group of explorers set out to find a way to wield the fury of the past. They did not expect what they found.

3. BASTION IS ALL THAT IS LEFT

Set against the backdrop of Bastion Island, a secret military project's signal is received by an alien civilization, which plans to invade Earth, while on Earth different camps start forming to either welcome the superior beings or to fight against the invasion.



CHARACTERS AND FACTIONS

Meet The Main Squad of War for Earth Game



GAMEPLAY MECHANICS



HOLDING ASSETS

EARNING METHOD 1

Purchase land or mint NFTs and unlock multiple ways of earning. Landowners who host battles will receive tax from every player who participates. Additionally, as popularity and gameplay increase, as will the value of real estate and NFTs.

PLAY TO EARN

EARNING METHOD 2

Playing is a way for everyone to earn whether you're a landowner or not. Compete in battles, climb leaderboards and receive tokens depending on your performance. Also, some game types are live-streamed, offering viewers the option to place wagers with one another.

REWARDS & GIVEAWAYS

EARNING METHOD 3

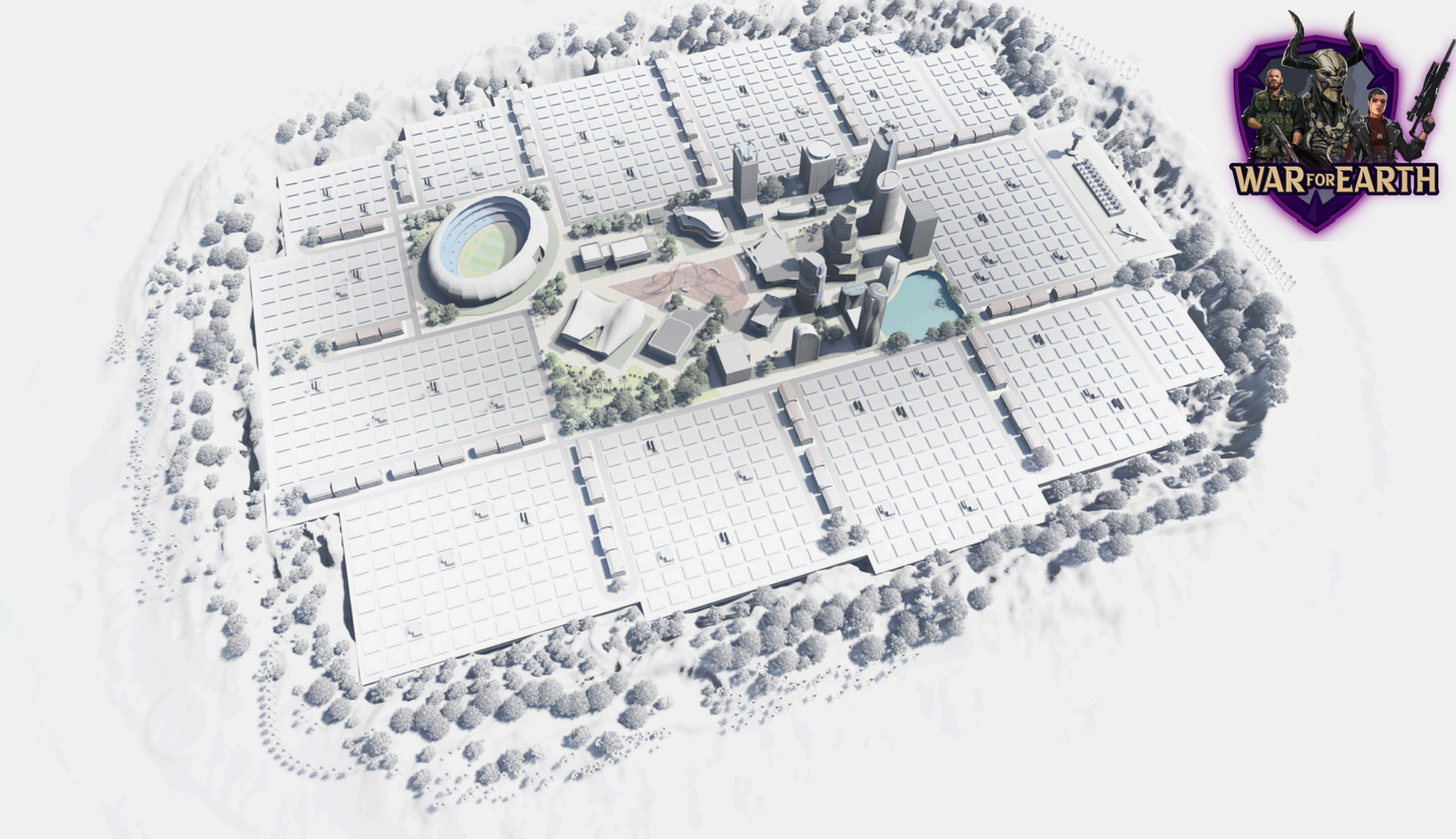
Frequently, random rare NFTs and in-game items will be dropped for players to pick up, giving everyone an equal opportunity to own some of the game's most lucrative items – the more you play, the higher chance you'll find one.



