

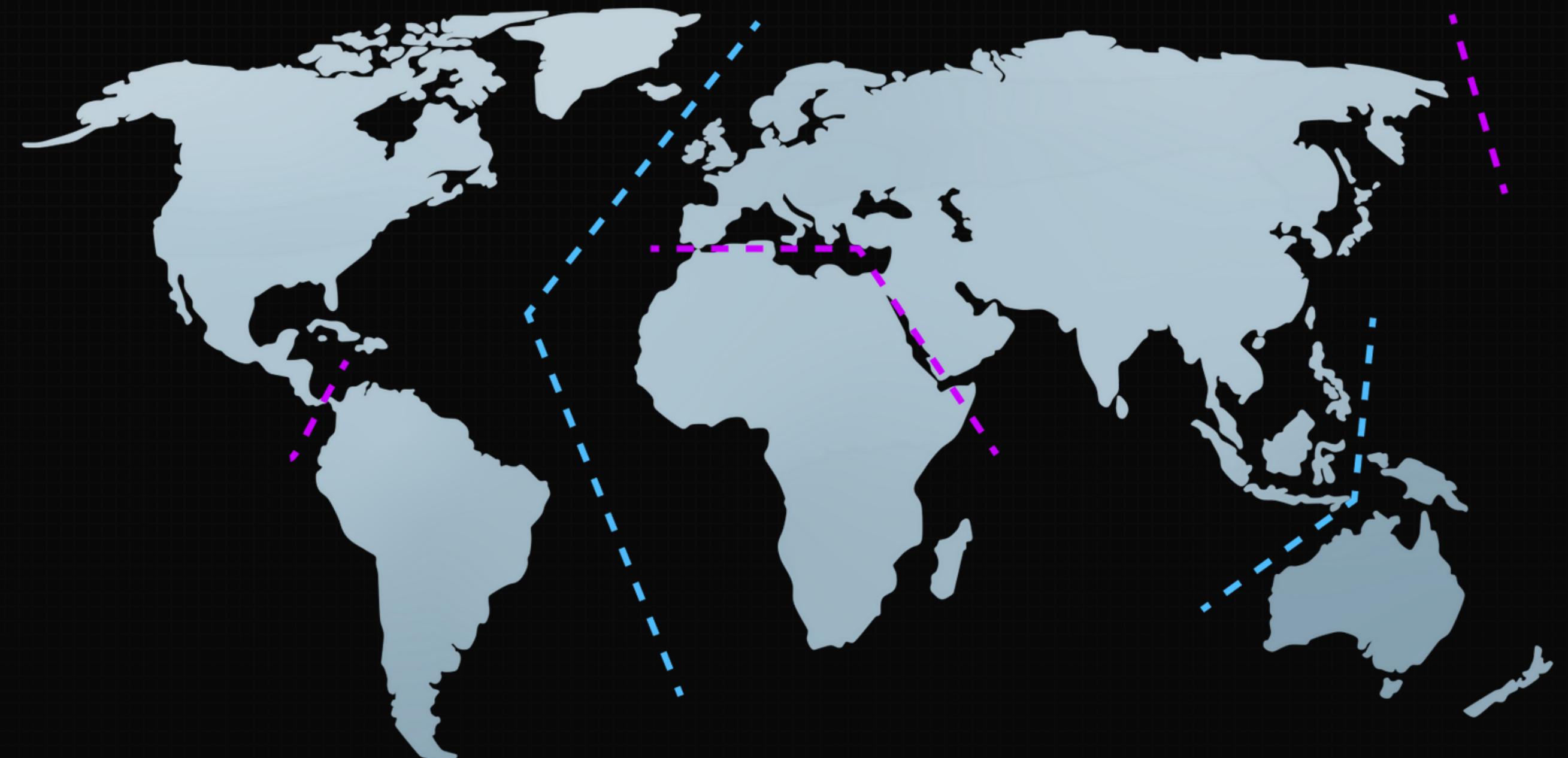


Asylum

Look closer — we are the Metaverse

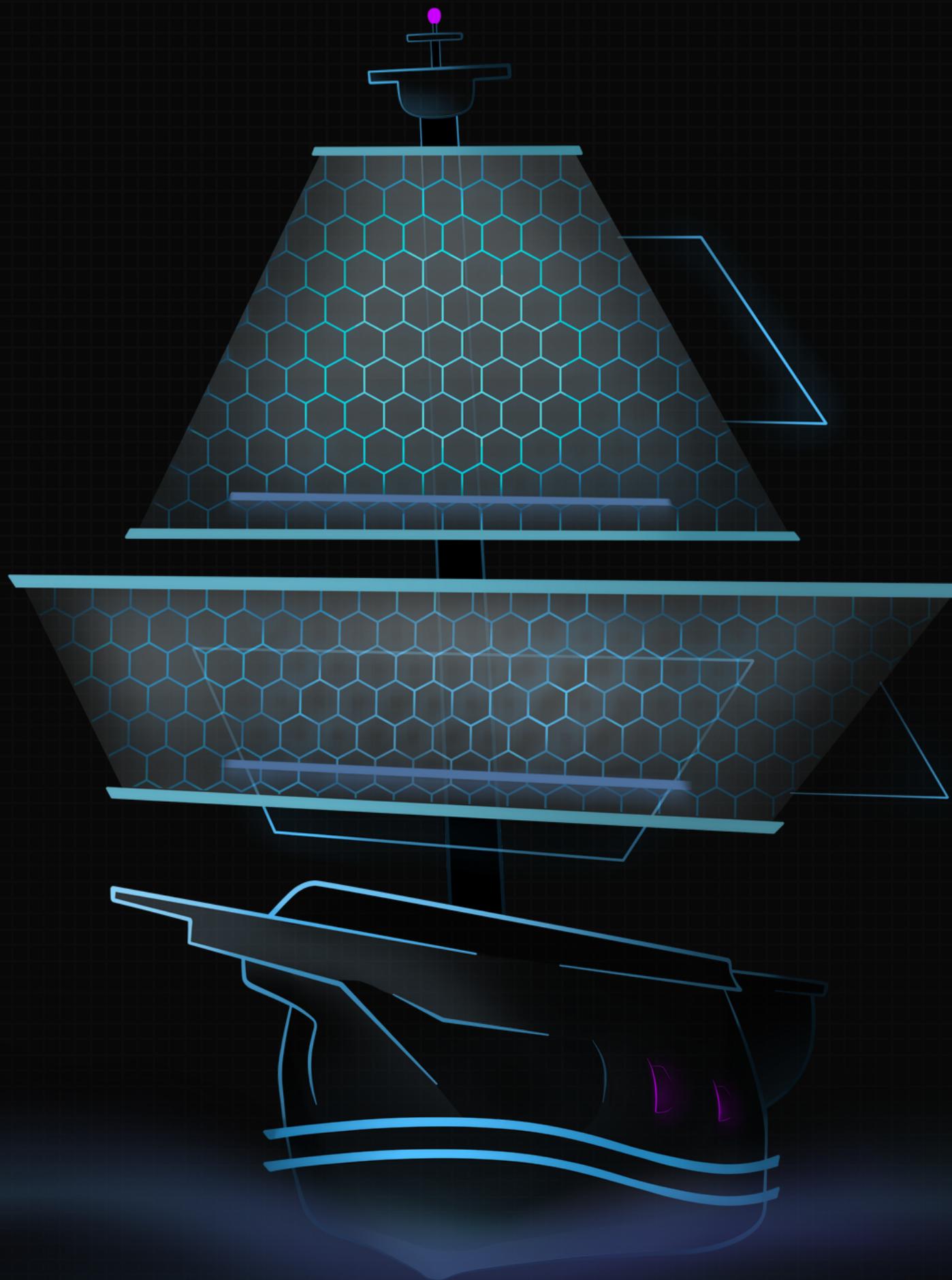
Imagine a separate world

USA does not have connection with EU. China does not trade with Canada. Africa does not produce anything for Australia. South America has no idea what's going on in India



**It's like...
500 years ago**

But then it's changed.
By dreamers and
travelers. And world
became bigger



Asylum is like a discoverer

