Dynasties Ecosystem

Pitch Deck

INTRODUCTION

Welcome to Dynasties, a revolutionary gaming ecosystem that redefines your gaming experience by amalgamating different worlds, timelines, and technologies. Leveraging both Web2 and Web3 architectures, Dynasties aims to offer unparalleled creative freedom, financial opportunities, and pure gaming pleasure to its community.
Built on the cutting-edge Unreal Engine 5 platform, Dynasties is not just another gaming network; it's an evolving universe. Our team has conducted extensive research and analysis on existing games to distill the best elements that make a game irresistible. As a result, we're launching four unique games between 2023 and 2025, all of which will utilize a unified account system and a single currency token—HAN.

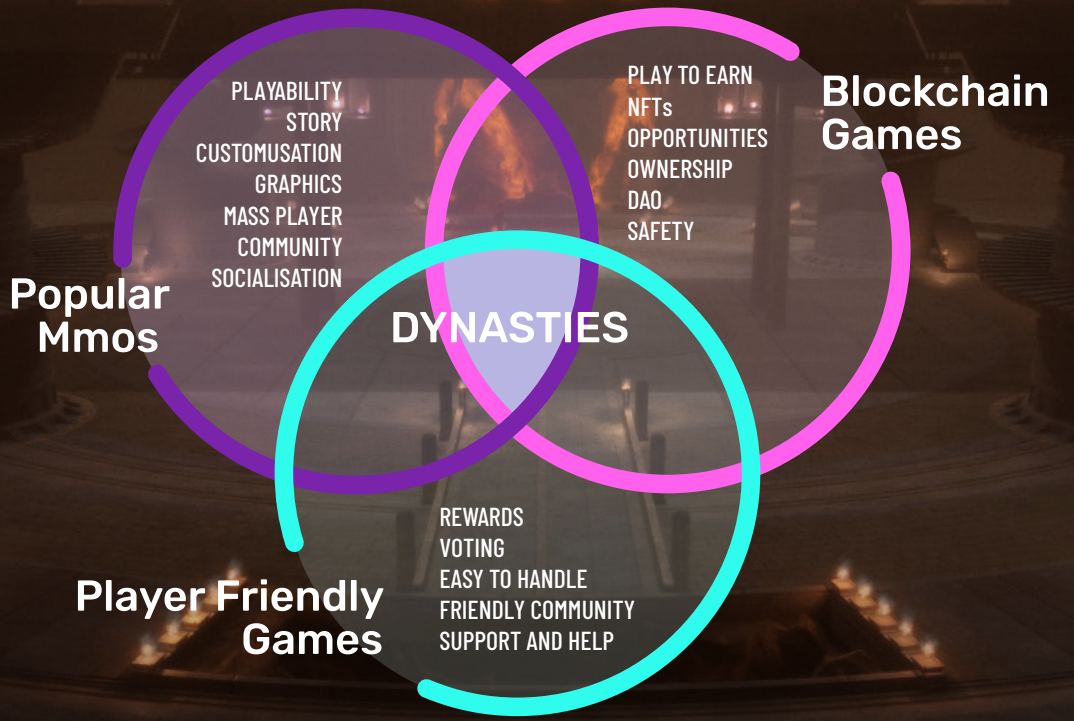
Game Mechanics

- Stunning graphics, powered by Unreal Engine 5
- Infinite character customization via Metahuman technology
- Skill-based character progression
- Intricate political landscapes
- Diverse role-playing activities: Trade, Hunting, and Thievery
- High player engagement metrics
- Seamless integration of in-game tokens and NFT assets
- Dynamic gaming atmospheres
- Complex gameplay elements: Conquer, Raid, Rule, Betray

Blockchain Mechanics

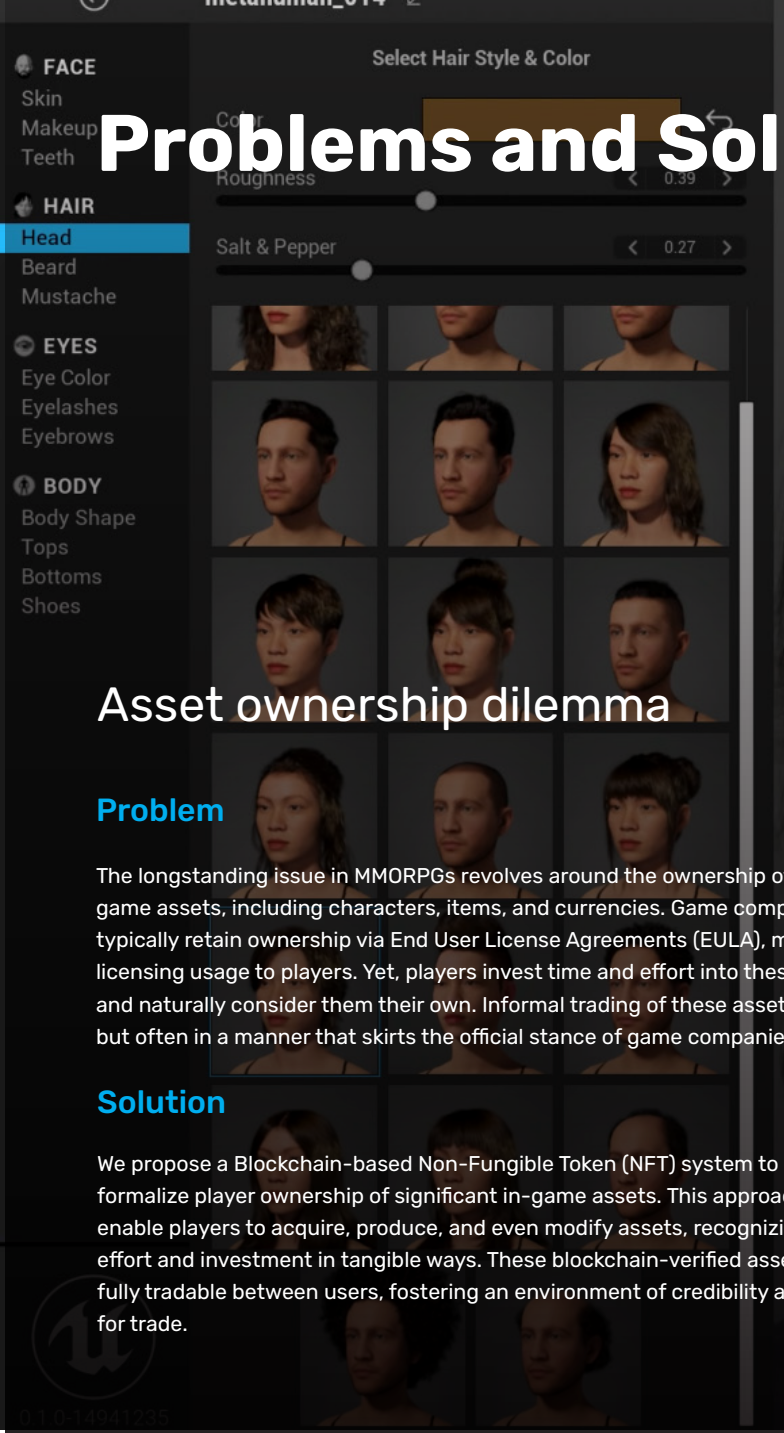
- ERC-20 based tokens: HAN and KHAN
- Land-based mining opportunities
- Decentralized ownership of non-fungible tokens (NFTs)
- Multiple options to earn, trade, and raid tokens
- Staking incentives
- A dedicated NFT marketplace
- On-Chain governance model

