

TINYVERSE



STUDIOS

PITCH APPENDIX

TABLE OF CONTENTS

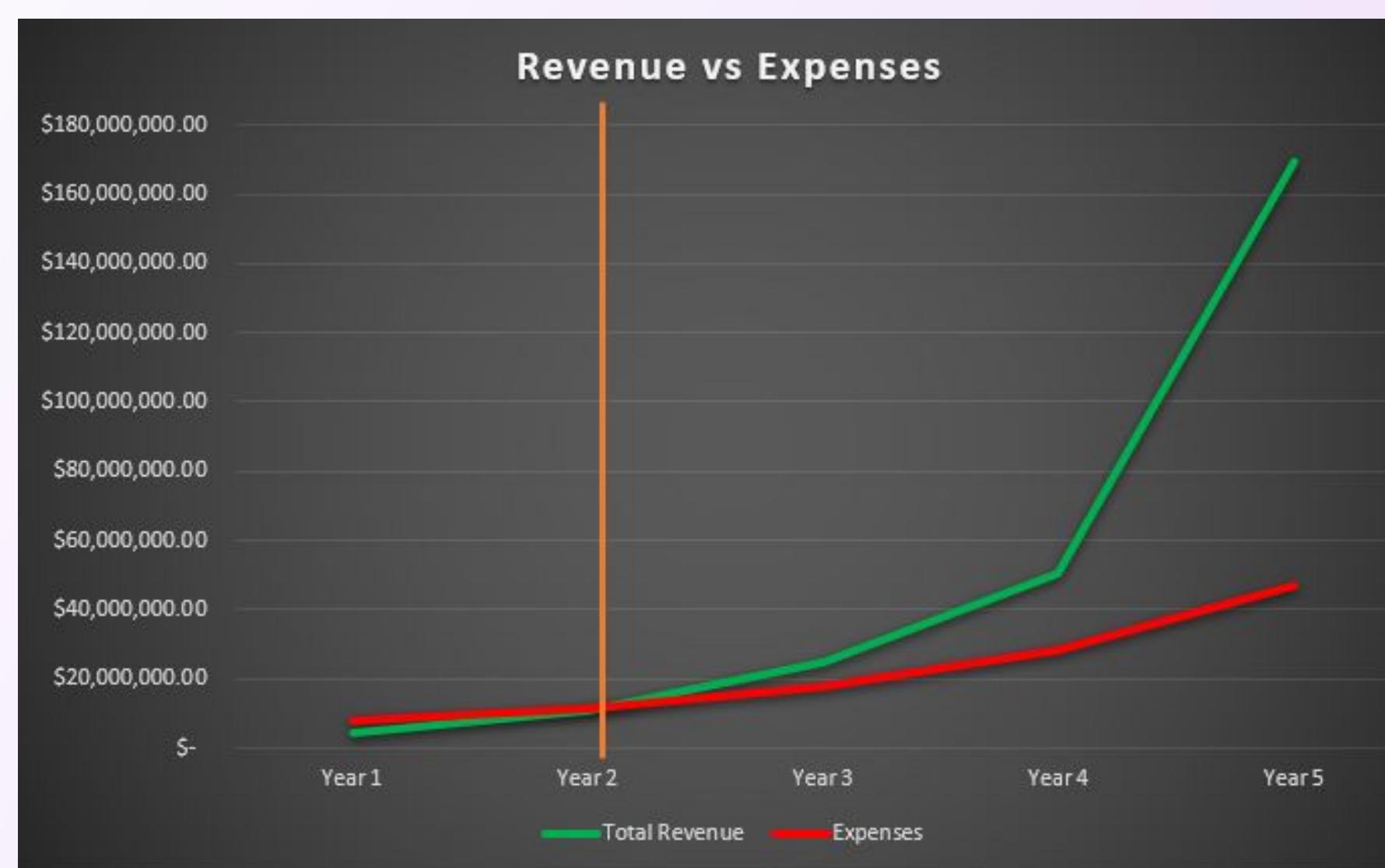
Financial Projections - Summary	03
Cap Table and 3 Year Projected Burn Rate	03
Financial Projections - NFT Sales.	04
Tiny Colony	07
Mechanized Mayhem15
Gladiator Wars / Tiny Survivors18
Financial Projections - Ecosystem Revenue.....	20
Tiny Colony	23
Ranked Mode	26
Collection Royalties.....	27
Tiny Bazaar	28
Mobile Port Revenue.....	29
TV Show Revenue.....	30
Tiny Token31
Tiny Utility	32
Contact Us.....	34

FINANCIAL PROJECTIONS - SUMMARY

Our financial projections are broken down into two categories, NFT Sales and Ecosystem Revenue.

For NFT Sales, we based our estimates on our projected user growth and also looked at similar projects in the space.

As for Ecosystem Revenue, we analyzed averages during the months of May and June 2022 using Magic Eden as our source of data and based our estimates and projections on this data.



CAP TABLE AND 3 YEAR PROJECTED BURN RATE

Team Member	Team Equity	Department	Year 1	Year 2	Year 3
Arshia	29.70%	Senior Management	\$2,347,074.15	\$3,053,963.57	\$4,419,369.42
Ernest	19.80%	Tiny Colony Core Game Team	\$1,333,905.33	\$2,126,988.20	\$3,199,689.62
Alex	14.85%	Mechanized Mayhem Core Game Team	\$1,563,554.33	\$2,166,901.43	\$3,636,954.49
Topher	14.85%	Live Services Team	\$0.00	\$491,279.17	\$1,253,838.42
Mitch	4.95%	Web Team	\$301,066.50	\$592,720.65	\$846,771.72
Trevor	4.95%	Marketing	\$286,015.50	\$542,878.55	\$1,151,852.41
Josh	4.95%	Business Development	\$103,271.33	\$221,391.47	\$323,877.61
Ilya	4.95%	Financial Operations	\$50,000.00	\$119,657.50	\$290,045.25
Rodney	1.00%	Human Resources	\$86,157.00	\$406,898.20	\$921,446.52
Total	100%	Total	\$6,071,044.15	\$9,722,678.73	\$16,043,845.45

FINANCIAL PROJECTIONS - NFT SALES



TINY COLONY

Colonies
Characters
Weapons
Tiny Packs
Vehicles
Runes
Royalty Cells
Colony Decor



MECHANIZED MAYHEM

Character Skins
Booster Packs
Championship Decks
and More!