We build new roads between big markets such as gamedev, m-commerce, digital advertising, education and other, given an opportunity to our citizens and creators (spaces) to interact by WEB3 technologies.

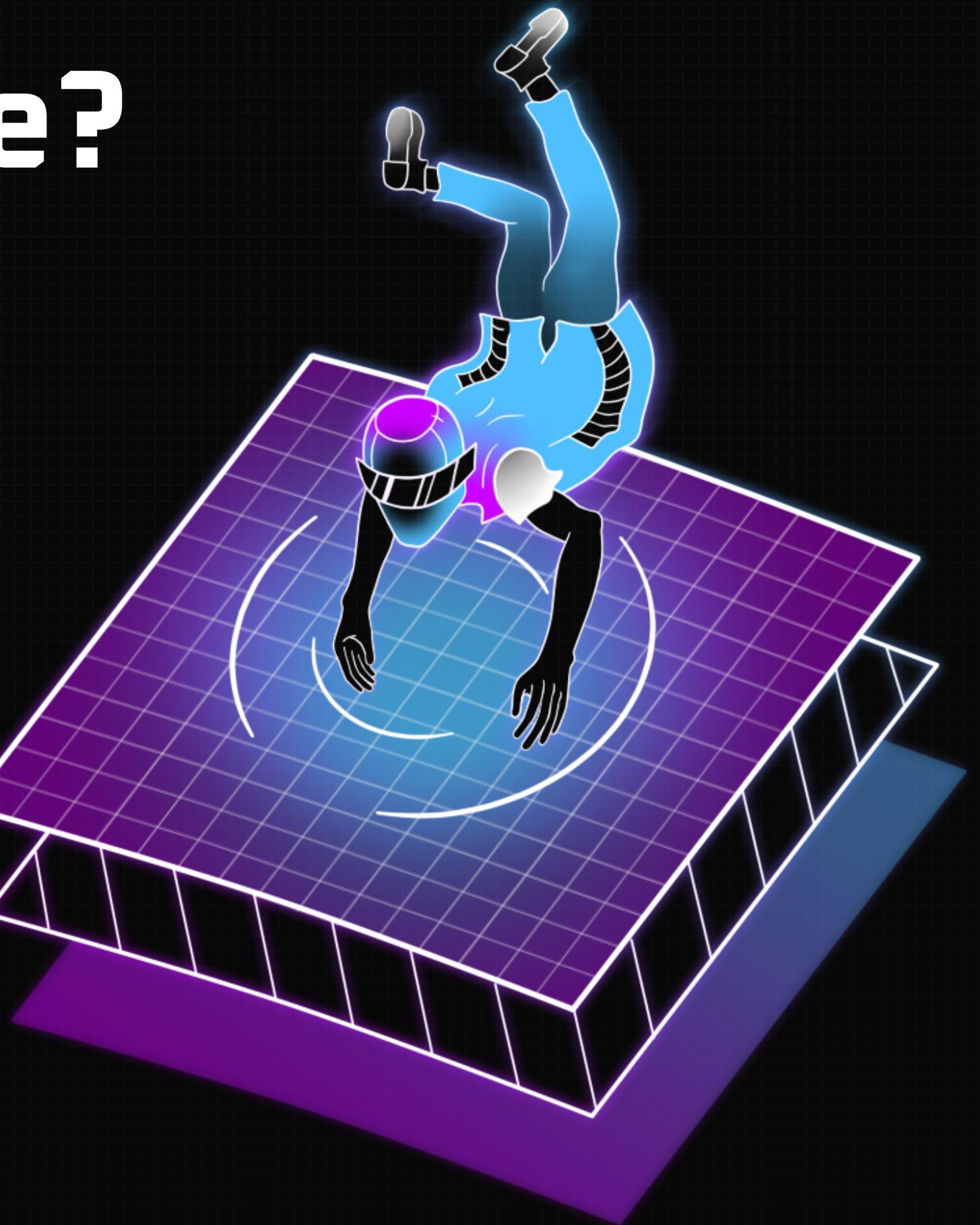
The total volume of markets that we connect is more than 1 trillion US dollars



What is a metaverse?

Our definition of metaverse:

Metaverse is an alternative reality, a next more immersive version of internet, where we can live, shop, work, interact and have fun.