WAR FOR EARTH METAVERSE

INTRODUCING THE BASTION

War for Earth Metaverse aims to captivate users and offer them an exceptional experience. Bastion Metaverse contributes to developing a higher-level, three-dimensional environment where user interaction and in-built gaming elements are more personalized than a two-dimensional experience. In a world of competitive gaming, users can engage in a way they never have before. In addition, they can have an immersive gaming experience that enhances their experience as a whole.



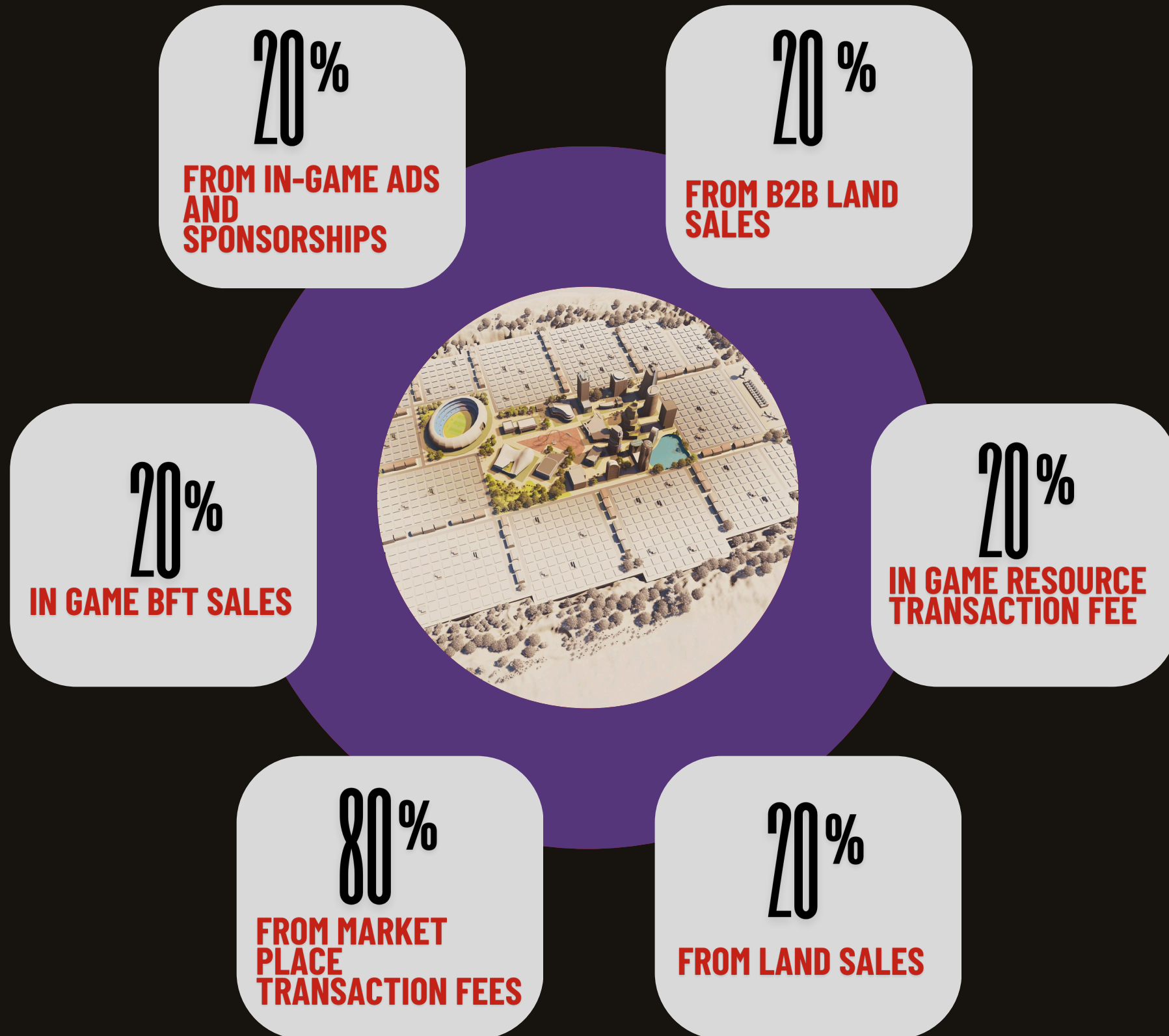
THE BASTION METAVERSE DETAILS

The Bastion Metaverse consists of 15 Islands and every Island is considered a level. The company aims to sell the land through a crowdfunding campaign.

Here are the details of the land sale:

1. Each land will be sold for \$1200
2. Investors can sell the land NFT in the secondary market if they wish to sell. The company has also designed the return on investment shown in the pitch deck.