WHY DYNASTIES ?



The fact that the most popular MMO games do not support blockchain technologies and the existing blockchain games are far from the quality of the popular ones has created a serious gap in the gaming market. The Dynasties ecosystem will bring a breath of fresh air to the gaming market by making games to meet this need.
When we examine many of the blockchain-based MMO games, we see serious shortcomings. This is because these games are made for tokens and are not given due attention. We make sure that all games in the ecosystem have serious quality standards.
Since the Dynasties ecosystem is made up of people from both gamer and game making cultures, it can offer solutions to meet all the needs of game makers, studios and gamers. To elaborate, we have the possibility for those who have coding skills but not design skills to utilize the library or provide artistic support for them. On the contrary, if they are visually great but lack the skills to meet the technical needs of the game, we can provide software and configuration support.
All games within the ecosystem are made with the decisions and choices of the communities of MMO lovers in mind. We take into account the wishes of the community in a democratic framework and implement the decisions.

Problems and Solutions in MMORPG



Asset ownership dilemma

Problem

The longstanding issue in MMORPGs revolves around the ownership of in-game assets, including characters, items, and currencies. Game companies typically retain ownership via End User License Agreements (EULA), merely licensing usage to players. Yet, players invest time and effort into these assets and naturally consider them their own. Informal trading of these assets occurs, but often in a manner that skirts the official stance of game companies.

Solution

We propose a Blockchain-based Non-Fungible Token (NFT) system to formalize player ownership of significant in-game assets. This approach will enable players to acquire, produce, and even modify assets, recognizing their effort and investment in tangible ways. These blockchain-verified assets are fully tradable between users, fostering an environment of credibility and trust for trade.

Limited customization

Problem

The current state of character customization in MMORPGs is inadequate, often forcing players to adapt to predefined roles and appearances. This limitation inhibits the player's sense of connection and ownership of their in-game persona.

Solution

Harnessing Metahuman technology, we will offer a deeply customizable experience. MetaHuman provides a digital human pipeline that can slot into any existing workflow. Because MetaHumans can be created in minutes, you don't have to spend months developing characters. MetaHumans can be exported to DCCs like Maya for further customization and are real-time ready for use in Unreal Engine. The focus will be on providing a rich set of options for various in-game races, as well as introducing complex, non-generic NFT assets. Our underlying design philosophy prioritizes uniqueness and endless customization, setting our games apart from current market offerings.

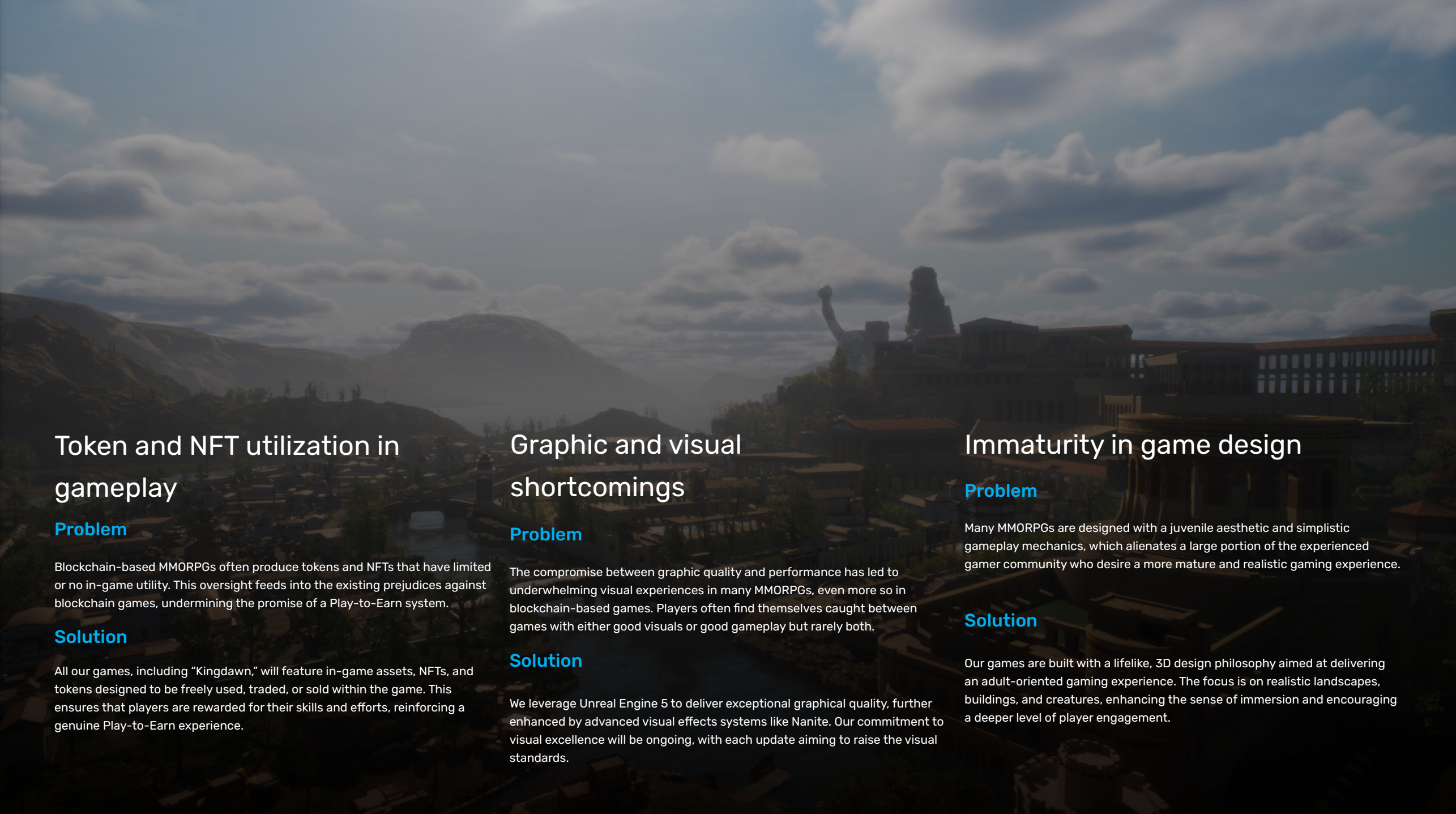
Absence of compelling narrative and role-playing