Problem

Metaverse absence



Problem described

A lot of metaverse projects, but no real metaverse

- A problem of connectivity between spaces (interoperability or web3 roads)
- A problem of internet human like visual interface
- Box-like environment for internet browsing
We as humans tend to a more intuitive seamless 3d/universe environment
- Outdated advertisement approach

Solution

Asylum + IMP

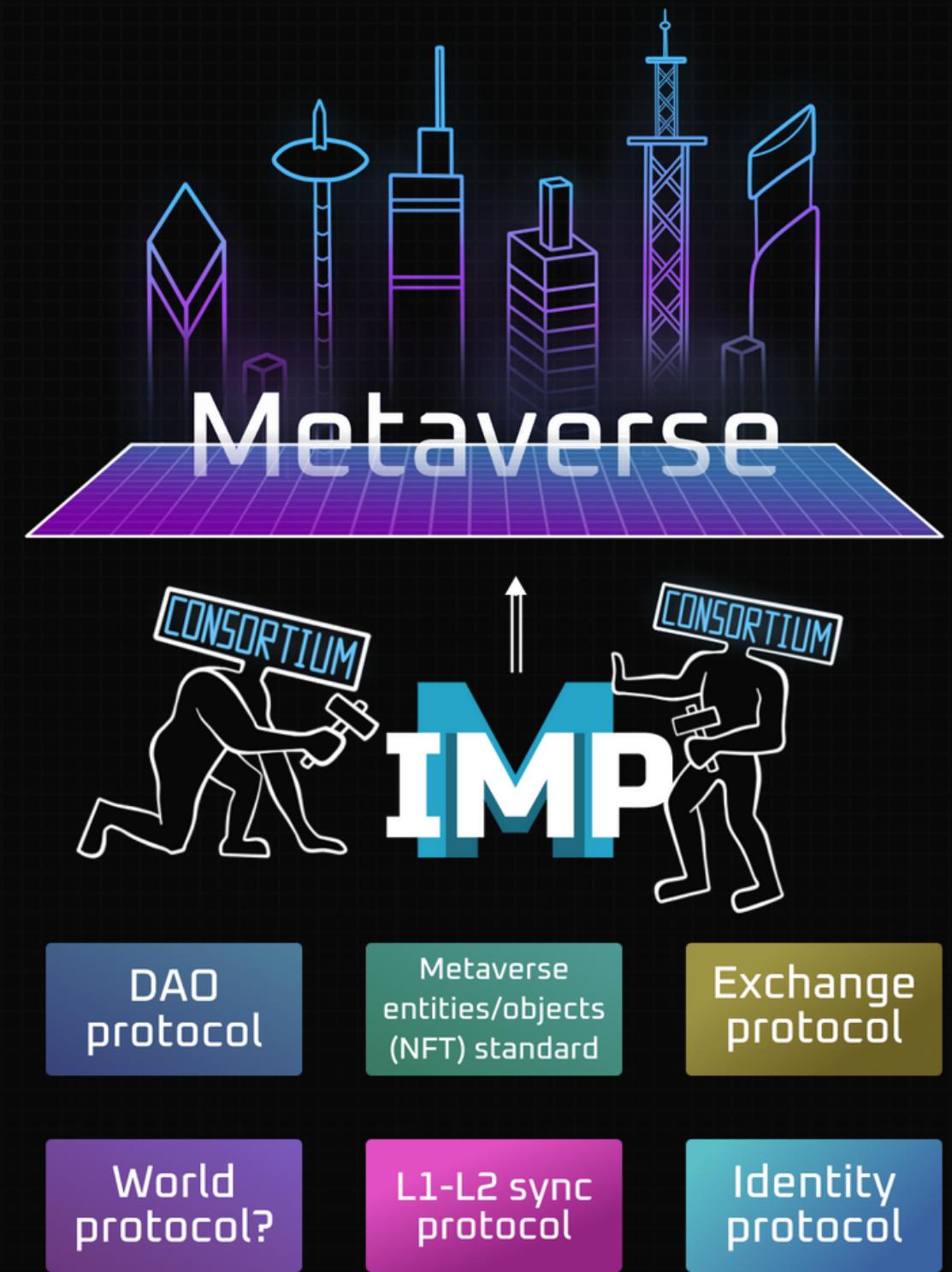


Product

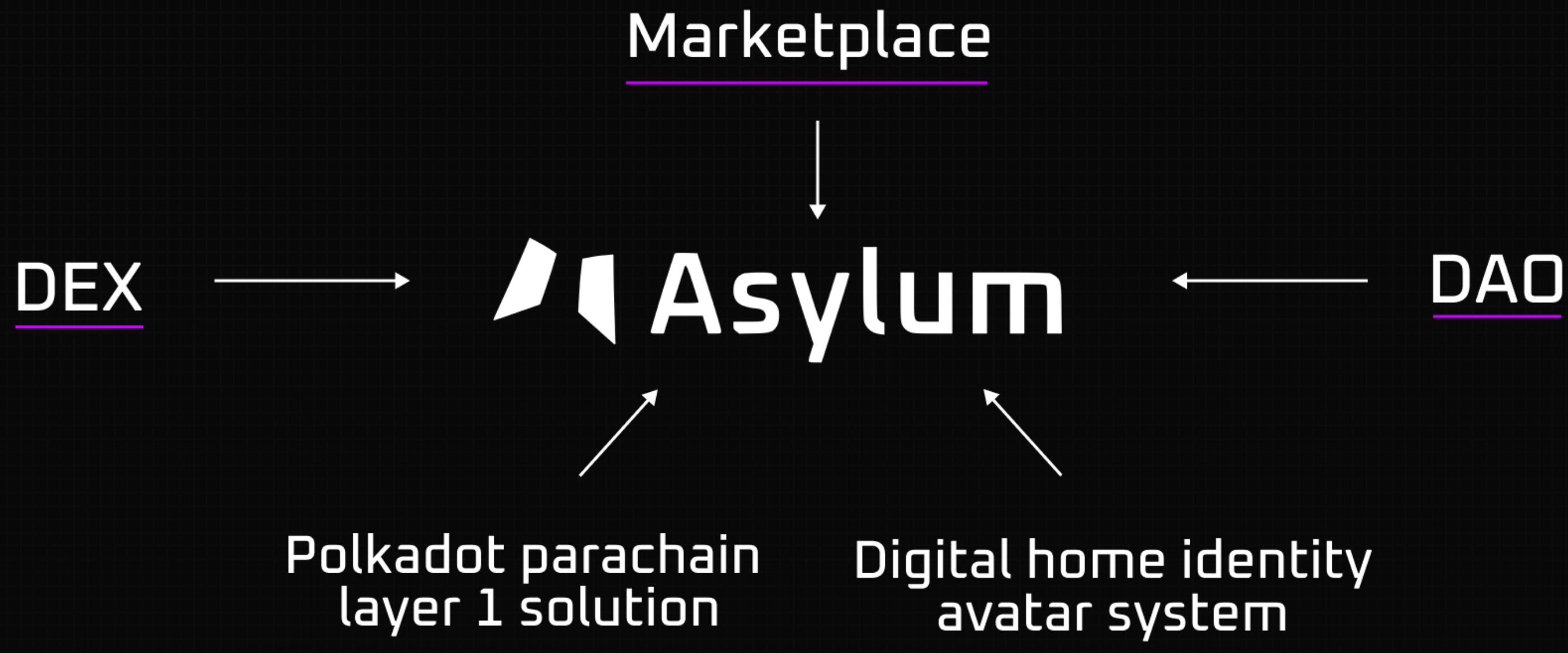
Combining different spaces and economies,
Asylum provides opportunities to its citizens:

