

PITCH DECK





## MMORPG Metaverse

An expansive sci-fi world powered by Unreal Engine 5.6, where players explore vast biomes, complete quests, gather resources, and craft NFT-based gear.

Our Play-to-Earn economy could run entirely on-chain within the Somnia ecosystem, offering instant transactions, low fees, and true asset ownership.



## The Web3 Gaming Landscape

The Web3 gaming industry is evolving rapidly, yet most Play-to-Earn projects fail to combine engaging gameplay with a sustainable economy. Players seek immersive worlds with real asset ownership, while investors demand long-term value.

With the emergence of gaming-focused blockchains like Somnia, the time is perfect to launch a flagship open-world RPG that merges AAA visuals with an energy-based on-chain economy.



## Built for Scale Designed for Play



UNREAL ENGINE 5

AAA-grade visuals, advanced lighting, and massive open-world rendering, delivering a truly immersive sci-fi RPG experience.

SOMNIA BLOCKCHAIN

Ultra-fast, gaming-focused blockchain with 1M+TPS, sub-second finality, and negligible fees, enabling real-time on-chain interactions.

EPIC GAMES STORE

Global distribution to millions of PC gamers, bridging Web2 audiences into the Web3 ecosystem.



## What Defines Our Game

### Immersive Open World

Expansive biomes, quests, and social hubs built in Unreal Engine 5 for AAAquality visuals.

## **Energy-Based Economy**

A unique daily energy system that drives player engagement and sustains NFT value.

## NFT-Driven Progression

Character collections, craftable gear, and seasonal content fully tradable on-chain.



Set in a unique retro-futuristic universe inspired by the charm of Futurama and layered with post-ironic humor, our game offers more than just quests and battles – it's a social playground.

Players interact in dynamic multiplayer hubs, explore procedurally generated locations, and chase random loot drops across strange and unforgettable worlds. Daily energy can be spent across countless activities – from resource gathering and crafting to eccentric minigames – ensuring every day in the metaverse feels fresh, unpredictable, and worth returning to.







## Economic Potential

#### **Daily Energy**

Players receive a fixed amount of energy daily, which can be spent on various in-game activities – resource gathering, crafting, exploration, or mini-games. This creates a natural loop that encourages daily logins and steady player engagement.

#### **Monetization**

Energy boosters, premium passes, and special seasonal events allow players to extend their daily activity. Limited-time content and rare loot drive demand for both NFTs and in-game tokens, generating consistent marketplace activity and transaction fees.



## Unique NFT Characters



Owning an NFT Hero unlocks the full potential of our game's economy.

Without an NFT, players can explore, gather resources, and enjoy the world – but crafting on-chain items remains exclusive to NFT owners.

NFT Heroes also raise your daily energy cap, allowing for more actions, faster progress, and access to early, unique in-game events.

Each hero can be customized with items that provide ingame bonuses, and every NFT comes with its own distinctive look, color palette, and 3D background – making your hero truly yours.

Beyond gameplay, NFT ownership bridges the gap between Web2 and Web3, inviting all players to discover the power of blockchain.











## What's Already Built

#### Player & Controls

Playable alien character, UE5.6 AnimBP locomotion, crouch, foot IK, swimming, narrow-space traversal, gamepad support.

#### • Itemization & Crafting

Inventory, equipment, hotbar, currency, storage containers, loot & treasure chests, vendor & banker NPCs, crafting, spoilable items, usable/reusable items, pickup with outline, radial item menu.

#### • Quests & Progression

Quest window/log/tracker, unique & repeatable quests, custom prerequisites, quest sharing in multiplayer, save/load quest states, XP & level-up (incl. custom XP tracks for reputation/crafting).

#### Combat & Al

Weapons (pistol/rifle/shotgun), grenade system, damage pop-numbers, stealth/X-ray scan (TLoU-style), Al hearing & chase, path/spline guides, Paragon-based enemies (e.g., spider), balance system.

#### • Systems & Meta

Multiplayer support, cross-level support, auto save/load with checkpoints (full inventory & position), full main menu (New/Continue/Level Select/Graphics/Credits), basic tutorial & world markers.