Problem

Most modern MMORPGs either lack a compelling story or offer narratives that are too similar to one another. Players find themselves disengaged and continuously searching for games that provide a deeper level of immersion and connection to the storyline.

Solution

We take an academic approach to creating game narratives. The resulting storyline, quests, and in-game activities are meticulously designed to engage players in authentic role-playing experiences.



Token and NFT utilization in gameplay

Problem

Blockchain-based MMORPGs often produce tokens and NFTs that have limited or no in-game utility. This oversight feeds into the existing prejudices against blockchain games, undermining the promise of a Play-to-Earn system.

Solution

All our games, including “Kingdawn,” will feature in-game assets, NFTs, and tokens designed to be freely used, traded, or sold within the game. This ensures that players are rewarded for their skills and efforts, reinforcing a genuine Play-to-Earn experience.

Graphic and visual shortcomings

Problem

The compromise between graphic quality and performance has led to underwhelming visual experiences in many MMORPGs, even more so in blockchain-based games. Players often find themselves caught between games with either good visuals or good gameplay but rarely both.

Solution

We leverage Unreal Engine 5 to deliver exceptional graphical quality, further enhanced by advanced visual effects systems like Nanite. Our commitment to visual excellence will be ongoing, with each update aiming to raise the visual standards.

Immaturity in game design

Problem

Many MMORPGs are designed with a juvenile aesthetic and simplistic gameplay mechanics, which alienates a large portion of the experienced gamer community who desire a more mature and realistic gaming experience.

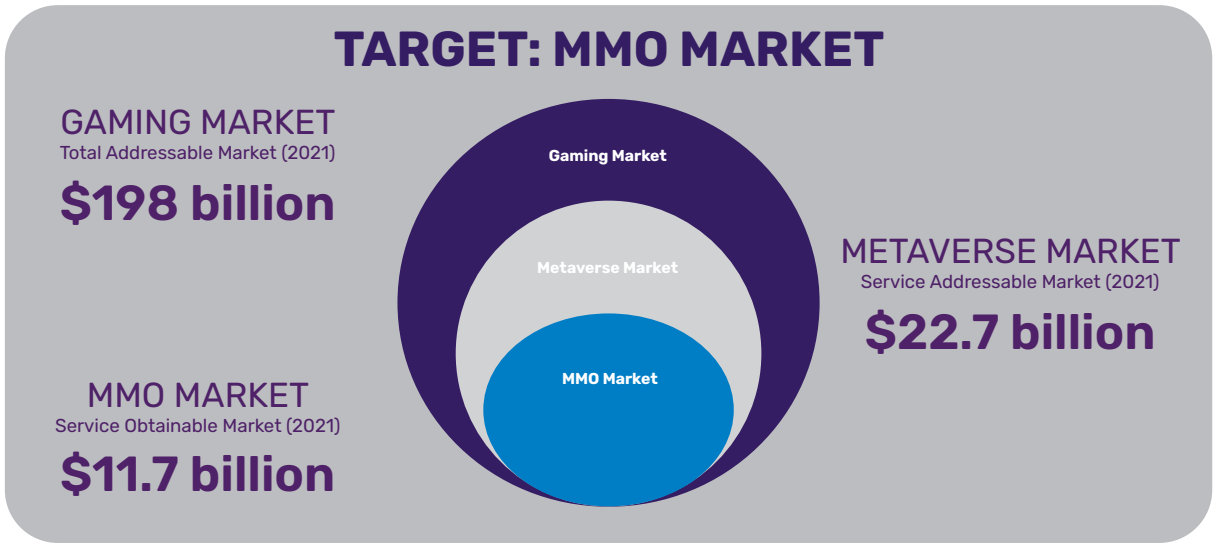
Solution

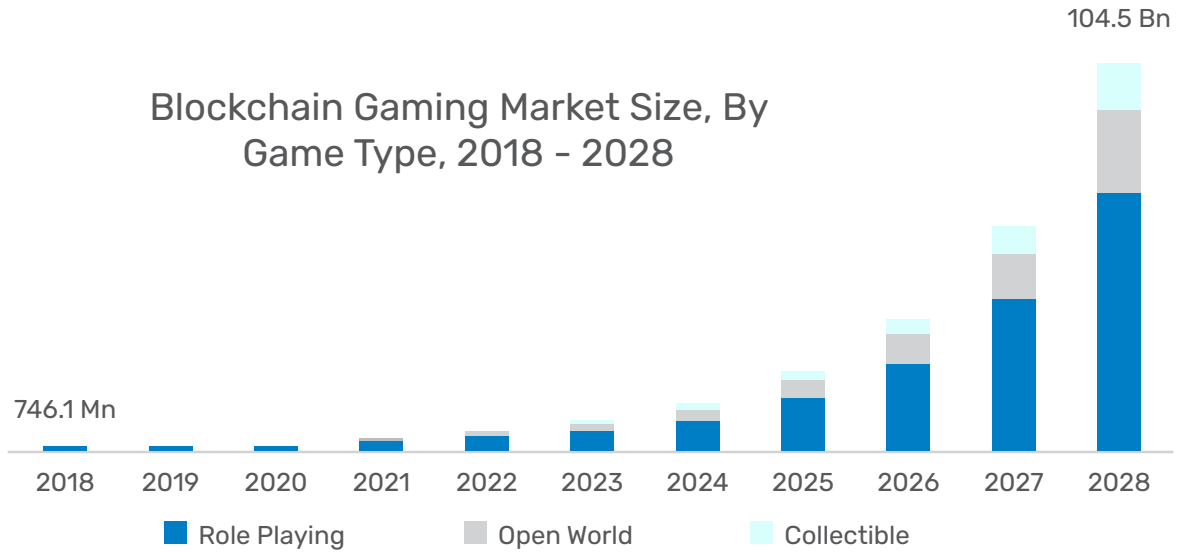
Our games are built with a lifelike, 3D design philosophy aimed at delivering an adult-oriented gaming experience. The focus is on realistic landscapes, buildings, and creatures, enhancing the sense of immersion and encouraging a deeper level of player engagement.