- to buy, store and use their crypto assets
- to learn
- to play in different games, using the same tokens, nfts, avatars
- to communicate with each other
- to get a new experience of purchasing something in the metaverse.

At the heart of the product are technologies united by IMP — an open protocol created by various players of the web3 community

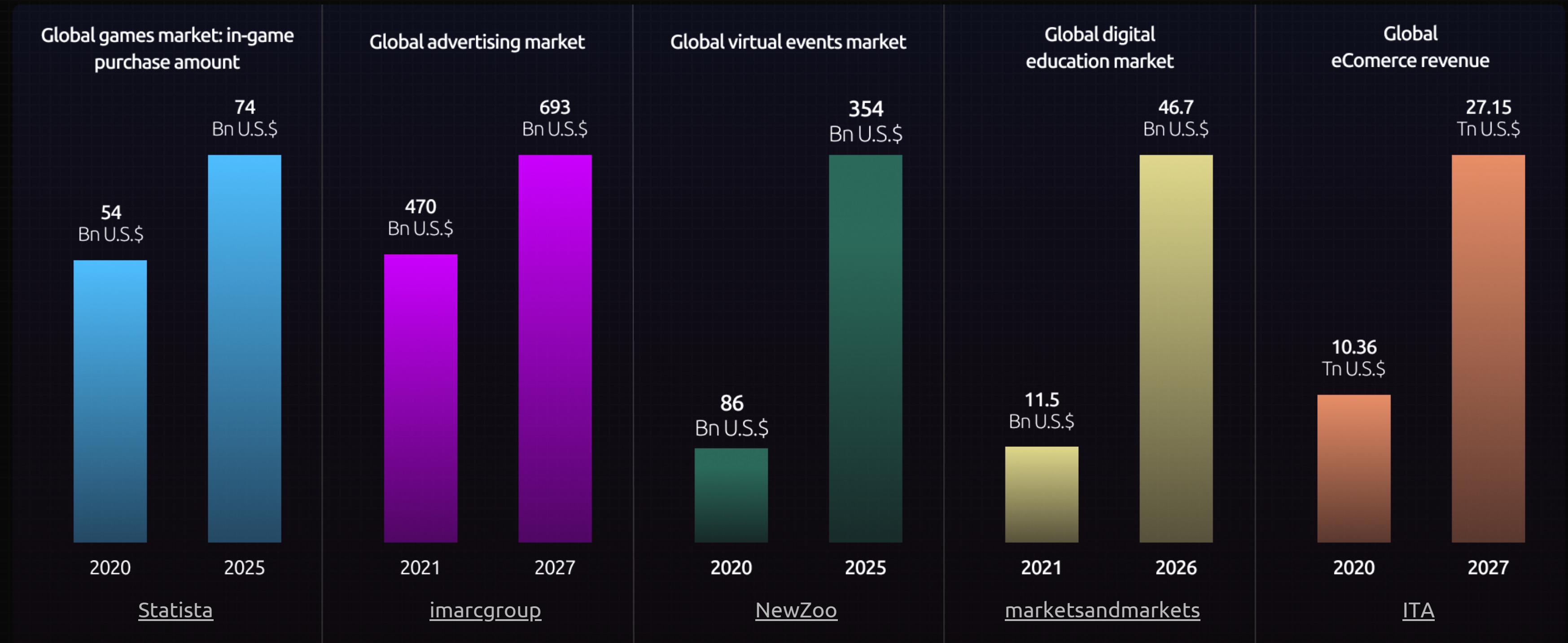


How it works



Metaverse provider — Asylum product, serves the metaverse