GLADIATOR WARS

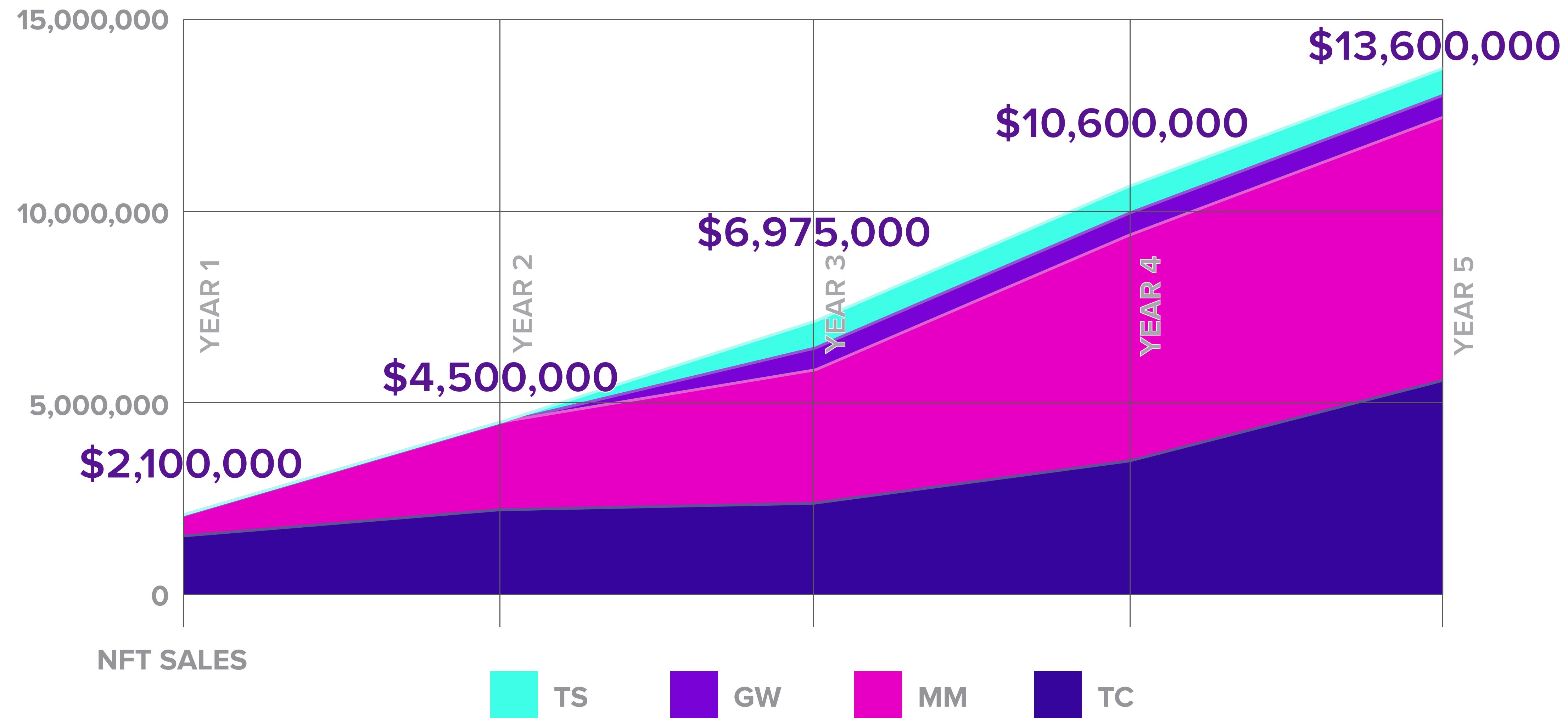
Weapon and Armor Packs
Power-up Packs



TINY SURVIVORS

Weapon and Armor Packs
Power-up Packs

FINANCIAL PROJECTIONS - NFT SALES



FINANCIAL PROJECTIONS - NFT SALES

TINY COLONY

NFT Sale	Units	Profit	Year 1	Year 2	Year 3	Year 4	Year 5
Character Mint - Year 1	10,000	\$500,000.00	X				
Royalty Cells	10,000	\$200,000.00	X				
Colony Decor - Volume 1	5,000	\$250,000.00	X				
Base Defense Skins	5,000	\$250,000.00	X				
Colony Mint - Year 1	10,000	\$500,000.00	X				
Character Mint - Year 2	15,000	\$750,000.00		X			
Colony Mint - Year 2	15,000	\$750,000.00		X			
Weapons - Part 1	10,000	\$500,000.00		X			
Tiny Packs - Part 1	5,000	\$250,000.00		X			
Character Mint - Year 3	20,000	\$1,000,000.00			X		
Colony Mint - Year 3	20,000	\$1,000,000.00			X		
Vehicles	2,500	\$125,000.00			X		
Runes (Story Based NFTs)	250	\$25,000.00			X		
Tiny Packs - Part 2	5,000	\$250,000.00			X		
Character Mint - Year 4	25,000	\$1,250,000.00				X	
Weapons - Part 2	20,000	\$1,000,000.00				X	
Colony Mint - Year 4	25,000	\$1,250,000.00				X	
Character Mint - Year 5	50,000	\$2,500,000.00					X
Tiny Packs - Part 3	10,000	\$500,000.00					X
Colony Mint - Year 5	50,000	\$2,500,000.00					X
	310,250	\$15,450,000	\$1,575,000	\$2,250,000	\$2,250,000	\$2,250,000	\$2,250,000

MECHANIZED MAYHEM

NFT Sale	Units	Profit	Year 1	Year 2	Year 3	Year 4	Year 5
Character Skin Sale - Year 1	5,000	\$375,000.00	X				
1st Edition Booster Pack Sale	10,000	\$250,000.00	X				
1st Expansion Skins - Year 2	10,000	\$500,000.00			X		
2nd Edition Booster Pack	20,000	\$500,000.00				X	
1st Edition Expansion Booster Pack	10,000	\$250,000.00			X		
2nd Expansion Skins - Year 2	10,000	\$500,000.00			X		
2nd Edition Expansion Booster Pack	10,000	\$250,000.00			X		
1st Edition 2nd Expansion Booster Pack	10,000	\$250,000.00				X	
Championship Decks	3,000	\$600,000.00					X
3rd Expansion Skins - Year 3	10,000	\$500,000.00					X
Legacy Booster Pack	25,000	\$625,000.00					X
1st Edition 3rd Expansion Booster Pack	10,000	\$250,000.00				X	
4th Expansion Skins - Year 3	10,000	\$500,000.00				X	
Legacy Booster Pack	25,000	\$625,000.00				X	
1st Edition 4th Expansion Booster Pack	15,000	\$375,000.00					X
Championship Decks - Year 2	5,000	\$1,000,000.00					X
5th Expansion Skins - Year 4	20,000	\$1,000,000.00					X
Legacy Booster Pack - CELEBRATION	25,000	\$1,250,000.00					X
1st Edition 5th Expansion Booster Pack	10,000	\$250,000.00					X
6th Expansion Skins - Year 4	20,000	\$1,000,000.00					X
Legacy Booster Pack - CELEBRATION	25,000	\$1,250,000.00					X
1st Edition 6th Expansion Booster Pack	10,000	\$250,000.00					X
Championship Decks - Year 3	10,000	\$2,000,000.00					X
7th Expansion Skins - Year 5	20,000	\$1,000,000.00					X
Legacy Booster Pack - CELEBRATION	25,000	\$1,250,000.00					X
1st Edition 7th Expansion Booster Pack	10,000	\$250,000.00					X
8th Expansion Skins - Year 5	20,000	\$1,000,000.00					X
Legacy Booster Pack - CELEBRATION	25,000	\$1,250,000.00					X
1st Edition 8th Expansion Booster Pack	10,000	\$250,000.00					X
	418,000	\$19,350,000	\$625,000	\$2,250,000	\$3,475,000	\$6,000,000	\$7,000,000

GLADIATOR WARS

NFT Sale	Units	Profit	Year 1	Year 2	Year 3	Year 4	Year 5
Equipment Packs - Year 3	10,000	\$300,000.00			X		
Power Up Packs - Year 3	25,000	\$250,000.00			X		
Equipment Packs - Year 4	10,000	\$300,000.00				X	
Power Up Packs - Year 4	25,000	\$250,000.00			X		
Equipment Packs - Year 5	10,000	\$300,000.00					X
Power Up Packs - Year 5	25,000	\$250,000.00				X	
	105,000	\$1,650,000	\$555,000	\$555,000	\$555,000		

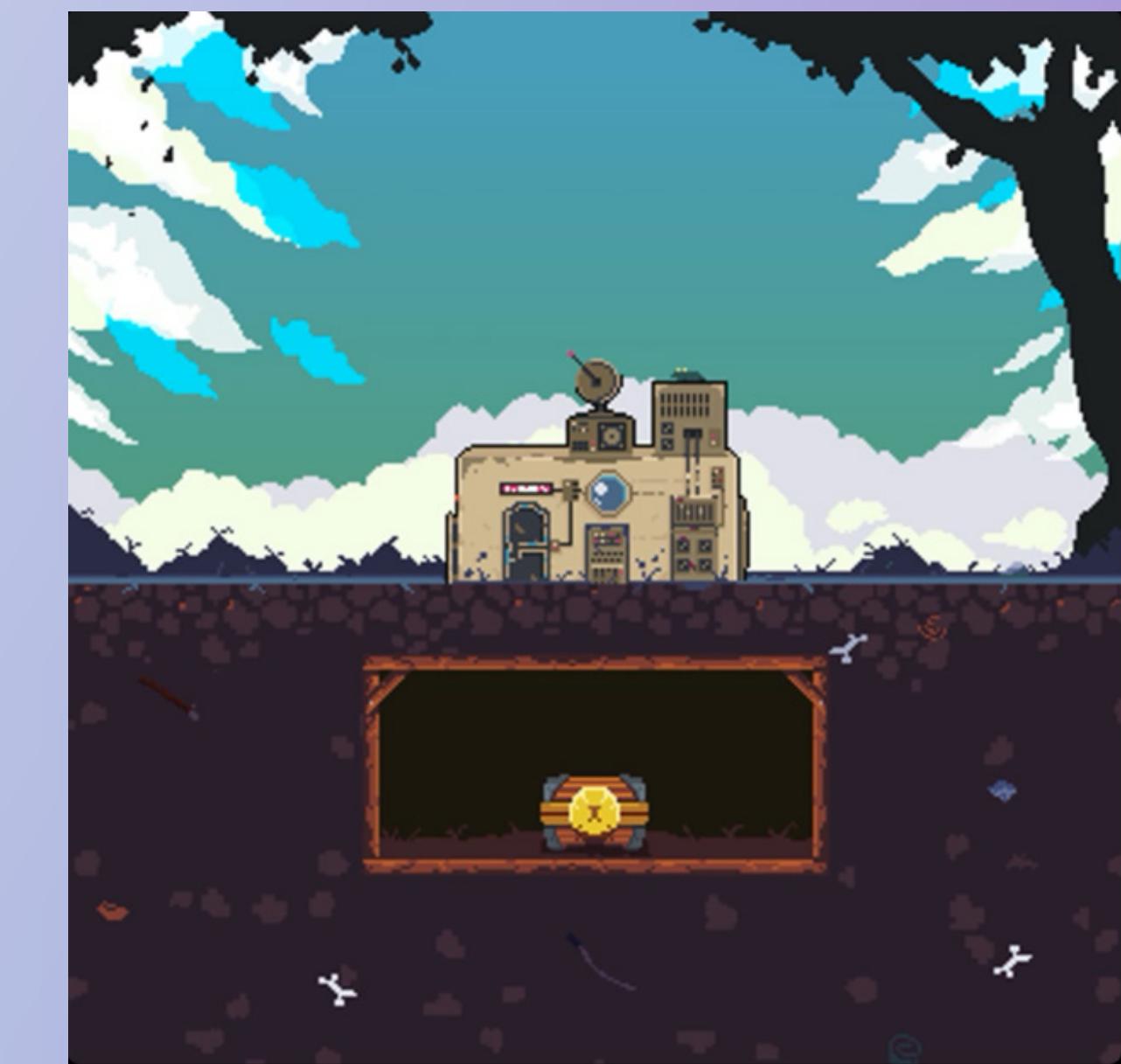
TINY SURVIVORS

NFT Sale	Units	Profit	Year 1	Year 2	Year 3	Year 4	Year 5
Equipment Packs - Year 3	10,000	\$300,000.00			X		
Power Up Packs - Year 3	25,000	\$250,000.00			X		
Equipment Packs - Year 4	10,000	\$300,000.00				X	
Power Up Packs - Year 4	25,000	\$250,000.00				X	
Equipment Packs - Year 5	10,000	\$300,000.00					X
Power Up Packs - Year 5	25,000	\$250,000.00					X
	105,000	\$1,650,000	\$555,000	\$555,000	\$555,000		

NFT SALES - TINY COLONY | COLONIES

WHAT ARE COLONIES?

