

TINYVERSE

STUDIOS

Tinyverse Studios is a multimedia company, focused on creating entertaining and emotionally engaging Web3 experiences.

We are an international team of 30+ full-time professional game developers, filmmakers, marketers and more. Our team is global with our headquarters based out of Vancouver, Canada.

Our inaugural release - Tiny Colony - is the first ever Web3 construction and management game that is currently in the Minimum Viable Product (MVP) stage of development.

The team is presently in development of three additional games, an animated television series and an interactive comic book experience leveraging NFT technology.

“A mighty flame followeth a tiny spark.”

- Dante Alighieri -

WHY TINYVERSE?

- **Tiny Colony in MVP stage of development**
- **Interoperable game assets across multiple titles**
- **30+ veteran team members from EA, Netflix, Disney, etc**
- **18k NFTs sold**
- **Animated TV Series in development**
- **Top tier partnerships**
- **TINY token utilized across entire ecosystem**

CORE TEAM



Arshia Navabi
CEO &
Founder



Ernest Cheung
Head of
Game Development



Topher Bradshaw
CMO



Alex Bogomolov
CFO



Josh Simpson
Partnerships
Manager



Ilya Stavitsky
Project Manager



Mitch Vance
Director of
Operations



Trevor Adolf
VP - Marketing

TEAM



Simon Ryder
Lead Writer



Zach Gurganus
Artist



Kevin Lee
Creative Director



Albert Poblete
Art Director



Elmira Kuznetsova
Project Coordinator



Trevor Bidlack
CTO



Boyd Veger
Animator



Luigi Salas
Artist



Victoria Gubanova
Web / UI



Kish Kurupath
Community Manager



Roman Musayelyan
Web Developer



Sangmin Baek
Artist



Marta Glukhova
Web / UI



Ricky Bandelin
Digital Marketing



Joseph Chan
Marketing Asst



DR. CORPSE
Composer

ADVISORS



iJustine
Influencer
Tech & Gaming



7m subscribers



Dan Hibell
Senior Analyst
Yield Guild Games



Justin Kan
Co-founder
Twitch & Fractal



Danny Wilson
Partnerships
Illuvium



David Wurtz
Co-founder
Fractal & Google Drive



Rodney Hu
Serial Entrepreneur
Business Consultant



TEAM EXPERIENCE

Game:



Film & TV:



Animation:



PARTNERSHIPS



i LOGOS

GAME STUDIOS

Full cycle game development.
Product development that includes
Angrybirds 2, Simpsons: Tapped
Out and many others.

FRACTAL
MARKETPLACE

An open platform for the free exchange of
digital gaming goods. Provides game
developers with building tools that help
them reach their customers at scale. Cross
chain technology for game developers.



Metanomics

Allows developers to create run-time
gameplay and metaverse economies
and then understand player and user
behaviour through on and off-chain
artificial intelligence.