Markets we connect: structure and size



Market landscape

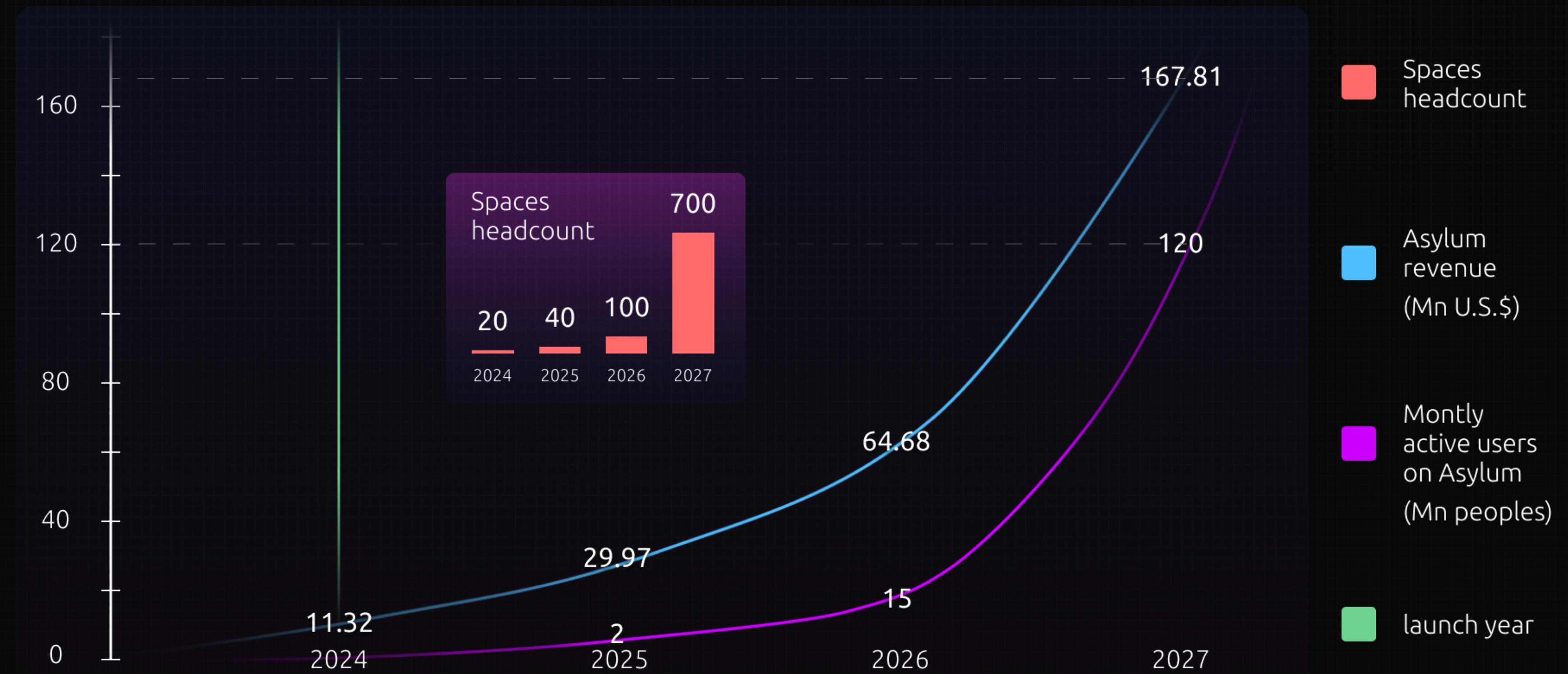
These are 3 main things that differentiate us from what almost everybody else is doing:

- 1 Interoperability - Polkadot
- 2 Not metaverse project, but a L0
- 3 Game mechanics in NFT & thought out balance system(balance in-between different game spaces)

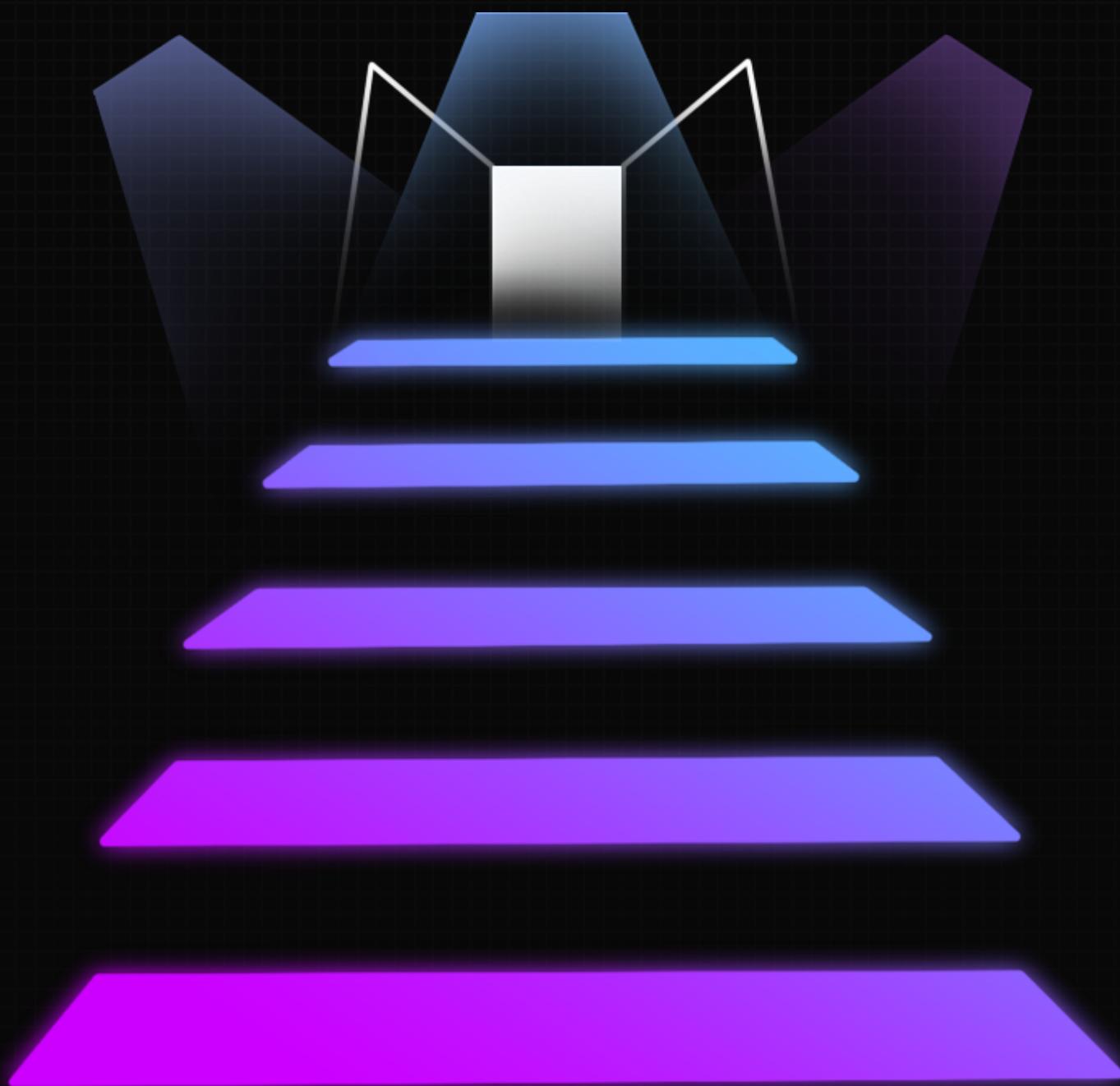
Business model

- 1 Percentage of the revenue from the each space
- 2 Revenues from advertising integrations