Currently listed on Fractal marketplace, Colonies act as the only prerequisite to playing Tiny Colony. Thus, they can be viewed as the initial cost required to play the base game with earning mechanics.

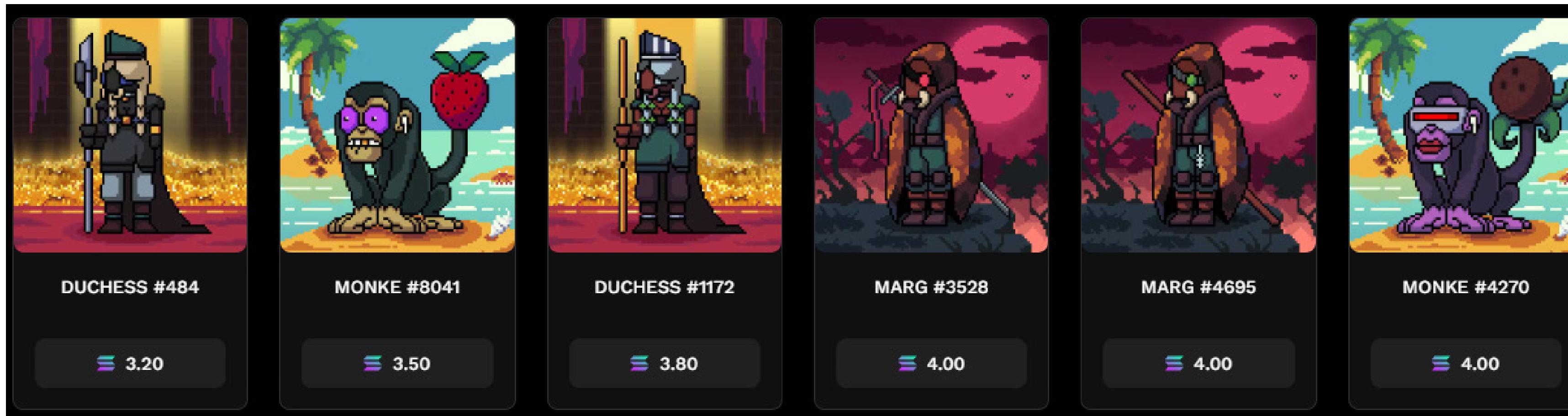


NFT Sale	Units	USD Price	Profit	Year 1	Year 2	Year 3	Year 4	Year 5
Colony Mint - Year 1	10,000	\$50.00	\$500,000.00	X				
Colony Mint - Year 2	15,000	\$50.00	\$750,000.00		X			
Colony Mint - Year 3	20,000	\$50.00	\$1,000,000.00			X		
Colony Mint - Year 4	25,000	\$50.00	\$1,250,000.00				X	
Colony Mint - Year 5	50,000	\$50.00	\$2,500,000.00					X
	120,000		\$6,000,000.00	\$500,000.00	\$750,000.00	\$1,000,000.00	\$1,250,000.00	\$2,500,000.00

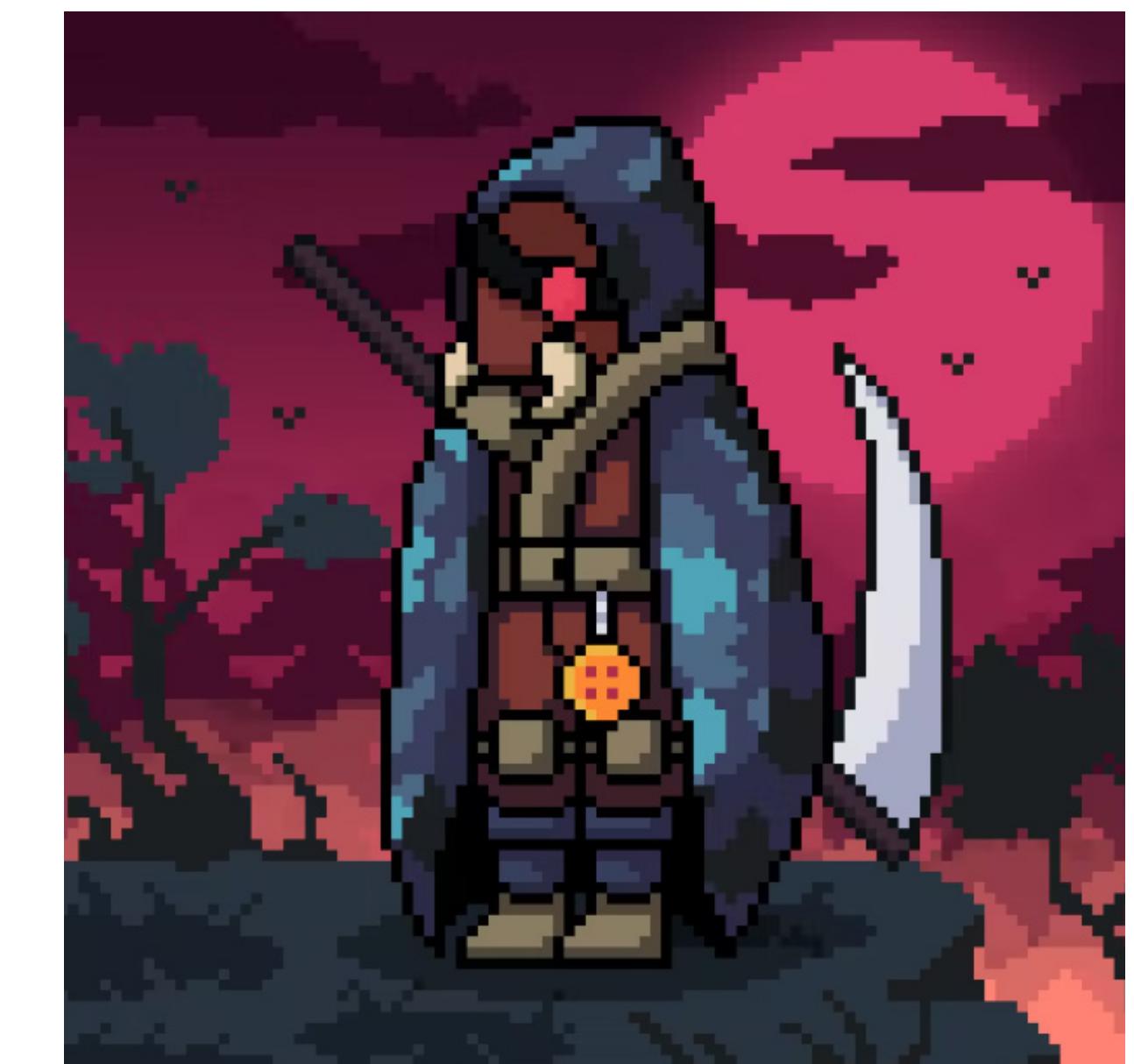
NFT SALES - TINY COLONY | CHARACTERS

WHAT ARE CHARACTERS?

Character NFTs are used in Tiny Colony to defend the base against waves of Zombie Ants! These NFTs will be instrumental for players who wish to climb the leaderboards and claim the highest rewards. Character NFTs will also be usable in Gladiator Wars and Tiny Survivors!



NFT Sale	Units	USD Price	Profit	Year 1	Year 2	Year 3	Year 4	Year 5
Character Mint - Year 1	10,000	\$50.00	\$500,000.00	X				
Character Mint - Year 2	15,000	\$50.00	\$750,000.00		X			
Character Mint - Year 3	20,000	\$50.00	\$1,000,000.00			X		
Character Mint - Year 4	25,000	\$50.00	\$1,250,000.00				X	
Character Mint - Year 5	50,000	\$50.00	\$2,500,000.00					X
	120,000		\$6,000,000.00	\$500,000.00	\$750,000.00	\$1,000,000.00	\$1,250,000.00	\$2,500,000.00



NFT SALES - TINY COLONY | WEAPONS

WHAT ARE WEAPONS?

Weapon NFTs are equippable to Character NFTs and will provide offensive and defensive bonuses in-game. These NFTs will also be usable in Gladiator Wars and Tiny Survivors.