FASKEN Law Firm

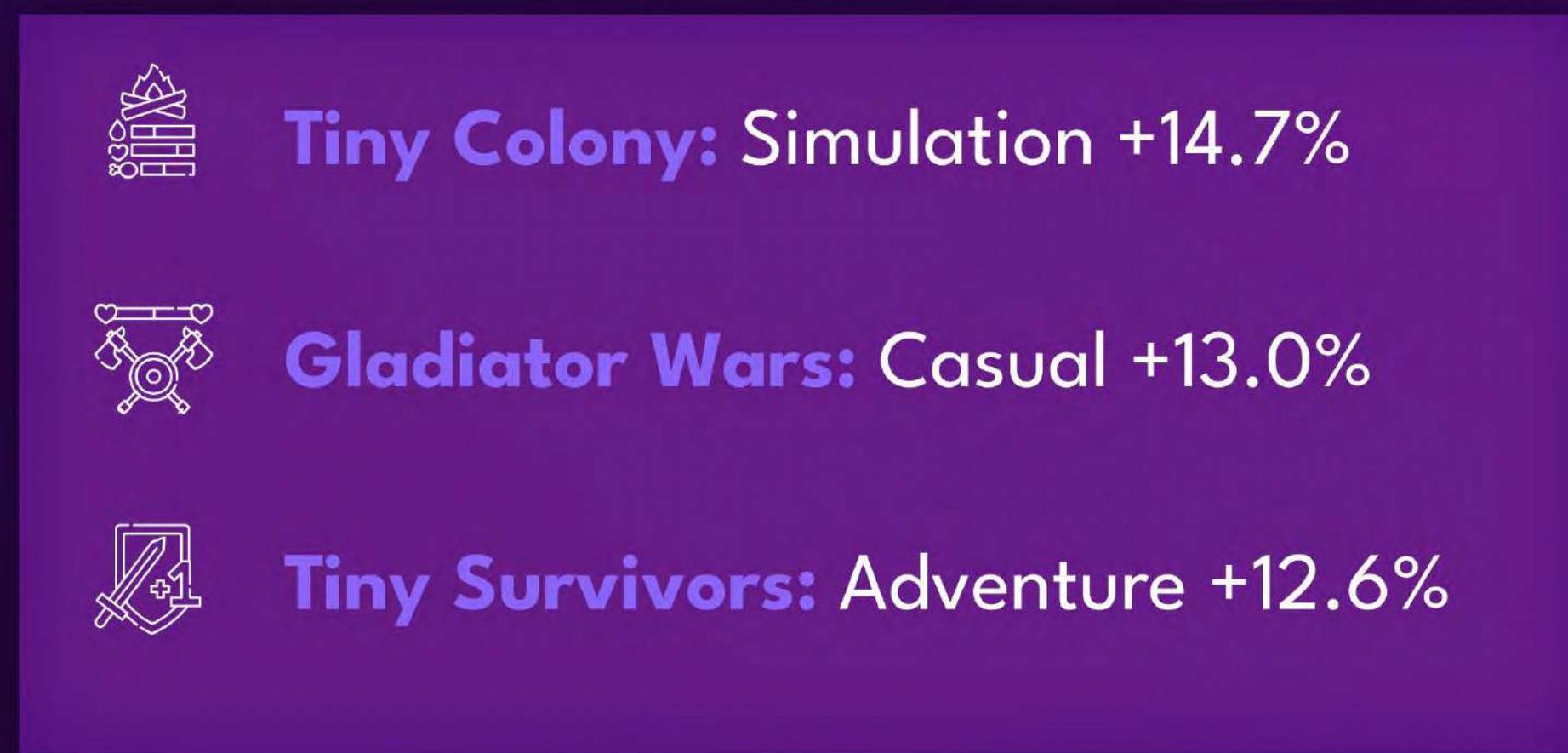


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TARGET GENRES

When deciding on game genres, we focused on two main factors:

- Target a genre that has positive growth and user retention.
- Ensure that the game genre facilitates the ability to tell our story the way we want.



The chart shows the number of games published using Unity between 2020 and 2021 by genre. The number of games dropped for the casino and sports categories, while simulation, adventure puzzle and casual games saw the most growth.

IN DEVELOPMENT



Construction & Management Base Defence Simulation

In Tiny Colony, players build and grow advanced Ant Colonies and defend their base against dark forces that roam the underground.

MVP

GLADIATOR WARS

Players fight one another in a fast-paced 1v1 battle using their character NFTs from the Tiny Colony game. Winners of battles are rewarded with loot NFTs that can be applied to their characters.

DEVELOPMENT

TINY SURVIVORS

A co-op survival game where players battle waves of dark creatures trying to breach their stronghold. Progression of XP and NFT rewards carry through Tiny Colony, Gladiator Wars, and Tiny Survivors.

