



The Opportunity

Audiences want to go beyond video: they want to **enter** worlds, create, and share. Studios, brands, educators, and cities need a turnkey way to launch interactive, time-based experiences that blend story, simulation, and social play.

What is CityBlocks?

CityBlocks is a metaverse engine that lets anyone **build a world** and publish a guided 3–5 minute experience. Creators assemble eras and places as **four interactive worlds** (e.g., 1940s, Present Day, Future, Historic Past) with hover animations and short films.

Highlights

Instant Onboarding: Web-first, no app required — opens on any device.

Cinematic Intro: Bold logo + word-by-word entrance; fades into four clickable worlds.

Interactive Worlds: Hover for micro-animations with sound; click for 3–5 minute films.

Creator Tools: No-code page templates, world libraries, and sound packs (roadmap).

Ownership & Identity: Optional blockchain modules for scarce items and provenance.

Use Cases

Studios & Streamers: Launch companion worlds for new releases.

Brands: Pop-up worlds for product drops and fan engagement.

Education & Civic: Interactive history and urban planning simulations.

Tourism: Time-travel city tours mixing archives with AR assets.

Momentum (in progress)

• Domain established in 1997 • Prototype homepage live • Four world concept validated • Community interest building. Seeking partners for content pilots and distribution.

Business Model

SaaS: Hosting + world builder subscriptions.

Production: Co-create sponsored worlds for brand & media clients.

Marketplace: Asset packs, sound, and templates (rev share).

Licensing: White-label portals for cities, campuses, events.

What We're Raising