NFT Sale	Units	USD Price	Profit	Year 1	Year 2	Year 3	Year 4	Year 5
Weapons - Part 1	10,000	\$50.00	\$500,000.00		X			
Weapons - Part 1	20,000	\$50.00	\$1,000,000.00				X	
	30,000		\$1,500,000.00		\$500,000.00		\$1,000,000.00	



NFT SALES - TINY COLONY | TINY PACKS

WHAT ARE TINY PACKS?

Tiny Packs will contain an assortment of useful items to be utilized within the Tiny Colony Ecosystem. These items include but are not limited to: weapons, power-ups, consumables, Royalty Cells, and more!

NFT Sale	Units	USD Price	Profit	Year 1	Year 2	Year 3	Year 4	Year 5
Tiny Packs - Part 1	5,000	\$50.00	\$250,000.00		X			
Tiny Packs - Part 2	5,000	\$50.00	\$250,000.00			X		
Tiny Packs - Part 3	10,000	\$50.00	\$500,000.00				X	
	20,000		\$1,000,000.00		\$250,000.00	\$250,000.00		\$500,000.00



NFT SALES - TINY COLONY | VEHICLES

WHAT ARE VEHICLES?

Vehicles are used in the Tiny Colony questing system and will enable the user to speed up the completion of their quests.



NFT Sale	Units	USD Price	Profit	Year 1	Year 2	Year 3	Year 4	Year 5
Vehicles	2,500	\$50.00	\$125,000.00			X		
	2,500		\$125,000.00			\$125,000.00		

NFT SALES - TINY COLONY | RUNES

WHAT ARE RUNES?

Runes are story-based NFTs that contain concept art and depict scenes from the lore of the game. Each of them bring specific in-game bonuses.

NFT Sale	Units	USD Price	Profit	Year 1	Year 2	Year 3	Year 4	Year 5
Runes	250	\$100.00	\$25,000.00			X		
	250		\$25,000.00			\$25,000.00		



NFT SALES - TINY COLONY | ROYALTY CELLS

WHAT ARE ROYALTY CELLS?

The Royalty Cells act as the Throne Rooms of the colony and will be available for purchase. This cell can be used to further train your ants past what they can normally achieve in a regular training room.

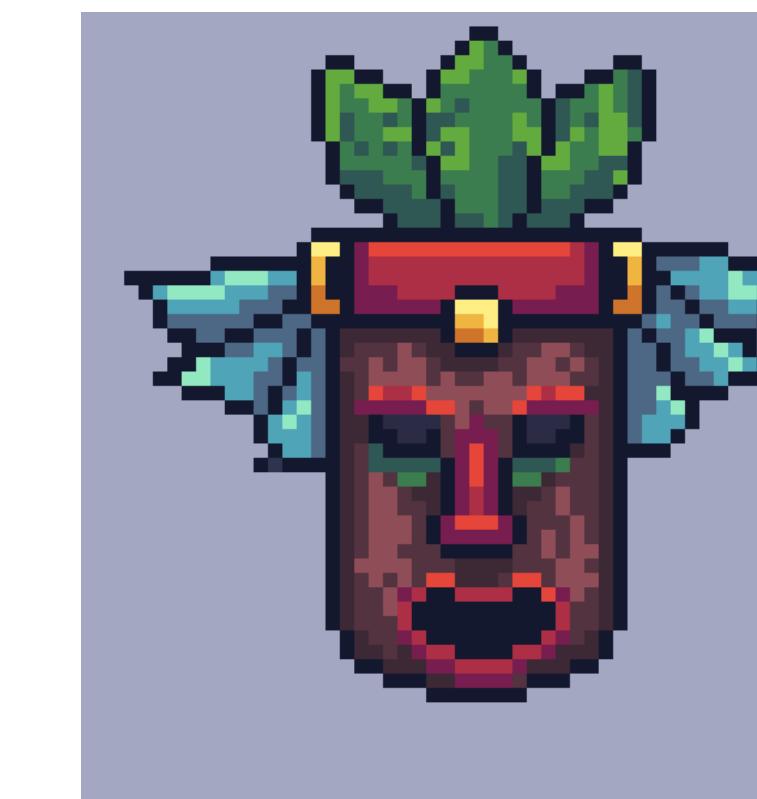
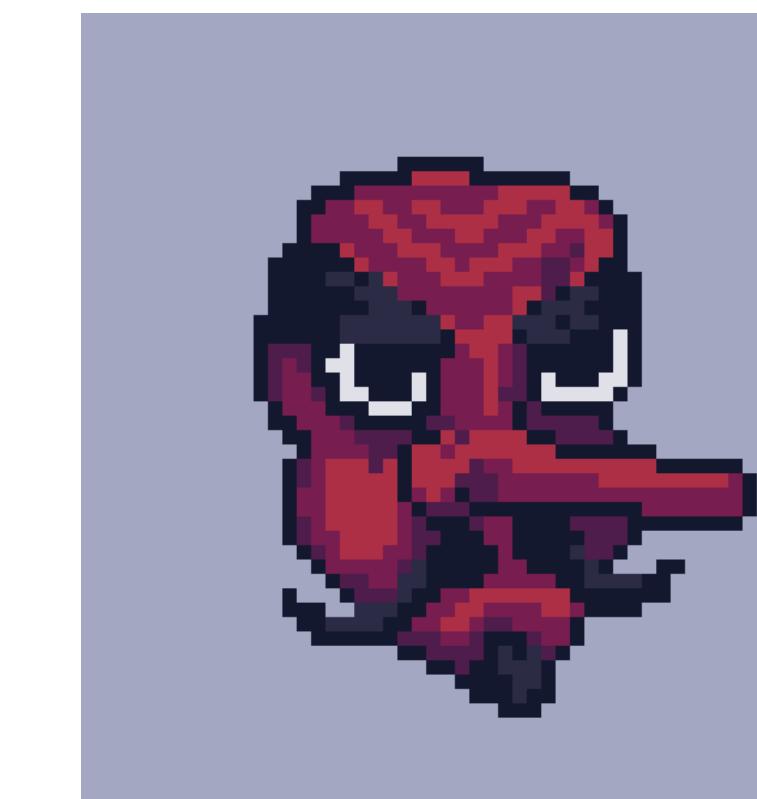


NFT Sale	Units	USD Price	Profit	Year 1	Year 2	Year 3	Year 4	Year 5
Royalty Cells	10,000	\$20.00	\$200,000.00	X				
	10,000		\$200,000.00	\$200,000.00				

NFT SALES - TINY COLONY | COLONY DECOR

WHAT ARE COLONY DECOR ITEMS?

Colony Decor includes mainly decorative vanity items that can be used to personalize your colony! These NFTs include things like shrubs, statues, trophies, and many more!



NFT Sale	Units	USD Price	Profit	Year 1	Year 2	Year 3	Year 4	Year 5
Colony Decor	500	\$50.00	\$25,000.00	X				
	500		\$25,000.00	\$25,000.00				

NFT SALES - MECHANIZED MAYHEM | CHARACTER SKINS

WHAT ARE CHARACTER SKINS?

Mechanized Mayhem will feature only Character Skins and Trading Card NFTs. The intention with this design is to keep the gameplay fair and competitive. We will be releasing new character skins with every expansion, along with new playable characters for players to build their decks around.

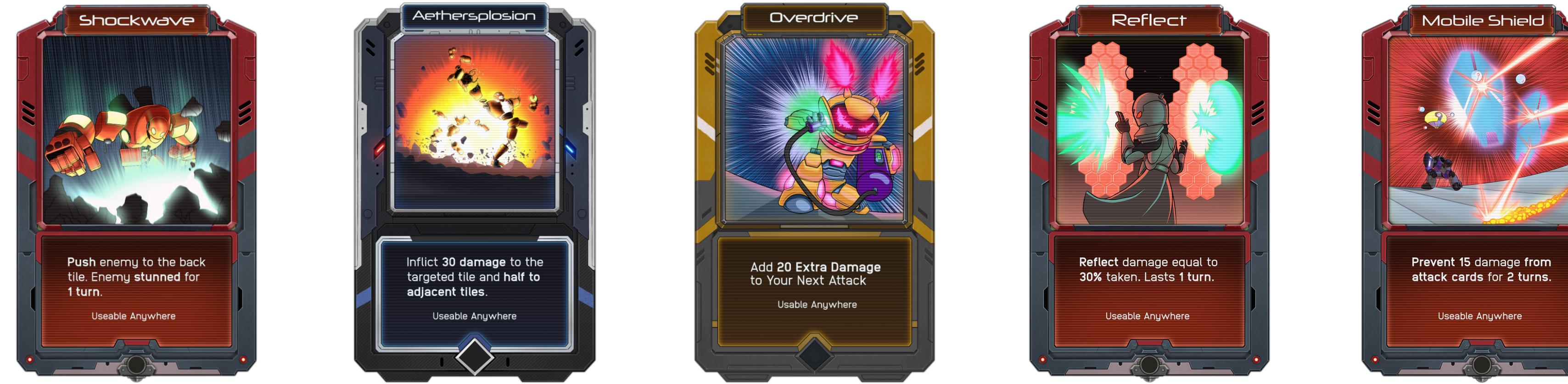


NFT Sale	Units	USD Price	Profit	Year 1	Year 2	Year 3	Year 4	Year 5
Character Skin Sale	5,000	\$75.00	\$375,000.00	X				
1st Expansion Skins	10,000	\$50.00	\$500,000.00		X			
2nd Expansion Skins	10,000	\$50.00	\$500,000.00		X			
3rd Expansion Skins	10,000	\$50.00	\$500,000.00			X		
4th Expansion Skins	10,000	\$50.00	\$500,000.00			X		
5th Expansion Skins	20,000	\$50.00	\$1,000,000.00				X	
6th Expansion Skins	20,000	\$50.00	\$1,000,000.00				X	
7th Expansion Skins	20,000	\$50.00	\$1,000,000.00					X
8th Expansion Skins	20,000	\$50.00	\$1,000,000.00					X
	305,000		\$10,875,000.00	\$625,000.00	\$2,250,000.00	\$3,475,000.00	\$6,000,000.00	\$7,000,000.00

NFT SALES - MECHANIZED MAYHEM | BOOSTER PACKS

WHAT ARE BOOSTER PACKS?