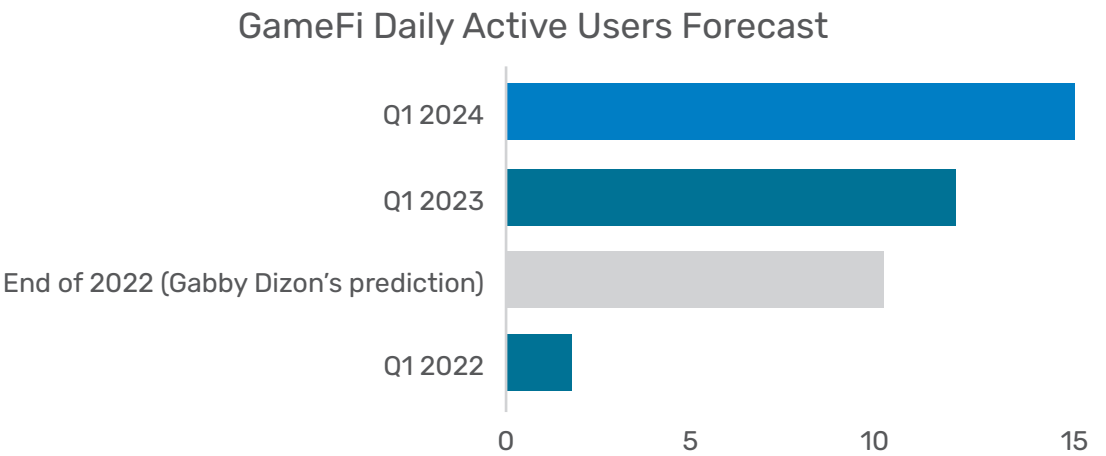
MARKET RESEARCH

The global games market was valued at an estimated $209.66 billion in 2020, driven largely by the COVID-19 pandemic. The average gameplay time increased by 34.7% compared to 2019, with ‘home’ as the primary consumption premise, rising from 52% to 69%. Mobile gaming has seen the most significant uptick, indicating a shift in the industry trends.

With Dynasties, we are not merely creating games; we are crafting experiences. Join us in this ambitious journey where the past, present, and future converge into an unparalleled gaming universe.







COMPETITION

Here is a comparison of several leading MMO titles that have successfully entered the market, side-by-side with Kingdawn. This comparison is based on 10 fundamental categories described below, to which point values are assigned.

	Black Desert	Lost Ark	Elder Scrolls	Baldurs Gate	Path of Exile	MagicCraft	MetaCene	Mirandus	Kingdawn
Blockchain	NO	NO	NO	NO	NO	YES	YES	YES	YES
Mining	NO	NO	NO	NO	NO	YES	YES	YES	YES
InGame NFT	NO	NO	NO	NO	NO	YES	YES	YES	YES
Graphics	HIGH	HIGH	HIGH	HIGH	HIGH	MID	MID	MID	MID
Combat	YES	YES	YES	YES	YES	YES	YES	NO	YES
Customisation	LIMITED	LIMITED	LIMITED	LIMITED	LIMITED	VERY LIMITED	VERY LIMITED	VERY LIMITED	LIMITLESS
Marketplace	YES	YES	YES	YES	YES	YES	YES	NO	YES
Story	YES	YES	YES	YES	YES	YES	YES	NO	YES
Votes	NO	NO	NO	NO	NO	YES	YES	YES	YES
MultiUniverse	YES	NO	NO	NO	NO	NO	NO	NO	YES

- **Blockchain (YES - 1 point):** Integration with the Blockchain network and its utilization for game functionality.
- **Mining (YES - 1 point):** The ability to acquire tokens through the game.
- **InGame NFT (YES - 1 point):** Integration of NFT (Non-Fungible Tokens) items within the game.
- **Graphics (MID - 1 point, HIGH - 2 points):** Rating of the quality of graphics presented in the game.
- **Combat (YES - 1 point):** Presence of a combat system in the game.
- **Customization (LIMITED - 1 point, LIMITLESS - 2 points):** Freedom to configure the player's character and other significant aspects of gameplay.
- **Marketplace (YES - 1 point):** The ability to freely buy and sell goods between the player and the game, as well as between players.
- **Story (YES - 1 point):** The game has a storyline and internal history, depicting past events in the game universe and adding credibility to the actions of characters.
- **Votes (YES - 1 point):** Players can vote on matters important to the entire community, determining the directions for the game's development.
- **MultiUniverse (YES - 1 point):** Within the game universe, various worlds with different characteristics can be created (e.g., set in the future, the Middle Ages, etc.).

Taking into account the above characteristics, it is easy to see that Kingdawn meets all the expected criteria and wins the 'competition', scoring a total of 12 points. The following games are placed in the remaining positions:

- Mirandus, MetaCene, MagicCraft, Lost Ark, Black Desert: **7 points**
- Path of Exile, Baldurs Gate, Elder Scrolls: **6 points.**

COMPETITION

Easy Access for New Kingdom Players: Seamless Blockchain Integration and More

We understand that diving into the world of blockchain and crypto can be intimidating for new players. That's why we've made our games incredibly accessible, even if the player is not familiar with the world of digital currencies and NFTs.

Automatic Blockchain Wallet Creation

One of the standout features aimed at simplifying access is the automatic creation of a blockchain wallet when the player will set up his account. He doesn't need to understand how blockchain works to start playing; his wallet will be seamlessly integrated with your game account. This provides a hassle-free experience and allows him to jump right into the action without having to worry about complicated crypto setups.

Other Accessibility Features

- Crypto Tutorials: Interactive in-game tutorials will guide players through the basics of crypto transactions, how to buy in-game currency, and how to manage blockchain wallet.
- Beginner's Guide to NFTs: A simple guide to understanding Non-Fungible Tokens (NFTs), how they can be used in game, and why they're beneficial.
- Fiat-to-Crypto Conversion: For those who aren't comfortable with cryptocurrency, we offer an in-game option to buy tokens using traditional FIAT currencies. This feature will automatically convert player's money into the game's digital currency, removing an extra step in the process.
- Customer Support: We offer 24/7 customer service specialized in crypto and blockchain queries, ensuring players get the help you need, whenever they need it.
- User-Friendly Interface: Our game dashboard will display players crypto balance in a straightforward manner, making it easy to understand statements of assets at a glance.
- Simplified Trading: A streamlined trading interface will make it easy for players to exchange items, complete with tooltips explaining each step of the process, especially focused on ensuring that crypto transactions are straightforward.