Goals up until 2027

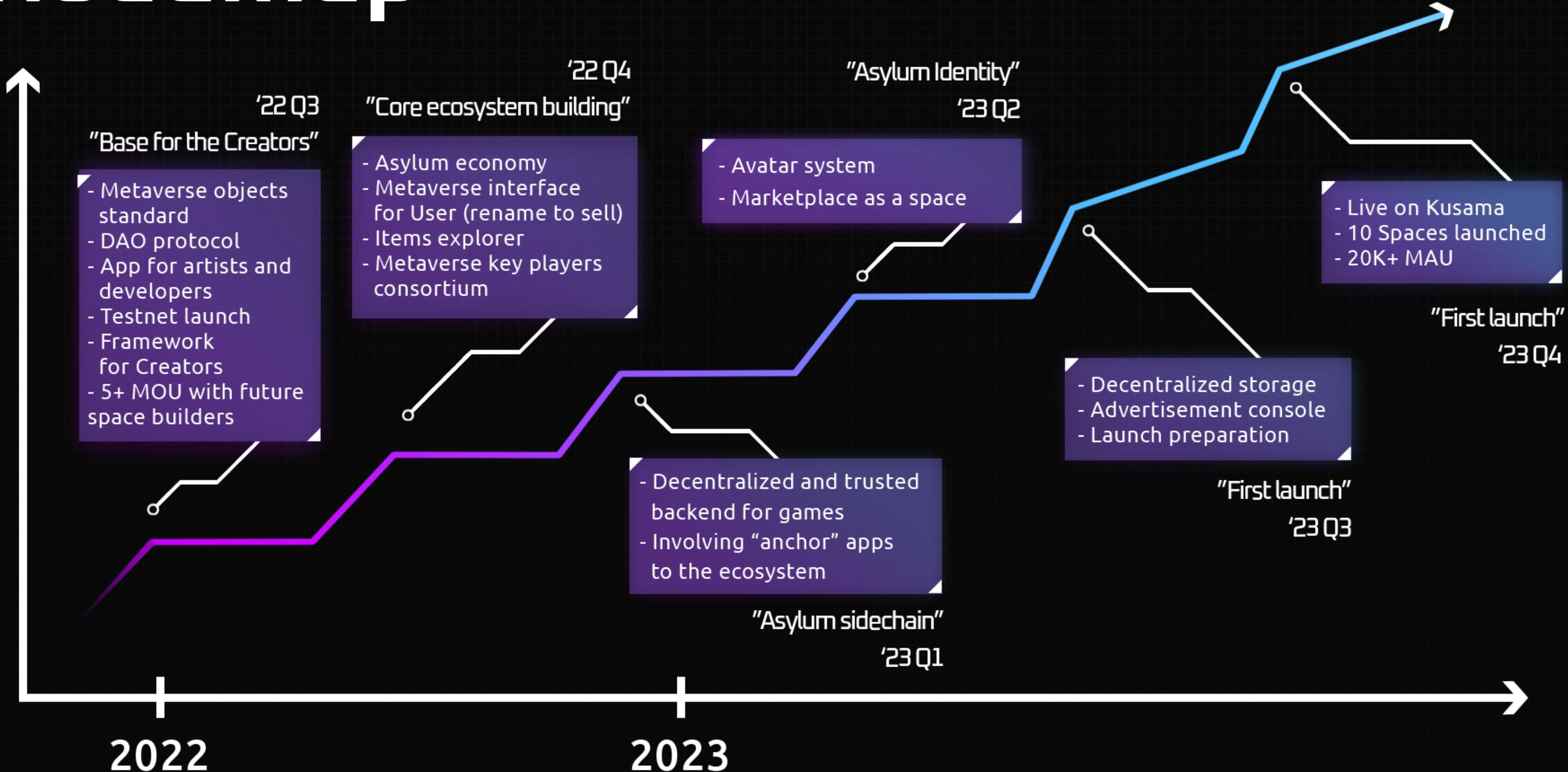


Traction



Sep 21	Birth of the idea and first prototype on the Solana hackathon
Nov 21	Supercolony becomes a Co-Founder
Jan 22	Pre-seed round closed with Mempool VC
Mar 22	Legal structuring
Apr 22	2 signed agreements with future spaces to deploy on Asylum
May 22	Supported by Web3 Foundation
May 22	Defined tags concept and semantic language for interoperability
Jun 22	MVP of Creator Studio finished
Jun 22	The ability to interact with the Asylum ecosystem from the game client
Jul 22	Announced IMP Protocol and its consortium at ParisDOT conference
Aug 22	Asylum became a part of Metaverse Standards forum
Aug 22	First Asylum demo games launched
Aug 22	Started marketing promo campaign
Sep 22	Finished tokenomics