Booster Packs are the main way of obtaining additional trading cards to customize your deck. While players will be privy to the starter decks that all characters start with, those who wish to climb the leaderboards will have to learn the in-game meta and craft their decks as such.



NFT Sale	Units	USD Price	Profit	Year 1	Year 2	Year 3	Year 4	Year 5
1st Edition Booster Pack Sale	10,000	\$25.00	\$250,000.00	X				
2nd Edition Booster Pack	20,000	\$25.00	\$500,000.00		X			
1st Edition Expansion Booster Pack	10,000	\$25.00	\$250,000.00		X			
2nd Edition Expansion Booster Pack	10,000	\$25.00	\$250,000.00		X			
1st Edition 2nd Expansion Booster Pack	10,000	\$25.00	\$250,000.00		X			
Legacy Booster Pack	25,000	\$25.00	\$625,000.00			X		
1st Edition 3rd Expansion Booster Pack	10,000	\$25.00	\$250,000.00			X		
Legacy Booster Pack	25,000	\$25.00	\$625,000.00			X		
1st Edition 4th Expansion Booster Pack	15,000	\$25.00	\$375,000.00			X		
Legacy Booster Pack - CELEBRATION	25,000	\$50.00	\$1,250,000.00				X	
1st Edition 5th Expansion Booster Pack	10,000	\$25.00	\$250,000.00				X	
Legacy Booster Pack - CELEBRATION	25,000	\$50.00	\$1,250,000.00			X		
1st Edition 6th Expansion Booster Pack	10,000	\$25.00	\$250,000.00				X	
Legacy Booster Pack - CELEBRATION	25,000	\$50.00	\$1,250,000.00					X
1st Edition 7th Expansion Booster Pack	10,000	\$25.00	\$250,000.00					X
Legacy Booster Pack - CELEBRATION	25,000	\$50.00	\$1,250,000.00					X
1st Edition 8th Expansion Booster Pack	10,000	\$25.00	\$250,000.00					X
	275,000		\$9,375,000.00	\$250,000.00	\$1,250,000.00	\$1,875,000.00	\$3,000,000.00	\$3,000,000.00

NFT SALES - MECHANIZED MAYHEM | CHAMPIONSHIP DECKS

WHAT ARE CHAMPIONSHIP DECKS?

Championship Decks are specialized versions of the top 4 players decks in the Championship tournament. All decks will be re-minted with limited edition art and will be tournament legal.



NFT Sale	Units	USD Price	Profit	Year 1	Year 2	Year 3	Year 4	Year 5
Championship Decks - First Release	3,000	\$200.00	\$600,000.00			X		
Championship Decks - Second Release	5,000	\$200.00	\$1,000,000.00				X	
Championship Decks - Third Release	10,000	\$200.00	\$2,000,000.00					X
	18,000		\$3,600,000.00			\$600,000.00	\$1,000,000.00	\$2,000,000.00

NFT SALES - GLADIATOR WARS/TINY SURVIVORS | EQUIPMENT PACKS

WHAT ARE EQUIPMENT PACKS?

Equipment packs contain a myriad of items that may be useful for characters in their respective games. This may include weapons, potions, armor, and other useful items!



NFT Sale	Units	USD Price	Profit	Year 1	Year 2	Year 3	Year 4	Year 5
Equipment Packs - Year 3	10,000	\$30.00	\$300,000.00			X		
Equipment Packs - Year 4	10,000	\$30.00	\$300,000.00				X	
Equipment Packs - Year 5	10,000	\$30.00	\$300,000.00					X
	30,000		\$900,000.00			\$300,000.00	\$300,000.00	\$300,000.00

NFT SALES - GLADIATOR WARS/TINY SURVIVORS | POWER-UP PACKS

WHAT ARE POWER-UP PACKS?

Power-up Packs contain a myriad of power-ups that characters can receive for an in-game boost. These are usually single use items.



NFT Sale	Units	USD Price	Profit	Year 1	Year 2	Year 3	Year 4	Year 5
Power-Up Packs - Year 3	25,000	\$10.00	\$250,000.00			X		
Power-Up Packs - Year 4	25,000	\$10.00	\$250,000.00				X	
Power-Up Packs - Year 5	25,000	\$10.00	\$250,000.00					X
	75,000		\$750,000.00			\$250,000.00	\$250,000.00	\$250,000.00