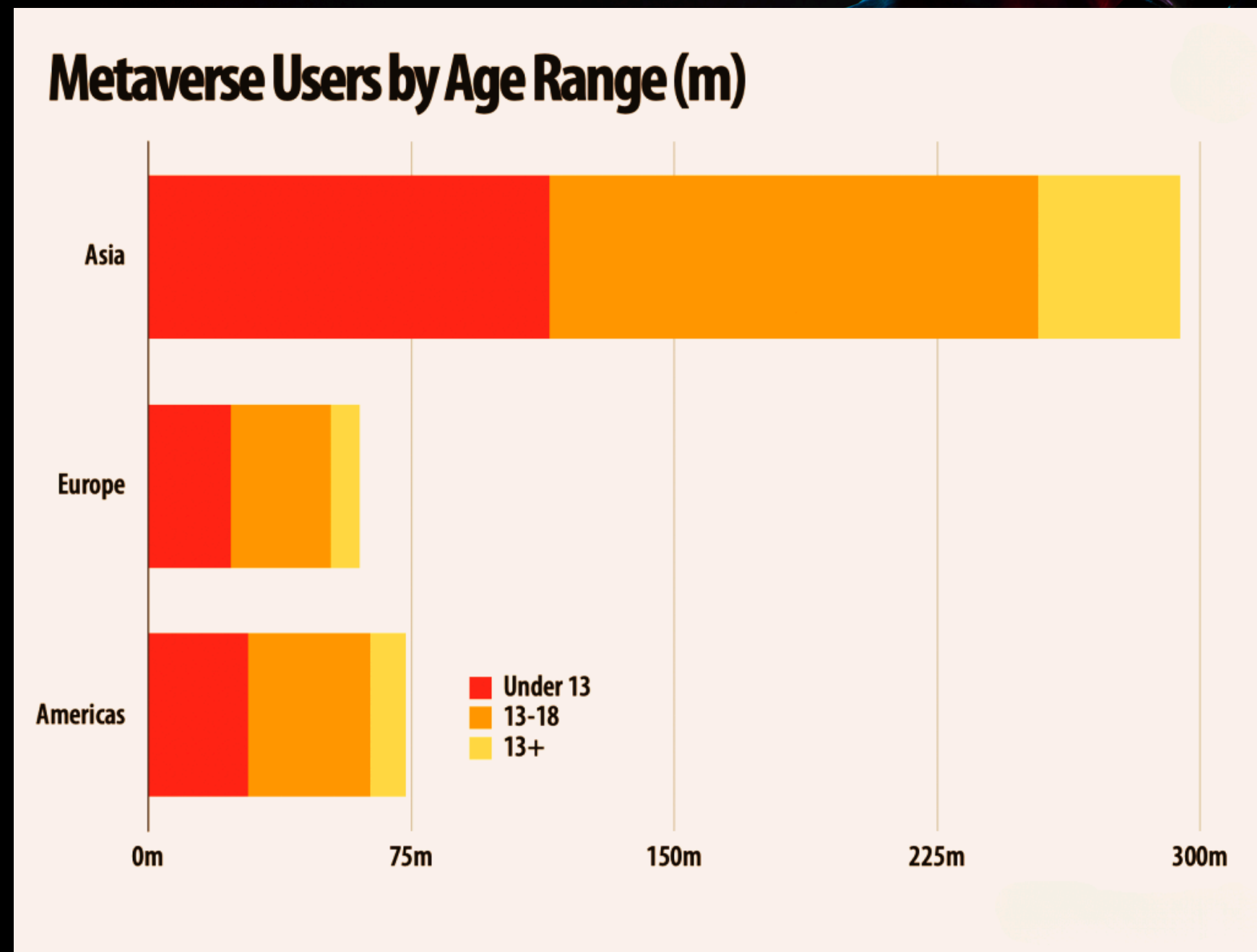
RETURN ON INVESTMENT ON LAND



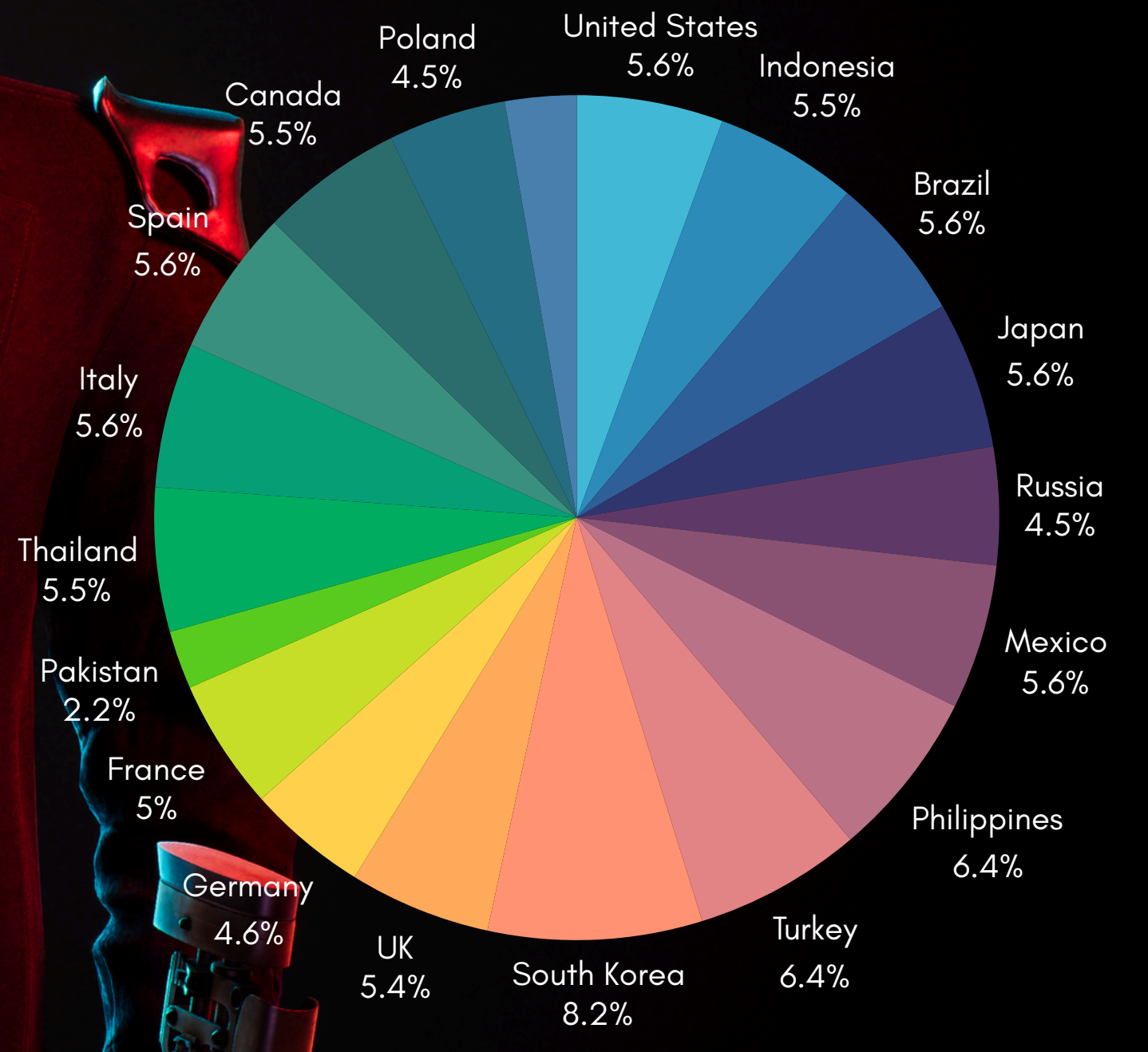
METaverse GAMING-GLOBAL STATS



Global Metaverse users by Age range



Global Metaverse users average by %





METaverse GAMING - FUTURE

- The Metaverse Gaming market is expected to reach a value of US\$20.9bn by 2024.
- This projected growth indicates a promising future for the market segment worldwide.
- Furthermore, the market is projected to experience a compound annual growth rate (CAGR) of 41.64% between 2024 and 2030, resulting in a projected market volume of US\$168.4bn by 2030.
- The United States is anticipated to be a key player in this market, with a projected market volume of US\$7.5bn in 2024.
- In terms of user base, the number of users in the Metaverse Gaming market is expected to reach 0.9bn users by 2030.
- The user penetration rate, which measures the proportion of users within the total population, is projected to be 4.7% in 2024 and is expected to increase to 14.2% by 2030.
- Lastly, the average value per user (ARPU) is expected to amount to US\$69.5, indicating the average value generated by each user within the Metaverse Gaming market.