Roadmap



Our request

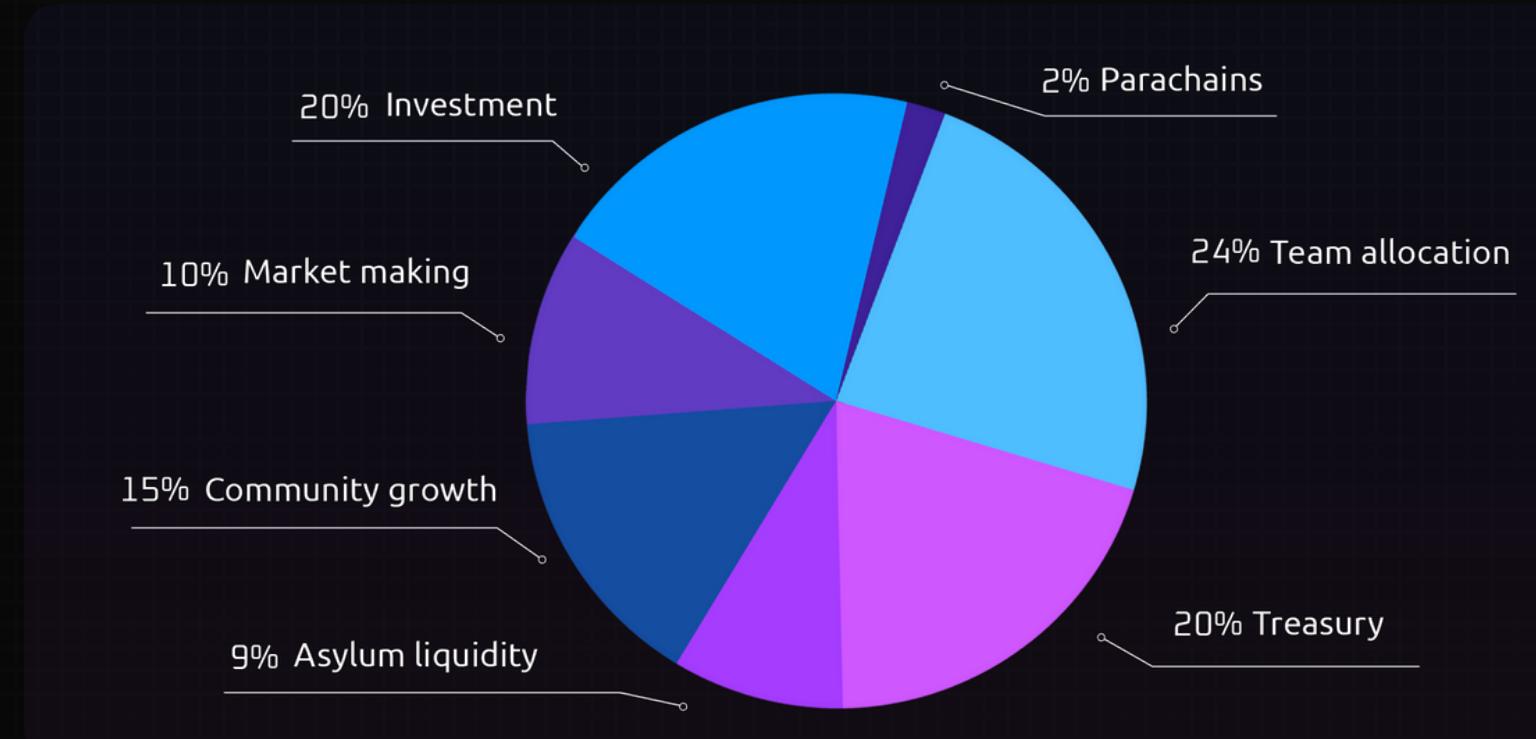
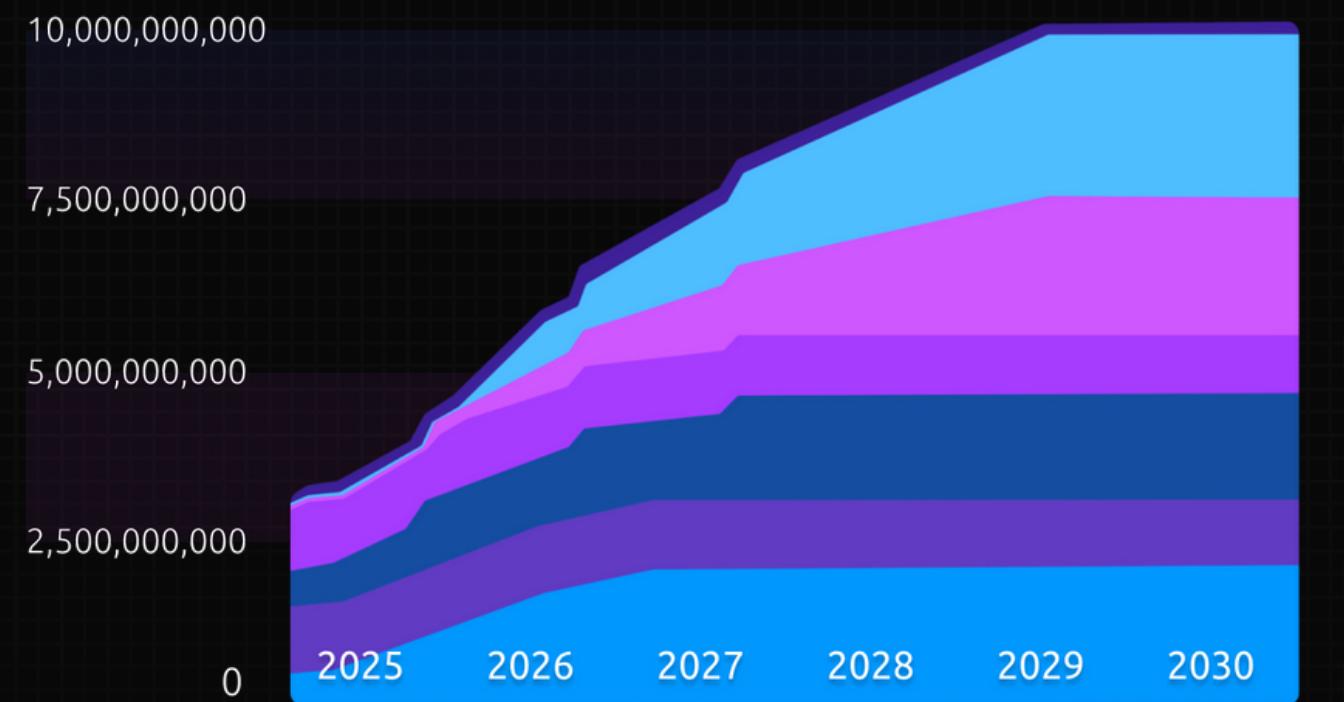
Asylum closed a Pre-seed round
with investments from:

Mempool Ventures – \$100k and
\$10m valuation for 1%

Additional support from
the **Web3 Foundation** grant
program and **Supercolony**
venture studio