FINANCIAL PROJECTIONS - ECOSYSTEM REVENUE



TINY COLONY

Breeding
NFT Rentals
In-app Purchases
NFT Collection Royalties



MECHANIZED MAYHEM

Ranked Mode
NFT Collection Royalties



GLADIATOR WARS

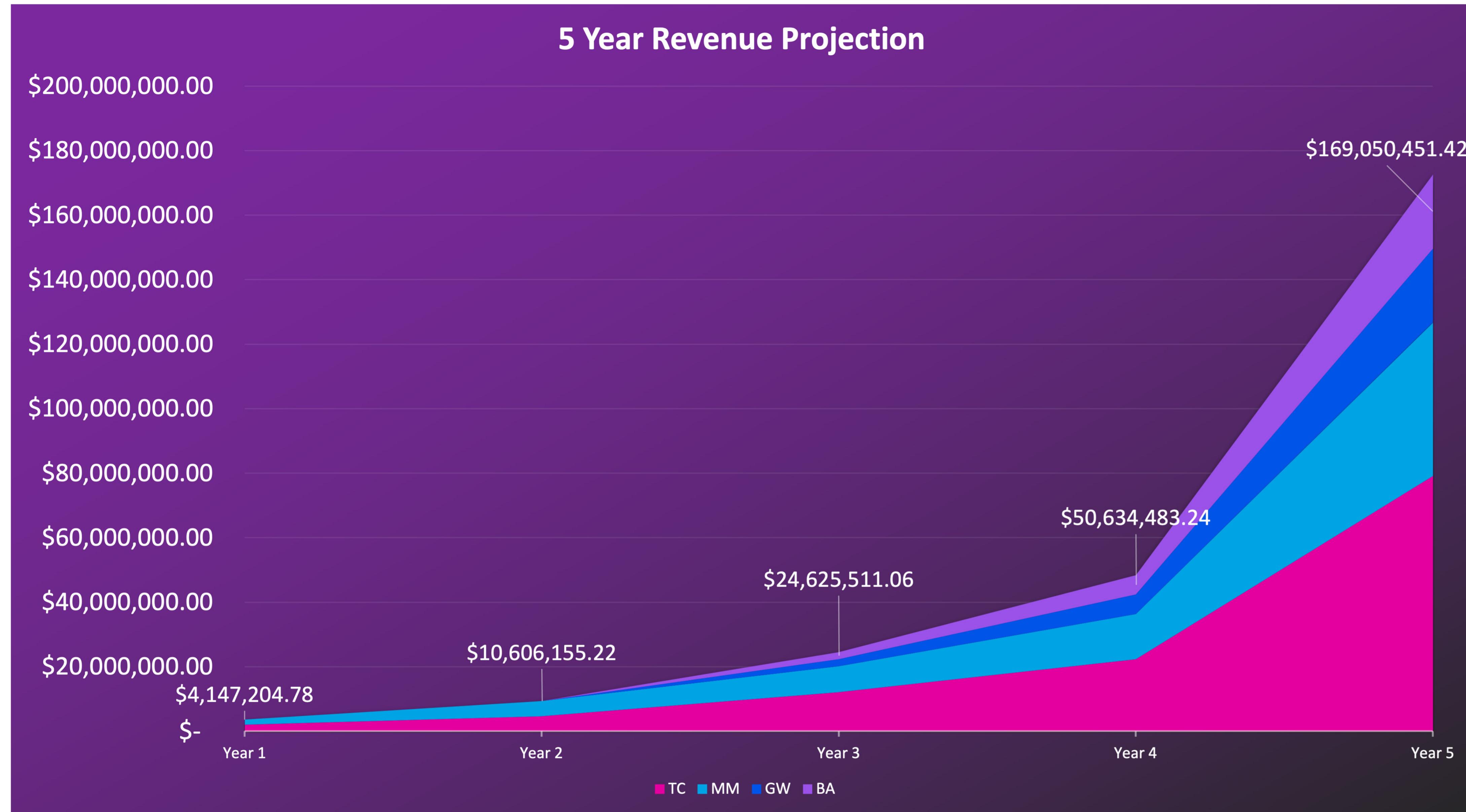
Ranked Mode
NFT Collection Royalties



TINY SURVIVORS

Ranked Mode
NFT Collection Royalties

FINANCIAL PROJECTIONS - ECOSYSTEM REVENUE



FINANCIAL PROJECTIONS - ECOSYSTEM REVENUE

TINY COLONY

Ecosystem Revenue	Units	Profit	Year 1	Year 2	Year 3	Year 4	Year 5
Breeding - Year 1	10,000	\$50,000.00	X				
Breeding - Year 2	20,000	\$100,000.00		X			
Breeding - Year 3	40,000	\$200,000.00			X		
Breeding - Year 4	60,000	\$300,000.00				X	
Breeding - Year 5	100,000	\$500,000.00					X
NFT Rentals - Year 1	5,000	\$12,500.00	X				
NFT Rentals - Year 2	10,000	\$25,000.00		X			
NFT Rentals - Year 3	20,000	\$50,000.00			X		
NFT Rentals - Year 4	30,000	\$75,000.00				X	
NFT Rentals - Year 5	50,000	\$125,000.00					X
In-App Purchases - Year 1	10,000	\$50,000.00	X				
In-App Purchases - Year 2	100,000	\$500,000.00		X			
In-App Purchases - Year 3	1,000,000	\$5,000,000.00			X		
In-App Purchases - Year 4	2,000,000	\$10,000,000.00				X	
In-App Purchases - Year 5	5,000,000	\$25,000,000.00					X
NFT Collection Royalties - Year 1	Top 100	\$961,102.39	X				
NFT Collection Royalties - Year 2	Top 50	\$2,700,702.61		X			
NFT Collection Royalties - Year 3	Top 25	\$4,452,605.71			X		
NFT Collection Royalties - Year 4	Top 25	\$8,905,211.41				X	
NFT Collection Royalties - Year 5	Top 10	\$41,373,134.67					X
		\$100,380,256	\$1,073,602	\$3,325,702	\$9,702,605	\$19,280,211	\$66,998,134

MECHANIZED MAYHEM

Ecosystem Revenue	Units	Profit	Year 1	Year 2	Year 3	Year 4	Year 5
Ranked Mode - Year 1	25,000	\$12,500.00	X				
Ranked Mode - Year 2	50,000	\$25,000.00		X			
Ranked Mode - Year 3	100,000	\$50,000.00			X		
Ranked Mode - Year 4	250,000	\$125,000.00				X	
Ranked Mode - Year 5	500,000	\$250,000.00					X
NFT Collection Royalties - Year 1	Top 100	\$961,102.39	X				
NFT Collection Royalties - Year 2	Top 50	\$2,700,702.61		X			
NFT Collection Royalties - Year 3	Top 25	\$4,452,605.71			X		
NFT Collection Royalties - Year 4	Top 25	\$8,905,211.41				X	
NFT Collection Royalties - Year 5	Top 10	\$41,373,134.67					X
		\$58,855,256	\$973,602	\$2,725,702	\$4,502,605	\$9,030,211	\$41,623,134

GLADIATOR WARS

Ecosystem Revenue	Units	Profit	Year 1	Year 2	Year 3	Year 4	Year 5
Ranked Mode - Year 3	50,000	\$25,000.00			X		
Ranked Mode - Year 4	100,000	\$50,000.00				X	
Ranked Mode - Year 5	250,000	\$125,000.00					X
NFT Collection Royalties - Year 3	Top 100	\$1,601,837.32		X			
NFT Collection Royalties - Year 4	Top 50	\$5,401,405.21			X		
NFT Collection Royalties - Year 5	Top 25	\$22,263,028.54				X	
		\$29,466,271	\$1,626,837	\$5,451,405	\$22,388,028		

TINY SURVIVORS

Ecosystem Revenue	Units	Profit	Year 1	Year 2	Year 3	Year 4	Year 5
Ranked Mode - Year 3	50,000	\$25,000.00			X		
Ranked Mode - Year 4	100,000	\$50,000.00				X	
Ranked Mode - Year 5	250,000	\$125,000.00					X
NFT Collection Royalties - Year 3	Top 100	\$1,601,837.32			X		
NFT Collection Royalties - Year 4	Top 50	\$5,401,405.21				X	
NFT Collection Royalties - Year 5	Top 25	\$22,263,028.54					X
		\$29,466,271	\$1,626,837	\$5,451,405	\$22,388,028		

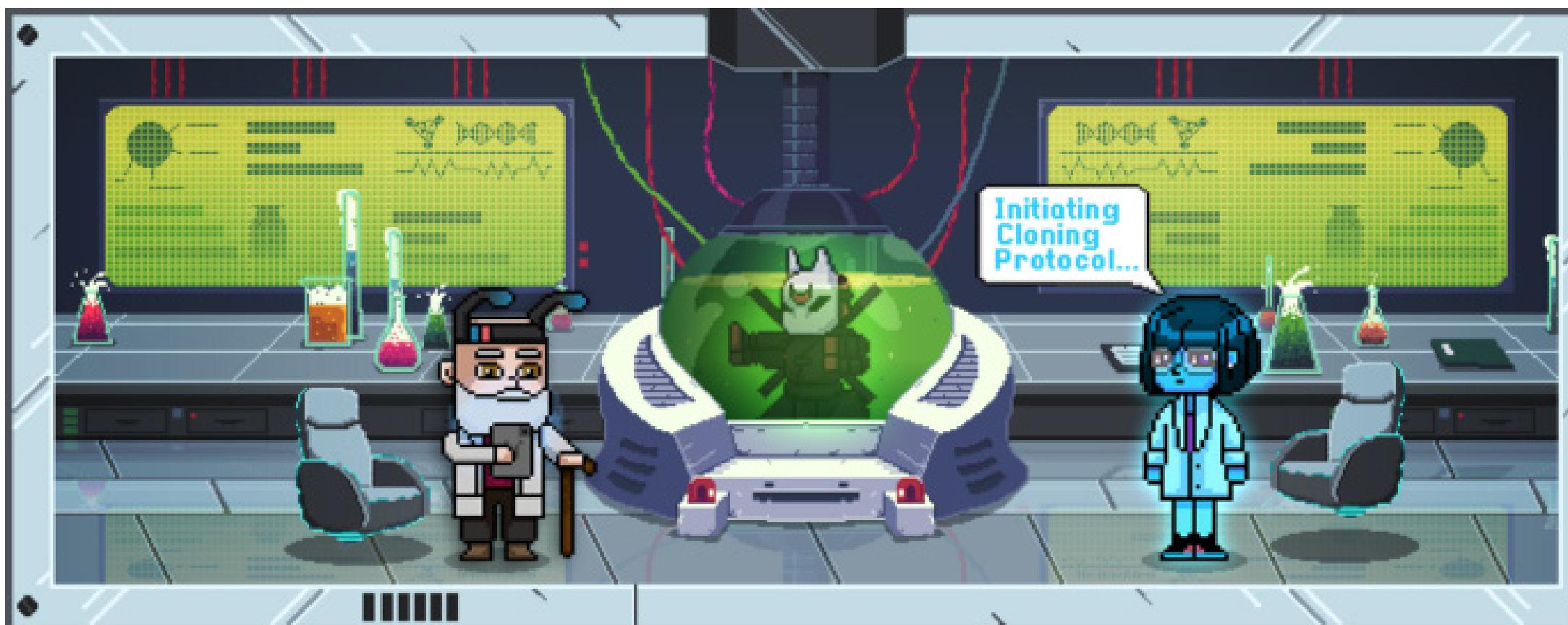
ECOSYSTEM - TINY COLONY | CLONING

WHAT IS CLONING?

Cloning (also known across the industry as breeding) is a play-and-earn mechanism that allows players to create NFTs from NFTs they already own.

CLONING DETAILS

Players will be allowed to clone Colony and Character NFTs after achieving higher Tech Levels. The number of times a Colony or a Character can be cloned will be capped. Only the Genesis (first mint) Colony and Character NFTs will have this feature. All Clone NFTs will retain their earning potential and functionality, but cannot be cloned further. This will reduce market dilution and allow for an affordable entrance to new players.



PAYMENT INFRASTRUCTURE SURROUNDING CLONING

Players are able to clone NFTs in exchange for TINY or USDC. Money generated from cloning will be used to replenish the Tiny Colony ecosystem treasury that is used to reward the players, as well as the Tinyverse Studios treasury.

This is a revenue stream that allows us to make money as well as reward players with more NFTs.

FINANCIAL PROJECTION NOTES

In our financial projections, we chose a modest figure that the Tinyverse Studios treasury would generate per cloned NFT (\$5) and kept this number constant over a 5-year period. As the Tiny Colony game grows and more players come in, there will be a need for more NFTs so players can access the game. As our player base grows, an increase in clones is inevitable, which is reflected in the number of clones year over year.

Cloning is only available in Tiny Colony.

ECOSYSTEM - TINY COLONY | NFT RENTALS

WHAT IS RENTING?

Renting is loaning out your NFT to another player for a predetermined time frame in exchange for a % of tokens a player earns in game.

For example, Player A rents his Colony NFT to Player B for one month. 70% of the TINY tokens Player B earns goes back to Player A, leaving Player B with 30% of the TINY tokens earned.