GAMES

KINGDAWN

Kingdawn is a MMORPG that transports you into an epic landscape teeming with history, culture, and complex economic systems. It uniquely blends traditional MMORPG elements with blockchain technology, offering players an unprecedented level of ownership and financial benefits through NFTs.

The game delves into a narrative based on ancient civilizations, represented by the 6th generation of intellectual beings who built architectural marvels such as pyramids and cities, explaining why such structures are found across continents today.

Gameplay

Upon entry, players will first select their race, kingdom, and cultural affiliations, or opt to begin in a neutral, unprotected Free Zone. Players enjoy unparalleled freedom in crafting their characters and can enhance abilities uniquely, even employing alchemy to insert additional gems into their equipment. A rich array of activities like capital generation, creature combat, academy training, and trading offers diverse pathways for character development.

Jobs

Various professions provide additional income streams. For instance, merchants can profit from inter-city trade while hunters can serve as bodyguards, earning commissions. Thieves can loot merchants, selling their stolen goods in thief-exclusive zones. Special in-game attire indicates a player's current job, which can be disguised to protect one's identity.

Politics

Political structures are deeply woven into the game's fabric. Players can form clans, guilds, or unions, each with distinct setups and expansion costs in HAN tokens. Leaders can declare wars, impose taxes, and even initiate impeachment processes.

Other activities

From hide-and-seek games moderated by in-game officials to mythological character hunting and tournaments, Kingdawn offers a plethora of engaging activities to keep players invested.

Game Economy

Kingdawn's economy is entirely token-based, offering multiple ways to earn, including hunting, fishing, mining, and participating in events. Players must exercise caution, as falling in combat can result in financial loss.

ALLGONE:

THE WORLD REIMAGINED

Allgone is a post-apocalyptic Massively Multiplayer Online Role-Playing Game (MMORPG) that transports players to a grim future. The year is 2030, and Earth has been plunged into chaos due to a catastrophic event involving the planet's magnetic field. All forms of modern resources, including electricity, have vanished. Governments have collapsed, leaving humanity in a dire state, struggling for survival with the limited resources that remain.

Built on the backbone of Kingdawn, Allgone leverages much of the same mechanics, making development more streamlined. The game's atmosphere, however, stands in stark contrast to the lush, medieval landscapes of Kingdawn. With a development cycle of less than 7 months, the team behind Allgone aims to produce a visually captivating environment, complete with unique NFTs and in-depth models to enhance player experience.

Gameplay Mechanics

Players begin as survivors in a desolate world, tasked with the primary objectives of collecting materials, eliminating threats, and engaging in trade between the remnants of cities. Trade is particularly challenging, given the collapse of formal governments and established economies.

Resource Scarcity

In Allgone, scarcity is the driving force. Whether you're looking for food, water, weapons, or rare materials for crafting, everything is in short supply. Players must prioritize their needs, making difficult choices that could mean the difference between life and death.

Enemies

The absence of law and order has given rise to hostile entities. These range from mutated animals to rogue groups of humans who have turned to banditry and cannibalism. Combat is brutal and unforgiving, with death resulting in significant losses for the player.

Safe Havens: City-States

Though states have fallen, pockets of civilization endure in the form of city-states. These city-states function as trade hubs, quest-giving centers, and safe havens. However, getting to them often involves perilous journeys through hostile territories.

Trading Mechanisms

Much like in Kingdawn, trading is a significant aspect of Allgone. The taxation system on trades is designed to support the few governing bodies that exist. Expect to pay tariffs on goods, face road tolls, and even deal with rogue tollkeepers who have set up their own trading outposts.

NFT and Tokenomics

Players can own, buy, and trade Non-Fungible Tokens (NFTs) that represent a variety of items—be it rare weapons, unique crafting recipes, or even ownership rights to a patch of arable land. The in-game currency, now far removed from any traditional form of money, is a form of barter token with its own fluctuating value system.
We are planning to start Allgone at 2024 Q2.

SPACEDAWN

A NEW FRONTIER FOR HUMANITY

Spacedawn is a futuristic Massively Multiplayer Online Role-Playing Game (MMORPG) that sets the stage for an interstellar odyssey. The year is 2240, and Earth has been obliterated by a catastrophic asteroid impact. Humanity, refusing to go quietly into the night, ventures into space using cutting-edge warp drive technology. What they discover is a new solar system brimming with 12 habitable planets, each with unique ecosystems, indigenous species, and humanoid civilizations. The game invites players into a vast universe where resources are scarce, alliances fragile, and the fight for survival is ceaseless.

Warp Drive Exploration

Players start with a basic spacecraft, fitted with a rudimentary warp drive that allows them to travel between planets within the new solar system. As players advance, they can upgrade their warp drives, unlock faster routes, and even discover hidden celestial bodies.

Resource Management

Much like its predecessor games, Spacedawn places heavy emphasis on resource management. Players must mine asteroids, trade goods, or engage in piracy to obtain resources such as fuel, materials for ship repairs, and exotic elements for advanced technology. The competition for these valuable resources leads to alliances, betrayals, and full-blown interstellar wars.

Inter-species Diplomacy

Interactions with indigenous species and other humanoids provide layers of complexity to the game. These entities have their own cultures, technologies, and agendas. Diplomacy plays a crucial role; poor choices can lead to war, while savvy negotiations can result in profitable trade or military alliances.

Dynamic PvP and PvE Combat

Players can engage in both Player vs Environment (PvE) and Player vs Player (PvP) combat. From dogfights in space to ground assaults on planetary bases, the combat is fast-paced and requires strategic thinking. Players can join factions to partake in large-scale wars for control of planets and resources.

Trading and Economy

Building upon the trading systems of its precursors, Spacedawn introduces a multi-planetary market where supply and demand are as variable as the celestial bodies themselves. Expect to encounter trade tariffs, interstellar trade licenses, and even space pirates looking for a quick loot.