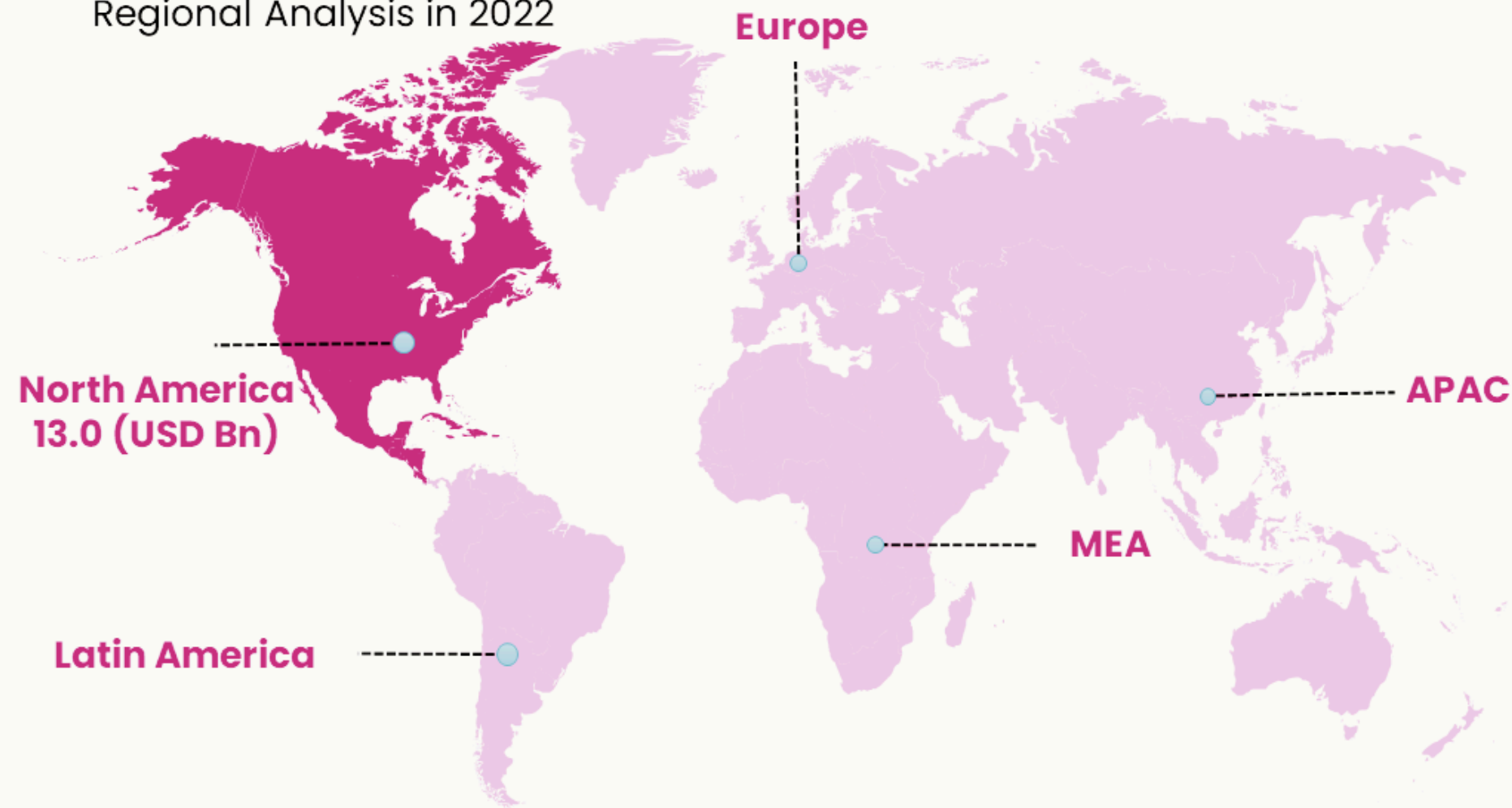


TARGET AUDIENCE

The global metaverse market is Expected to Accumulate a Value of USD 2,346.2 Billion by 2032 from USD 94.1 Billion in 2023; Registering a CAGR of 44.4% in the Forecast Period 2023 to 2032

Global Metaverse Market

Regional Analysis in 2022



North America is Expected to hold The largest Global Metaverse Market Share

WFE TARGET AUDIENCE

Primary Market

Age: 25-35

Gender: 80% Male and 20% Female

Geo-Location: Global, strong presence in APAC, aiming to westernize our audience to EU and US

Secondary Market

youngster Age: 18-25

Gender: 60% Male and 40% Female



WFE MONETIZATION MODEL

MONETIZING METAVERSE GAMES INVOLVES IMPLEMENTING STRATEGIES SUCH AS

IN-GAME PURCHASES

This model involves players buying virtual items or currency within the game to progress or enhance their experience. These purchases can range from cosmetic items to power-ups that give players an advantage over other players.

SUBSCRIPTION MODELS