DEVELOPMENT

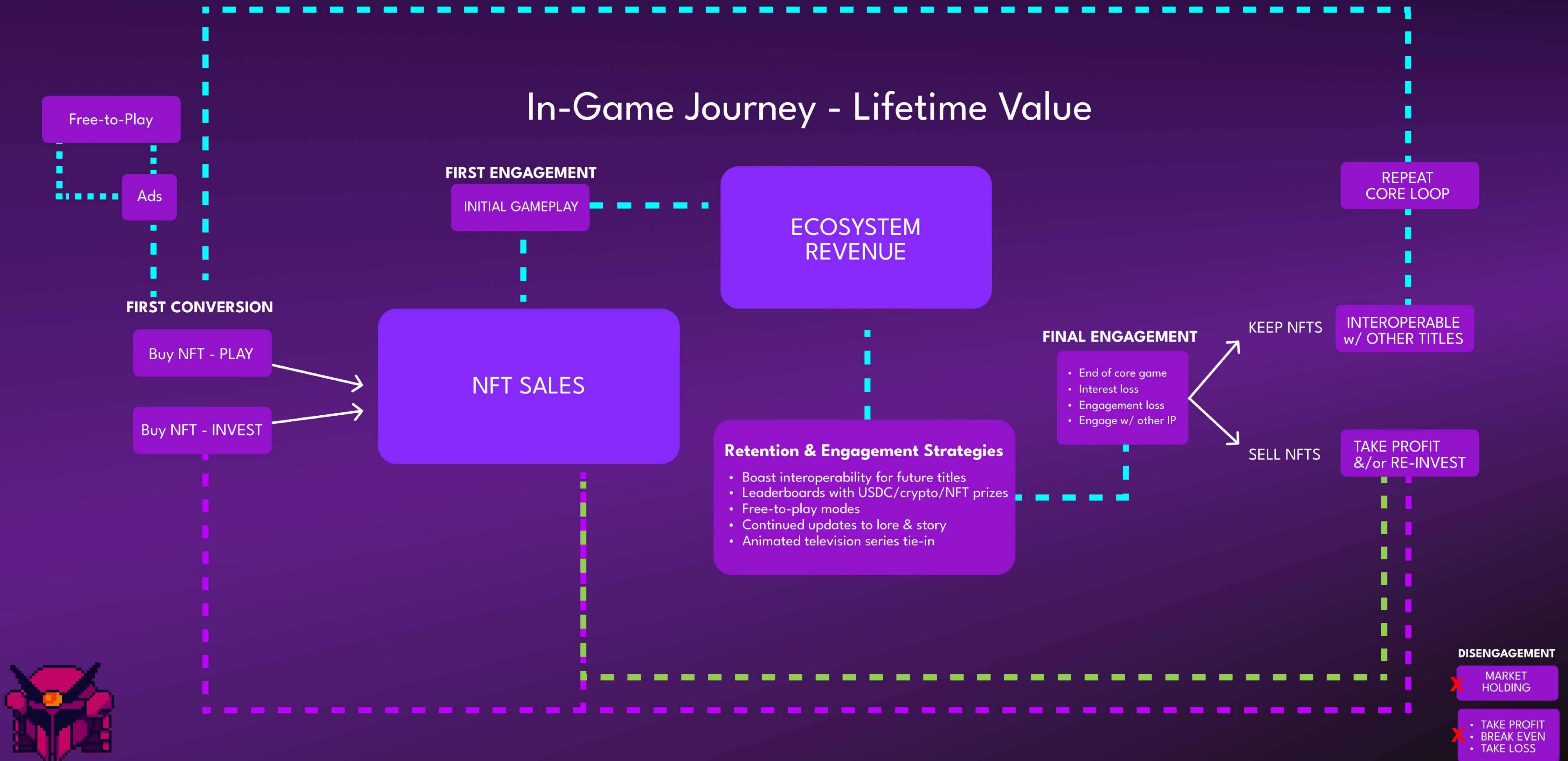


TINY COLONY Animated Series

The Tinyverse animated series will re-imagine the pixelated world of Tiny Colony as a classical animation.