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NFT and Tokenomics

Non-Fungible Tokens (NFTs) make a return in Spacedawn, representing anything from rare spacecraft designs to ownership deeds for mining asteroids. The game currency is a universal digital token, accepted by all species and civilizations within the game. Specialized smart contracts govern everything from trade agreements to armistices between warring factions.

Multi-Planetary Guilds

Players can form or join guilds that operate across multiple planets. These guilds can establish their own bases, set internal laws, and even impose taxes on their members. Guilds can declare war on each other, resulting in epic battles that span across space and various planetary surfaces.
We start to Spacedawn at 2024 Q4.

UNICOMBAT

THE ULTIMATE BATTLE ROYALE EXPERIENCE

Unicombat revolutionizes the battle royale genre by offering players an expansive and dynamic battleground that brings together characters, Non-Fungible Tokens (NFTs), and other assets from multiple universes. The game provides the ultimate competitive landscape where individual players or small teams of up to 10 can engage in high-stakes combat. Featuring a diverse array of environments within a massive map, Unicombat aims to be the ultimate testing ground for both solo adventurers and cooperative squads.

Dynamic World

One of the key highlights of Unicombat is its expansive, ever-changing world. The map is designed with a variety of ecosystems, from dense jungles and arid deserts to snow-capped mountains and sprawling urban landscapes. This allows for a diverse range of combat scenarios and strategies.

Asset Integration

Unicombat sets itself apart by allowing players to bring their existing characters, NFTs, and assets into the game. Whether it's a legendary sword from another game or a unique character skin, players can use them in Unicombat to give themselves a personal touch and potential advantages.

Freefall Entry

No two games are the same in Unicombat. Players or teams will skydive onto the map from an aerial vehicle, choosing their landing spots. Strategic deployment is crucial because different areas of the map offer varying types of loot and tactical advantages.

Loot and Scavenge

Once on the ground, players must quickly search for weapons, armor, and other equipment scattered across the map. High-risk zones may offer better gear but attract more players, making early-game strategies crucial for long-term survival.

Raids and Rewards

Killing an opponent isn't just about survival; it also allows players to "raid" the fallen, taking their equipment and resources. This feature introduces a high-risk, high-reward mechanism that can turn the tide of battle.

Multiplayer Modes

1. Solo Survival: You against the world. Last one standing wins.
2. Team Tactics: Form a team of up to 10 players and coordinate to outwit and outgun your competition.
3. Arena Duels: Short, intense 1v1 or 2v2 battles in enclosed environments, perfect for quick gameplay.

Community and Social Features

Players can join clans, participate in seasonal events, and compete in global leaderboards. Special events allow clans to fight for territorial control, while in-game chats and emotes facilitate communication.

NFT Marketplace

Unicombat includes an in-game NFT marketplace where players can trade and sell items, characters, and other assets. These NFTs can also be used across different games, making them valuable both inside and outside of Unicombat.
Game development starts in 2025 Q2.

TOKEN UTILITIES

HAN Ownership and Access:

Holders of HAN tokens gain ownership rights within the HAN Game platform, allowing them to access and participate in various in-game activities.

Character Customization:

Use HAN tokens to customize and enhance the appearance, abilities, or attributes of in-game characters or avatars.

In-Game Purchases:

Players can use HAN tokens to buy virtual items, skins, power-ups, or other in-game assets that enhance gameplay.

Staking for Rewards

Holders of HAN tokens can stake them to earn rewards, such as additional in-game assets, tokens, or exclusive content.

Governance and Voting:

HAN token holders may have the ability to participate in governance decisions, such as voting on proposed game updates, features, or changes.

Marketplace Transactions:

Facilitate peer-to-peer transactions of in-game assets on the HAN Game marketplace using HAN tokens.

Loyalty and Rewards Program:

Players who hold and actively use HAN tokens may be eligible for loyalty rewards, such as bonus items, discounts, or exclusive events.

Competitions and Tournaments:

Entry fees for tournaments or competitions within the game could be paid in HAN tokens, with prizes awarded in HAN or other valuable assets.

Cross-Platform Integration:

HAN tokens could be used across multiple games or platforms within the HAN Game ecosystem, providing a seamless user experience.

Referral Programs:

Players who refer new users to Kingdawn Game may receive rewards in the form of HAN tokens.

NFT Minting and Trading:

HAN tokens could be used to mint non-fungible tokens (NFTs) representing unique in-game assets, which can then be traded or sold.

Digital Identity and Reputation:

HAN tokens may be used to establish and enhance a user's digital identity, along with reputation-based systems.