This model is especially popular with online multiplayer games where players need to pay a recurring fee to access content or features within the game. This type of monetization allows developers to create additional revenue streams and keep their players engaged over time. It also encourages loyalty from customers who want access to all the latest content and updates without having to buy them separately each time.

ADVERTISING PARTNERSHIPS

Advertising is one of the top game monetization models you need to know. Ads can be displayed before, during, or after gameplay and are often targeted at specific audiences based on their interests and demographics.

USER-GENERATED CONTENT

This model will allow players to customize their gaming experience with unique items or features. UGC provides developers with an additional revenue stream as users can purchase virtual goods or services from other players in exchange for real money.

COMMUNITY-DRIVEN REVENUE

This type of monetization model works best when there are plenty of opportunities for players to interact with one another and collaborate on projects or activities.

VIRTUAL REAL ESTATE SALES

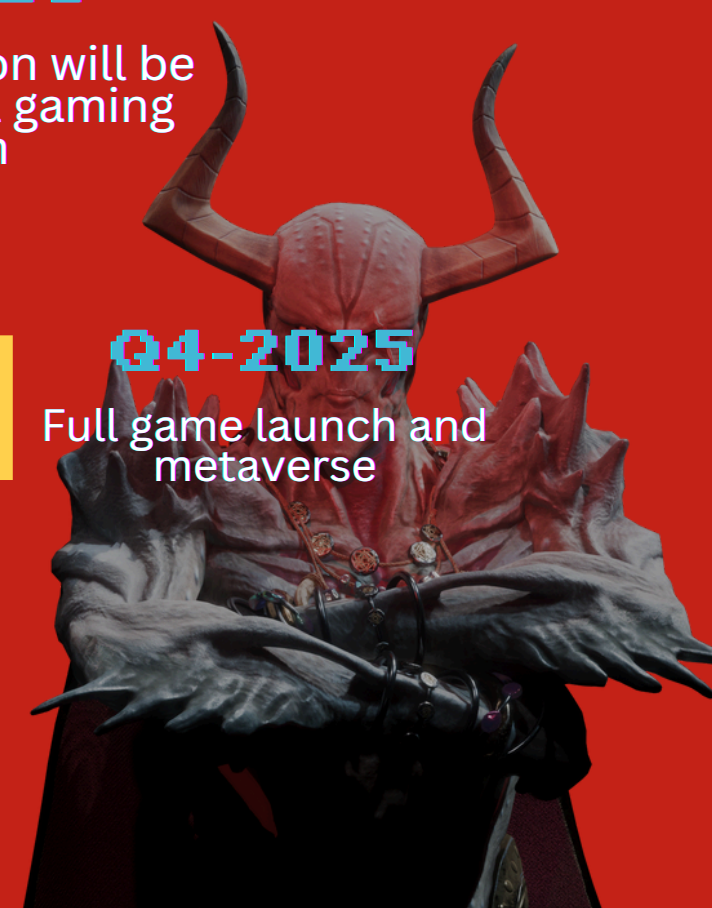
This type of monetization model generates revenue via land sales in metaverse.