DEVELOPMENT

PLAYER JOURNEY



TINY COLONY



18,000+ NFTs Sold



MVP Live



Token Raise \$3 mil



30+ Global Team



60K Members



32K Followers



GLADIATOR WARS

- 1v1 PvP Arena Battler
- Unique build and escape mechanic
- Interoperable - Use Tiny Colony NFTs!
- Single Player Campaign



TINY SURVIVORS

- 4 Player PvE Survival
- Gather Resources and Upgrade Defenses
- Interoperable - Use Tiny Colony NFTs!
- Co-op 1-4 Player Campaign



TINY COLONY ANIMATED SERIES

- The Tinyverse animated series will re-imagine the pixelated world of Tiny Colony as a classic-style animation.
- Animated TV Series developed with professional animation artist.
- Pilot episode and season 1 arc fully fleshed out in writers' room.

Once development is funded:

- Industry level writer to join writers' room and develop the pilot.
- At least 3 stars to be attached to project.

The Tiny Colony Animated TV Series would be the first of its kind:

The first animated TV Series to be adapted from a blockchain game.



ROADMAP	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5	Future
 TINY COLONY	Base Game Launched	1st Expansion	2nd Expansion	Continued Expansions	Continued Expansions	Continued Expansions
 TINY SURVIVORS	Pre-Production	Production & Early Access	Base Game Launched	1st Expansion	eSport Tournaments	2nd Expansion
 GLADIATOR WARS	-	Pre-Production	Production & Early Access	Base Game Launched	1st Expansion	eSport Tournaments
 TINY COLONY Animated Series	-	Development	Season 1	Season 2	Season 3	More Seasons

Series A funds will go towards the development of phases 1 in year one

TINYVERSE ROADMAP PHASE ONE



TINY COLONY

- Full Release
- Earning Mechanisms
- Breeding Assets
- Asset Rentals
- Exodus Character Mint



- Public Channels
- Community Growth
- Asset Sale
- Game Design Document

BUDGET SPEND

- **Game Development**
 - Internal Development Team
- **Senior Management**
- **Marketing**
 - User Acquisition Target of +20K
 - Leverage Automation Tools
 - Increased Paid UA channels
 - PR outreach
 - Capture Influencers
 - Promo/Video production
- **Business Affairs**
 - Expansion and Partnerships
- **Web/UI Team Expansion**

TINY BAZAAR / TINY UTILITY



TINY (TinyBits) will be the main utility token used in all Tinyverse Studios games.

TINY will harness the following utilities:

- Governance
- Staking Pools
- Upgrading NFT Stats
- Item Shop Consumables
- In-Game Resources

Different IPs will utilize TINY in unique and rewarding ways that will enhance the gaming experience.

The Tiny Bazaar - an in-game marketplace - allows players to buy and sell NFTs and purchase in-game consumables.

The Tiny Bazaar will have two main components: the **P2P** section and the **Item Shop**.

The P2P section will have a clean and intuitive UI/UX and have the same functionality as OS, ME, and Fractal.

The Item Shop is a section of the Tiny Bazaar where players can purchase in-game consumables to enhance their gaming experience.

Why would people use the Tiny Bazaar?

- 0% fees for the first year (user acquisition)
- Detailed explanations for all NFTs (cannot be seen on other marketplaces).
- Ease of access within our ecosystem.
- Exclusive consumable items.

YEAR ONE EXPENSES

Department	Year One	Expenses	Year One
Senior Management	\$510,000	Operational Expenses	\$50,000
Game Development Team	\$892,000	Advertising Budget	\$200,000
Marketing	\$210,000	Accounting	\$25,000
Business Development	\$334,000	Events	\$15,000
Web Team	\$90,000	Legal	\$75,000
Porting to Mobile	\$300,000	Market Maker	\$150,000
Total	\$2,336,000	Business Travel	\$50,000
		Contingency (5%)	\$145,050
		Total	\$710,050

OUR ASK

Series A:

\$3,000,000 USD for 15% Equity

\$20,000,000 USD Valuation

Thank You

For more info:

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