PAYMENT INFRASTRUCTURE SURROUNDING RENTING

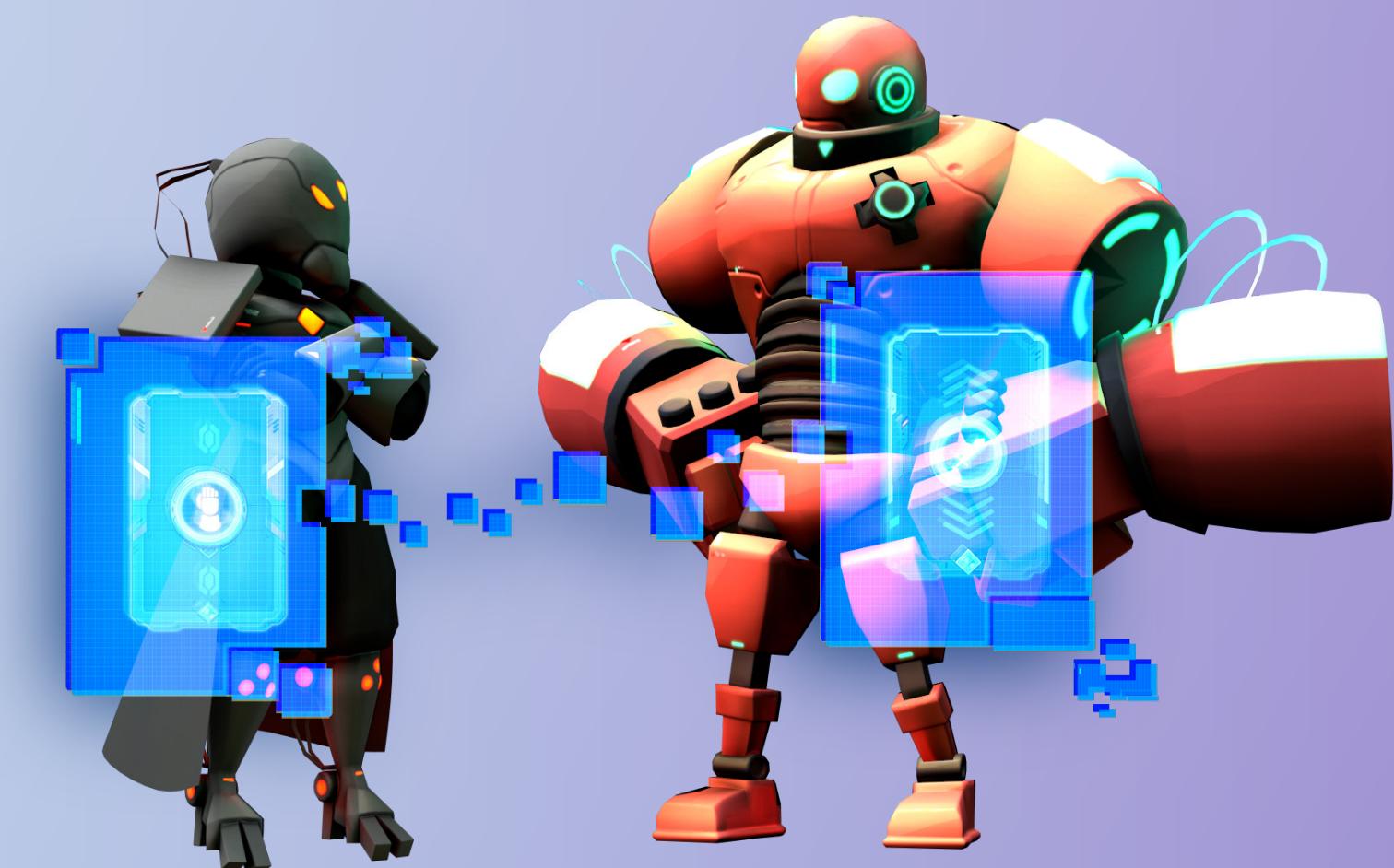
In order to rent a NFT, you must pay a fee in TINY. This TINY will be used to replenish the Tiny Colony ecosystem treasury that is used to reward the players, as well as the Tinyverse Studios treasury.

Ecosystem Revenue	Volume	Assumptions	Profit	Year 1	Year 2	Year 3	Year 4	Year 5
NFT Rentals - Year 1	5,000	\$2.50 per Rental	\$12,500.00	X				
NFT Rentals - Year 2	10,000	\$2.50 per Rental	\$25,000.00		X			
NFT Rentals - Year 3	20,000	\$2.50 per Rental	\$50,000.00			X		
NFT Rentals - Year 4	30,000	\$2.50 per Rental	\$75,000.00				X	
NFT Rentals - Year 5	50,000	\$2.50 per Rental	\$125,000.00					X
			\$287,500	\$12,500.00	\$25,000.00	\$50,000.00	\$75,000.00	\$125,000.00

FINANCIAL PROJECTION NOTES

In our financial projections, we chose a modest number that the Tinyverse Studios treasury would generate per renting transaction (\$2.5) and kept this number constant over a 5-year period. As Tiny Colony has more NFTs from cloning and a larger player base, there will be more players interested in using the renting feature. An increase in renting transactions is inevitable as our playerbase grows, which is reflected in the number of renting transactions year over year.

Cloning is only available in Tiny Colony.



ECOSYSTEM - TINY COLONY | IN-APP PURCHASES

HOW THIS REVENUE STREAM WORKS

Within the Tiny Bazaar (our marketplace), there will be an item shop where players are able to purchase consumables and resources that can help them enhance their gaming experience.

This is a standard revenue stream across any type of game (Web2 or Web3) and is an important part of how the company will generate revenue.

FINANCIAL PROJECTION NOTES

In our financial projections, we assumed that an average player would spend \$5, and kept this number constant over a 5-year period, while increasing the amount of players who spend money on in-game consumables and resources.

It is very hard to accurately predict what the average spend per player will be, that is why we chose a very low number (\$5) and have the number of players who we expect to spend this amount low in the first couple of years, while expecting rapid growth as our playerbase and company expand over time.



ECOSYSTEM - TINY COLONY / MECHANIZED MAYHEM / GLADIATOR WARS / TINY SURVIVORS RANKED MODE

WHAT IS RANKED MODE?

Mechanized Mayhem, Gladiator Wars, and Tiny Survivors will feature a Ranked mode. Players will compete in a balanced and competitive mode in which winners will progress up a leaderboard. Players who reach higher ranks will be eligible for rewards. Entering Ranked mode will require a small cost once a player has reached a certain threshold rank.

Ecosystem Revenue	Volume	Assumptions	Profit	Year 1	Year 2	Year 3	Year 4	Year 5
Ranked Mode - Year 1	25,000	\$0.50/Entry	\$12,500.00	X				
Ranked Mode - Year 2	50,000	\$0.50/Entry	\$25,000.00		X			
Ranked Mode - Year 3	100,000	\$0.50/Entry	\$50,000.00			X		
Ranked Mode - Year 4	250,000	\$0.50/Entry	\$125,000.00				X	
Ranked Mode - Year 5	500,000	\$0.50/Entry	\$250,000.00					X
Ranked Mode - Year 3	50,000	\$0.50/Entry	\$25,000.00			X		
Ranked Mode - Year 4	100,000	\$0.50/Entry	\$50,000.00				X	
Ranked Mode - Year 5	250,000	\$0.50/Entry	\$125,000.00					X
Ranked Mode - Year 3	50,000	\$0.50/Entry	\$25,000.00			X		
Ranked Mode - Year 4	100,000	\$0.50/Entry	\$50,000.00				X	
Ranked Mode - Year 5	250,000	\$0.50/Entry	\$125,000.00					X
	1,725,000		\$862,500.00	\$12,500.00	\$25,000.00	\$100,000.00	\$225,000.00	\$500,000.00



ECOSYSTEM - TINY COLONY / MECHANIZED MAYHEM / GLADIATOR WARS / TINY SURVIVORS COLLECTION ROYALTIES

WHAT ARE NFT COLLECTION ROYALTIES?

Every NFT collection has a royalty component worked into the metadata. This means each time an NFT is transacted on a marketplace, a % of that sale goes to the original creators of the NFTs.

FINANCIAL PROJECTION NOTES

The way we projected the revenue generated from NFT royalties was by looking at the top collections on Magic Eden by monthly volume from May 2022 - June 2022. Assuming our NFT collections are successful and trade well, we included ourselves into the top 100, 50, 25, and 10 NFT collections over a 5-year period.

We also increased the \$ value per SOL over the 5-year span, since the price of SOL long-term is expected to fluctuate. Also, over time there will be more liquidity in the NFT markets, as NFT gaming takes over and people are confident with their funds in the space.

Ecosystem Revenue	Volume	Assumptions	Profit	Year 1	Year 2	Year 3	Year 4	Year 5
NFT Collection Royalties - Year 1	Top 100	SOL at 30	\$961,102.39	X				
NFT Collection Royalties - Year 2	Top 50	SOL at 50	\$2,700,702.61		X			
NFT Collection Royalties - Year 3	Top 25	SOL at 50	\$4,452,605.71			X		
NFT Collection Royalties - Year 4	Top 25	SOL at 100	\$8,905,211.41				X	
NFT Collection Royalties - Year 5	Top 10	SOL at 250	\$41,373,134.67					X
			\$58,392,756.79	\$1,086,102.39	\$3,350,702.61	\$9,752,605.71	\$19,355,211.41	\$67,123,134.67

TINY BAZAAR

WHAT IS TINY BAZAAR?