PLAY-TO-EARN MECHANISMS

Play to earn games often leverage blockchain technology and develop non-fungible tokens (NFTs) to provide users with full ownership of in-game assets, such as characters, items, or land. This allows players to trade, sell, or use these assets outside of the game.



DEVELOPMENT TIMELINE



Q2-2024

METAVVERSE LAND SALE

Q4-2024

Token listing on exchanges

Q1-2025

Metaverse Development first phase finish

Q2-2025

Game first version will be rolled out on all gaming platform

Q3-2024

Game demo version will be launched; metaverse development will start

Q4-2025

Full game launch and metaverse

BUDGET AND FINANCIAL PROJECTIONS



Metaverse development cost estimation

Areas of Development	Cost
Content Creation Cost	\$200,000
Software Development cost	\$1,000,000
Hardware Infrastructure cost	\$500,000
Game Engine, tools and platform cost	\$500,000
Staffing Cost	\$500,000 /Year
Server development Cost	\$15,000/month
Legal Cost	\$100,000

Game development cost estimation

Areas of Development	Cost
Content Creation Cost	\$500,000
Software Development cost	\$3,000,000
Hardware Infrastructure cost	\$1000,000
Game Engine, tools and platform cost	\$500,000
Staffing Cost	\$500,000 /Year
Server development Cost	\$35,000/month
Legal Cost	\$100,000



FINANCIAL PROJECTIONS

Metaverse land sale projections

LAND SALE REVENUE- METAVERSE

Total Island	15
Total land	15,000
Cost/ Plot	\$1200
Estimated revenue/ Land Sale	\$18,000,000