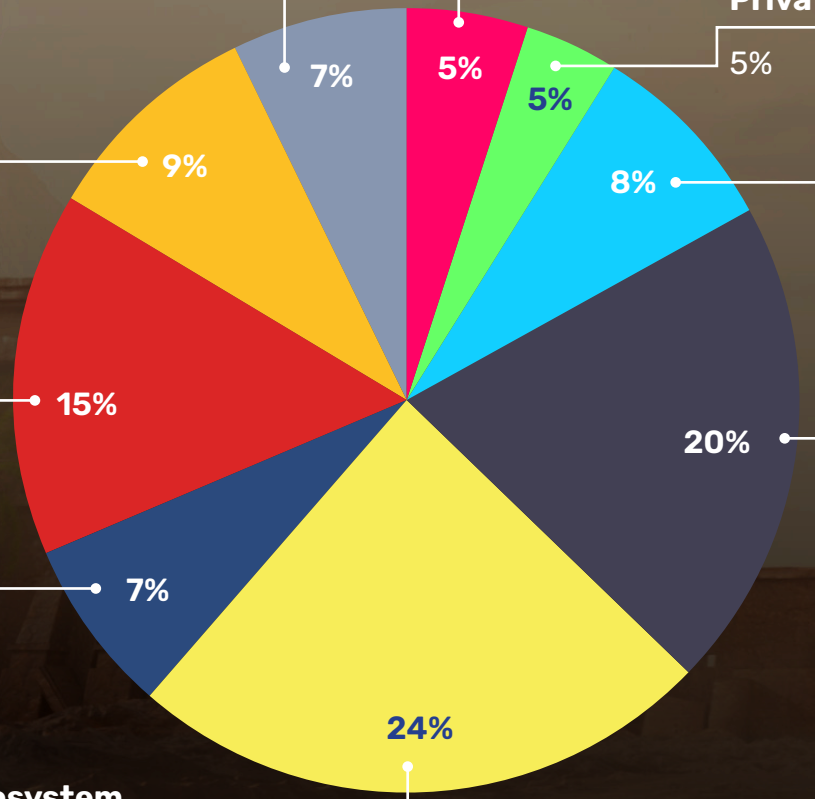
REVENUE STREAMS

	2024	2025	2026	2027	2028
NFT Sales / Digital Assets	$6.140	$25.700	$90.400	$344.000	$1.510.000
First time land plots sales	$5.000	$17.000	$50.000	$150.000	$400.000
First-time in-game assets sales	$1.000	$7.500	$30.000	$100.000	$200.000
Initial Luxury goods sales	$50	$300	$1.400	$4.000	$10.000
Crafting goods sales	$90	$900	$9.000	$90.000	$900.000
Commissions	$38.064	$130.950	$533.650	$2.175.200	$13.041.000
Secondary land plot sales	$4	$200	$800	$3.000	$8.000
Secondary assets sales	$40	$200	$1.000	$3.000	$10.000
Tournament comission	$50	$250	$1.250	$5.000	$25.000
Entrance fee	$1.000	$10.000	$120.000	$300.000	$1.600.000
Bank insurance	$960	$4.800	$9.600	$19.200	$48.000
Bank storage	$60	$6.000	$60.000	$600.000	$6.000.000
Travel	$10.000	$50.000	$150.000	$250.000	$1.000.000
Transportation system	$750	$7.500	$75.000	$750.000	$3.750.000
Shelter	$100	$1.000	$10.000	$100.000	$500.000
Secondary Luxury sales	$100	$1.000	$6.000	$20.000	$50.000
Secondary NFT sales	$25.000	$50.000	$100.000	$125.000	$50.000
Advertising revenue	**$156.000**	**$480.000**	**$792.000**	**$1.596.000**	**$3.204.000**
Total Revenue:	**$200.204**	**$636.650**	**$1.416.050**	**$4.115.200**	**$17.755.000**
Total $HAN					
Total FIAT	**$24.123.104**				
Total revenue:	**$24.123.104**				

TOKENOMICS

	Total Allocation	% of total supply	Months
Seed Sale	45.000.000	5%	Cliff (1–9) → Linear Vest 21 months (12–30)
Private Sale	45.000.000	5%	Cliff (1–6) → Linear Vest 21 months (9–30)
Public Sale	72.000.000	8%	Cliff (1–3) → Linear Vest 36 months (4–40)
Staking Reward	180.000.000	20%	36 months of Staking program (1–36)
Ecosystem, Community and Marketing	216.000.000	24%	Linear Vest 48 months (1–48)
Advisors	63.000.000	7%	Cliff (1–9) → Linear Vest 33 months (12–42)
Team	135.000.000	15%	Cliff (1–9) → Linear Vest 42 months (12–51)
Liquidity	63.000.000	7%	Linear Vest 9 months (1–9)
Treasury	81.000.000	9%	
Total Supply	900.000.000	100%	

TOKENOMICS


Seed Sale
5%
Private Sale
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Public Sale
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Staking Reward
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Ecosystem Commu...
24%
Advisors
7%
Team
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Treasury
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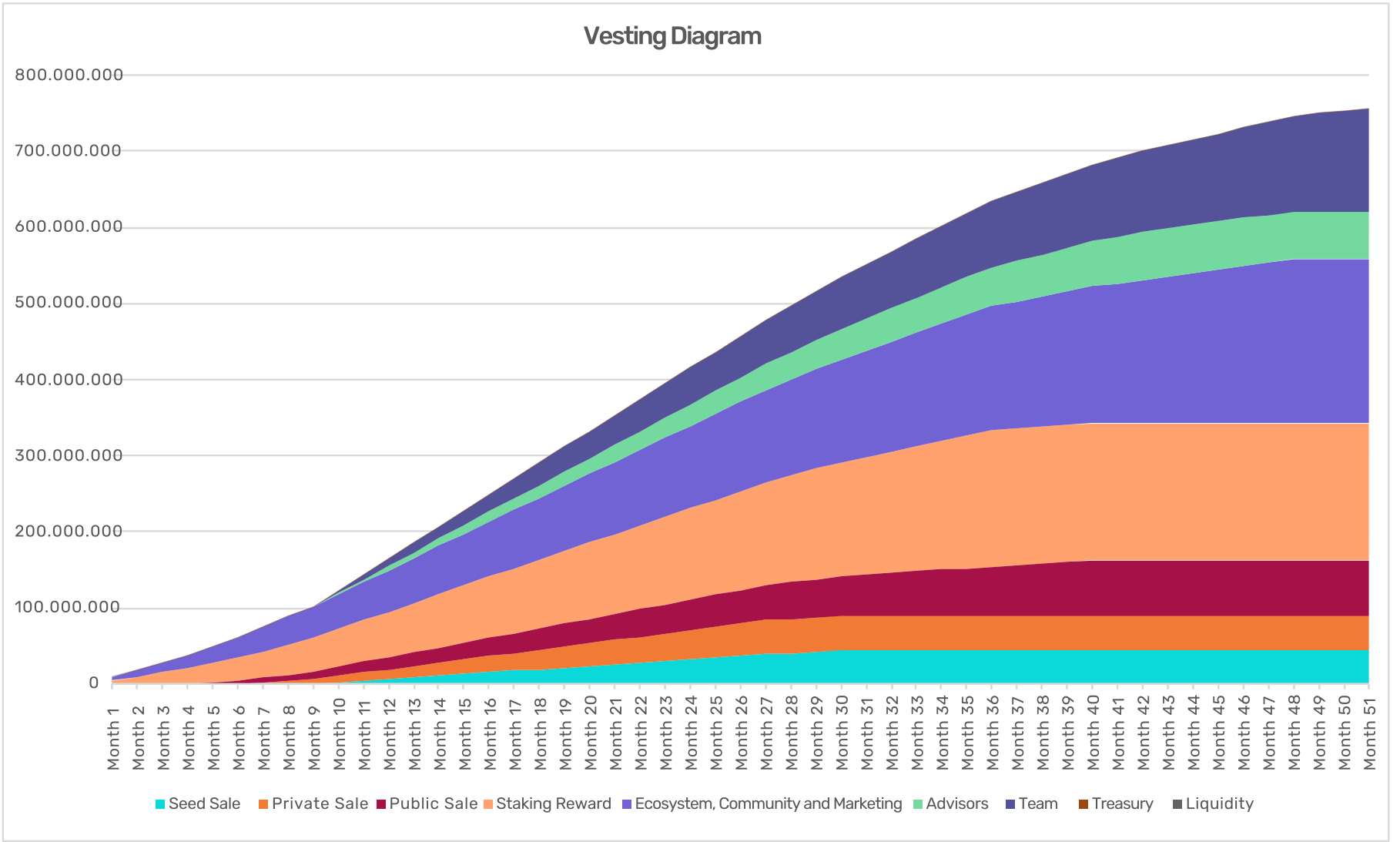
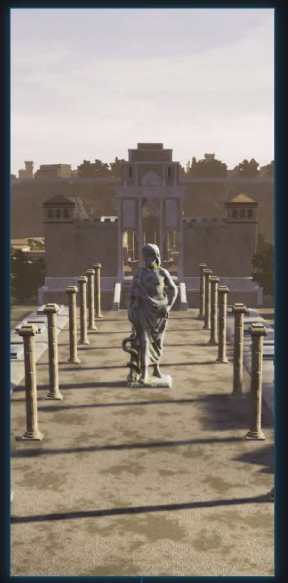
VESTING DIAGRAM