Token economics



Stakeholder	% of Total	# of tokens	Available at TGE %	Vesting, mo
Pre-seed	1.0%	100,000,000	10.0%	36
Seed Round	9.0%	900,000,000	5.0%	24
Private Round (A)	6.0%	600,000,000	10.0%	18
Public sale pre-IDO	1.0%	100,000,000	20.0%	12
Public (IDO)	3.0%	300,000,000	100.0%	36
Liquidity (CEX, DEX)*	10.0%	1,000,000,000	100.0%	0
Partnerships	10.0%	1,000,000,000	40.0%	36
Early Adopters	5.0%	500,000,000	25.0%	15
Liquidity pools (Asylum x Spaces)*	9.0%	900,000,000	100.0%	36
Treasury	20.0%	2,000,000,000	0.0%	48
Advisors	4.0%	400,000,000	10.0%	36
Team	20.0%	2,000,000,000	0.0%	48
Polkadot Auction/Crowdloan	1.5%	150,000,000	100.0%	12
Kusama Auction/Crowdloan	0.5%	50,000,000	100.0%	12
Total	100%	10,000,000,000		

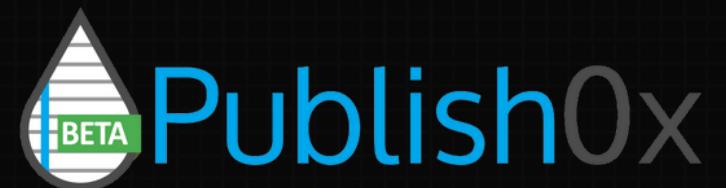
Our partners



Backers



Partnerships



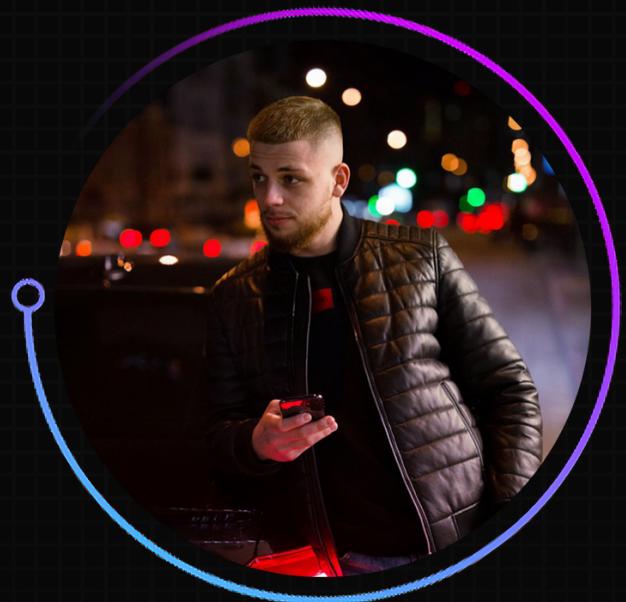
Media support

Team



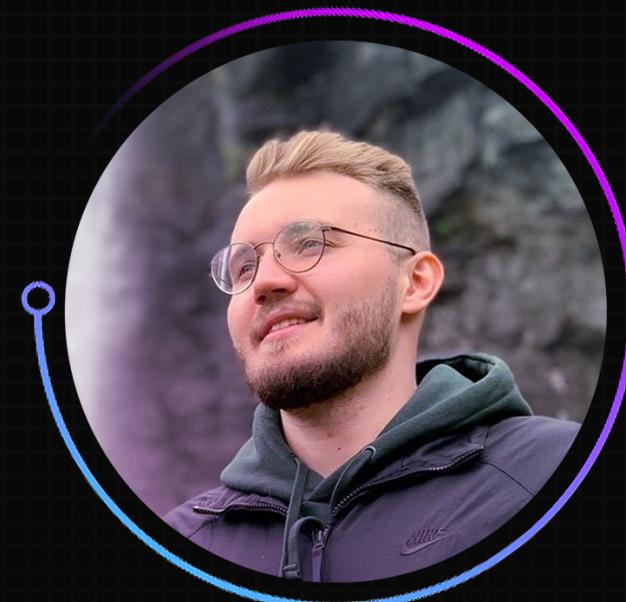
Technical CEO
Abrosimov Illia

Have a broad tech expertise in game dev and crypto. Worked at Ubisoft on such titles like Far Cry 5, For Honor, etc.



Co-Founder of Asylum,
Markian Ivanichok

A visionary entrepreneur with an engineering background. 5+ years of startup experience and 7+ years of engineering systems and products. Markian pioneered the WASM field on Polkadot.



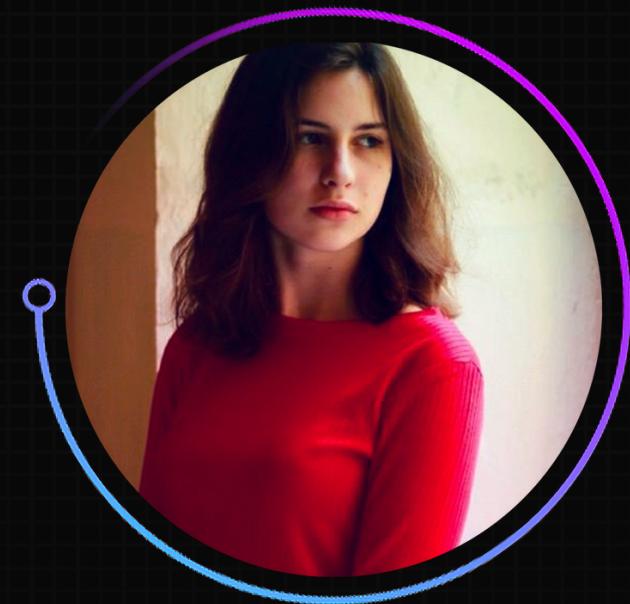
CTO at Asylum
Sven Seven

8+ software development experience in Information Security, Machine Learning, Blockchains and decentralized systems.



CMO at Asylum
Kyrylo Nagorny

15 + years experience in strategical marketing and investment relation: preparation of companies for IPO, M&A.



Co-Founder & COO
Mariia Yaremenko

Have a background in
Blockchain & Polkadot
development,
mentorship experience.



Strategic Advisor
Olesia Arkhipova

Founder and CEO of SectorF,
Strategic Advisor of
Supercolony, 10+ years of
strategic development, higher
education in finance,
management, psychology.



Supercolony, Financial Advisor
Alexander Kaplaty

Investment banking at
EBRD.
Co-founder Razem.work.
Audit and controls at
international FMCGs.



Team members
behind the scene

Talented people helping to
build the project

Thank you!

[Our site](#)