TOKEN SALES



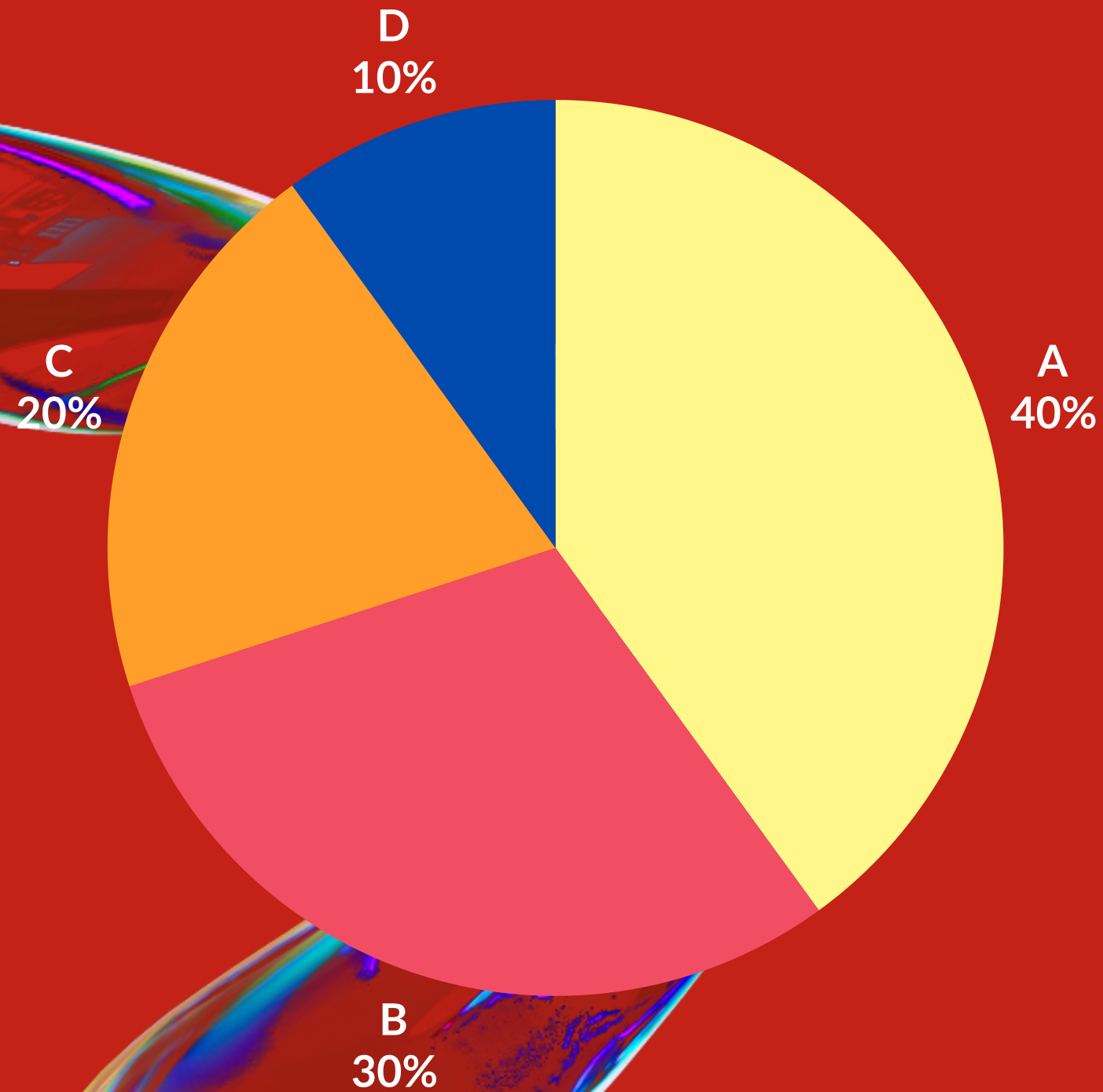
ROUND	% SUPPLY	TOKENS	PRICE	RAISING IN USD
TEAM	8.00%	80,000,000	N/A	
SEED INVESTORS	7.50%	75,000,000	\$0.04	\$3,000,000
PRIVATE SALE	10.00%	100,000,000	\$0.05	\$5,000,000
RESERVE	19.75%	197,500,000	N/A	
STRATEGIC SALE	10.00%	100,000,000	N/A	
FOUNDATION	22.50%	225,000,000	N/A	
STAKING	10.00%	100,000,000	N/A	
ADVISORS	5.00%	50,000,000	N/A	
MARKETING PARTNERS	5.00%	50,000,000	\$0.05	\$2,500,000
PUBLIC SALE	1.50%	15,000,000	\$0.07	\$1,050,000
EXCHANGES LIQUIDITY	0.75%	7,500,000	\$0.08	
	100.00%	1,000,000,000		\$11,550,000



USE OF FUNDS



Our plan for using funds generated from investors is straightforward. From 60% of the revenue, you can allocate 40% towards further developing products (Metaverse and game), ensuring they stay competitive and meet customer needs. 30% will go into marketing and sales efforts to attract new customers and drive revenue growth. 20% will be invested in infrastructure and operations to support our expanding business and improve efficiency. Finally, 10% will be set aside for strategic initiatives like market expansion and partnerships to fuel long-term growth.



A. 40% Product Development

B. 30% Marketing and Sales

C. 20% Infrastructure and Operations

D. 10 % Expansion and Growth Initiatives

WHY INVEST- SUMMARY



TEAM- AN INTERNATIONAL TEAM OF PASSIONATE AND CAPABLE PROFESSIONALS, SHARING VISION AND ONBOARDED ON THE SAME MISSION PRESENTING THOUSANDS OF HOURS IN GAME DEV, MARKETING, CRYPTO INVESTMENT AND MORE....

TECHNOLOGY- THE FIRST “LIVING” NFT P2E GAME USING THE BSC TECHNOLOGY TO ENABLE A SEAMLESS EXPERIENCE WITH LOW FEES TO ENABLE A BIGGER ADOPTION

TRAILER- SINCE THE LAUNCH OF V1 AND V2 WAR FOR EARTH CINEMATIC TRAILER THE MARKETING HAS GATHERED A GLOBAL COMMUNITY TOTALLING 1 MILLION VIEWS.

TIMING- POST COVID NFT BOOM. HUGE AMOUNT OF NEW WALLET OWNERS. MARKET RIPE FOR DESRUPTION.



THANK
YOU