ROADMAP

Done milestones

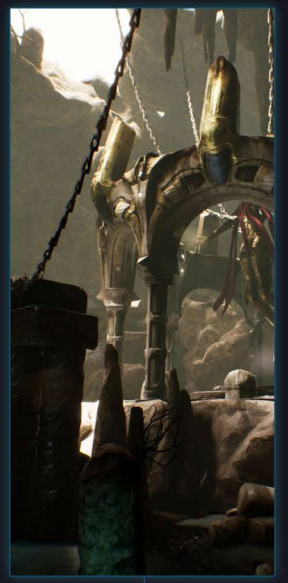
- GDD is completed
- Game Map Created
- Game Library Built
- Game Concepts Finished
- All Models created
- Skill and Ability System finished
- Monsters/Charecters/Weapons
- Skills , Quest, Locomotions and Charecter Animations completed
- Level design completed
- Dungeons created
- Soft Dev started
- UI/UX completed
- Levelling system completed
- Till now we spent 2 million dollar on our pocket , everything paid by studio itself.



Q4 2023

Laying the Foundation

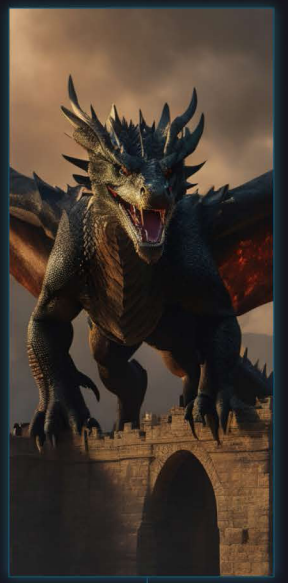
- Release of the Token: Han token release.
- Whitepaper Release: Introduction of the HAN token whitepaper to lay the foundation for our ecosystem.
- Seed/Private Sale Rounds: Commencement of fundraising activities
- to support ecosystem development.
- Community Expansion: Growing our community of enthusiastic gamers.
- PR/Marketing Initiatives: Initiating efforts to create awareness about our vision.
- Cinematics Works: Commencement of captivating cinematics development to immerse players in our game worlds.



Q1 2024

Building the Community and Kingdawn Beta

- Kingdawn Beta Release: Release of the Kingdawn beta version for testing and feedback.
- Cinematics (Kingdawn Story): Unveiling the immersive story cinematic for Kingdawn.
- Community Expansion: Further growth of our community as we invite more gamers into our ecosystem.
- Team Expansion: Continued growth of our talented team.
- Improving Marketplace: Addressing challenges on our platforms to provide a seamless experience.



Q2 2024

A New Dawn with Kingdawn

- Artworks Start: Commencement of artwork development for our games.
- Kingdawn Official Release: The eagerly awaited Kingdawn game is officially launched.
- Cinematics 2: Introduction of more engaging cinematics to unfold the Kingdawn story.
- Allgone Artworks Start: Initiation of artwork creation for our post-apocalyptic MMORPG.
- Expanding the Ecosystem: Adding five more exciting games to our growing gaming universe.
- Expanding In-House Team: Strengthening our team to enhance game development.

Q3 2024

Ecosystem Expansion

- Adding 2 to 5 Games: Expansion of our gaming ecosystem with additional games.
- Building Game Mechanics: Development of game mechanics for Allgone.
- Allgone Whitepaper: Release of the Allgone whitepaper.
- Academy Starts: Initiation of educational programs to enhance player experiences.
- Artworks Finish: Completion of artwork for the Allgone game.

Q4 2024

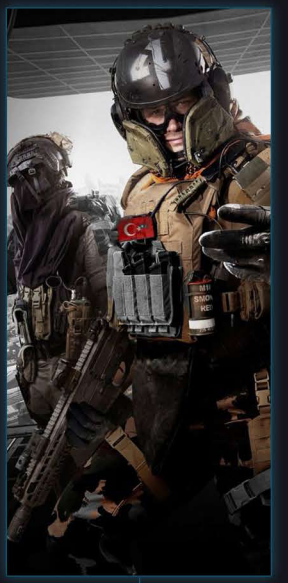
Allgone Beta and Spacedawn Begins

- Spacedawn Starts: Introduction of the futuristic space-themed game, Spacedawn.
- Allgone Beta Release: Release of the beta version for Allgone.
- Academy Expansion: Scaling up our educational programs to benefit players.
- Kingdawn Update: Ongoing updates and enhancements to the Kingdawn game.

Q1 2025

Spacedawn, Ecosystem Milestones, and Education Expansion

- Spacedawn Starts: The futuristic space-themed game, Spacedawn, takes off.
- Ecosystem Reaches 50 Games: The gaming universe now offers an impressive selection of 50 different games for players to enjoy.
- Community Growth: Our community thrives, reaching a remarkable 200,000 members.
- Allgone Release: The post-apocalyptic MMORPG, Allgone, is officially released.
- Academy on 5 Countries: Our educational programs expand their reach to five different countries, enhancing player experiences and learning opportunities.



Q2 2025

Unicombat and Ecosystem Growth Continues

- Unicombat Starts: Launching of Unicombat to offer players an expansive and dynamic battleground.
- Ecosystem Reaches 70 Games: An expansive gaming universe with more than 70 games.
- Community Growth: Expanding our community to reach 300k enthusiastic members.
- Spacedawn Whitepaper: Release of the Spacedawn whitepaper.
- Spacedawn Beta: I ntroduction of the beta version for Spacedawn to allow testing and feedback.

JOIN US AND MILLIONS OF CRYPTO PLAYERS WE AIM TO SERVE.