## Why We're Truly Unique



• One-of-a-Kind Theme & Setting

A rare fusion of alien worlds and retro-futuristic aesthetics – a style virtually absent in both traditional gaming and Web3.

• Humor-Driven Post-Ironic Quests

Storylines full of witty, post-ironic humor that break the fourth wall, creating a memorable player experience unlike any other.

• Almost a Decade of Game Development Expertise

Proven history with AAA titles, indie projects, and blockchain-powered economies.

Innovative Energy-Based Economy

Daily energy mechanics fueling player return rates, resource value, and monetization sustainability.

• AAA-Quality Powered by Unreal Engine 5

High-fidelity visuals, scalable worlds, and top-tier technical execution.

Massive Expansion & Partnership Potential

Flexible world structure allows integration of mini-games, partner characters, branded quests, and in-game marketplaces.





## Future Vision



We're building an ever-expanding retro-futuristic universe designed for constant evolution.

Our roadmap includes:

- New Worlds & Content fresh planets, unique locations, and seasonal events to keep the experience alive.
- Quest & Story Expansions engaging multiplayer missions with post-ironic humor and deep world-building.
- Partnership Integrations mini-games, crossover characters, themed questlines, special items, and marketplace connections.
- Infinite Scalability an open world designed to host countless collaborations, apps, and player-driven economies.

Our vision is a living metaverse where every partnership and update creates new ways to play, explore, and connect.

Scan the QR code to see a teaser of in-game locations.

# Roadmap

#### Q1-Q3 2025 - Core Development

- Development of core gameplay mechanics (energy system, crafting, inventory, quests)
- Creation of main game locations and base content
- Initial integration of NFT systems

#### Q4 2025 - NFT Launch & Tech Demo



- Launch of the first NFT character collection
- Release of a closed early alpha (technical demo) for NFT holders and investors

#### 2026 - Multiplayer & Blockchain Integration

- Implementation and testing of multiplayer features
- Full blockchain integration into the game
- Launch of a playable closed alpha for NFT holders and investors

#### Late 2026 – Content Expansion

- New maps, quests, and mini-games
- Strategic partnerships with other projects
- Expansion of the metaverse and player opportunities

## About the Founder





#### **Alex Papirnyi**

- Almost a decade in game development, from indie gems to AAA titles.
- Worked with industry leaders such as **Ubisoft and Epic Games**.
- Contributed to the launch of **Unreal Engine 5.**
- Deep technical & artistic expertise in Unreal Engine from level design to complex systems.
- Experience in blockchain integrations, NFT mechanics, and play-to-earn economies.
- Worked at ChillChat on SolArena (Solana-backed P2E project funded by Solana Labs).
- Lifelong gamer with a passion for building immersive worlds and innovative gameplay loops.













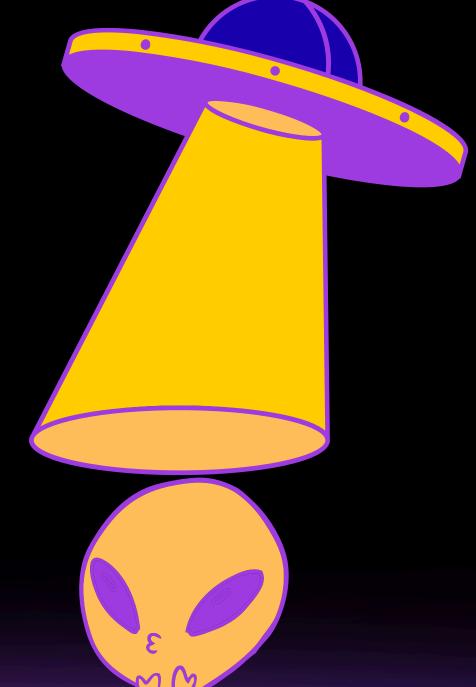


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# What We're Looking For

- **Funding:** help ship the NFT drop (Q4 '25) and closed alpha ('26).
- Marketing & Visibility: reposts, ecosystem features, AMAs, creator pushes.
- Community: co-hosted events, allowlists, quests, Discord growth.
- Investor Intros: warm connects to Web3 gaming funds.
- Partner or Acquire: from co-marketing or investment to exclusive publishing or full IP acquisition open to serious offers.





## THANKYOU!

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