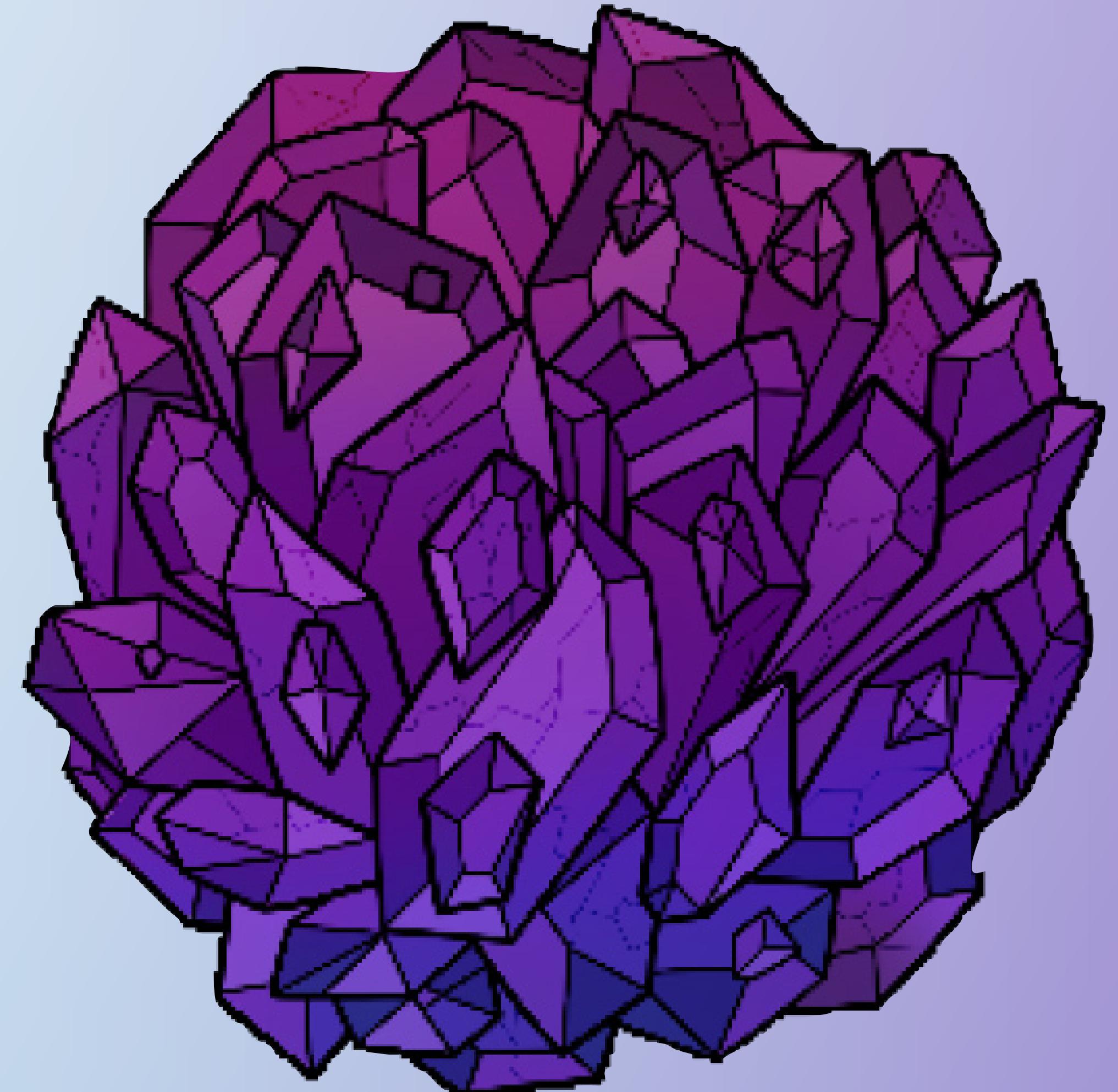
The Tiny Bazaar is an in-game marketplace, where players can buy and sell Tinyverse NFTs, as well as in-game consumables and resources.

The Tiny Bazaar will feature P2P and item shop sections. The P2P section is similar to traditional NFT marketplaces (Magic Eden, Opensea, Fractal) but will have lower fees than other marketplaces and will display additional information relevant to the NFTs that is otherwise not available.

In the first year, we are planning to keep the marketplace transaction fees at zero, as a way to incentivize users to list.

The other section of the Tiny Bazaar is the item shop, which sells in-game consumables and resources.

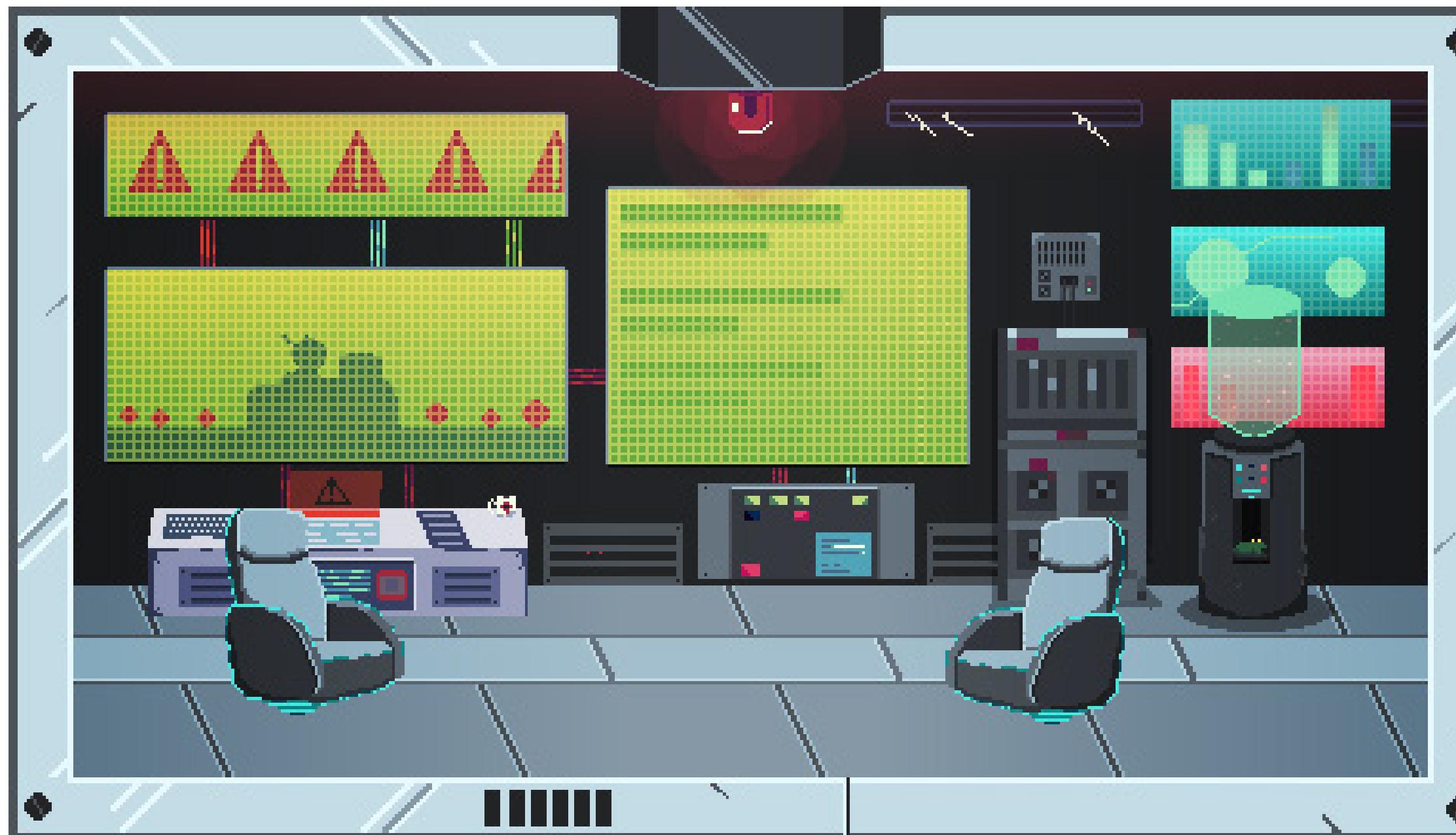
	Year 1	Year 2	Year 3	Year 4	Year 5
Revenue	-	\$200,000.00	\$400,000.00	\$800,000.00	\$1,600,000.00



Mobile Port

REVENUE // TIMELINE

Once our browser games are released, we will start porting them over to mobile. This will allow us to implement traditional mobile monetization methods.



Mobile Release Schedule	Year 1	Year 2	Year 3	Year 4	Year 5
Tiny Colony		X			
Mechanized Mayhem			X		
Battle Arena				X	
Tiny Survivors					X

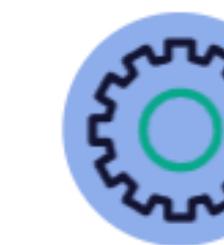
Projected Daily Active Users	Year 1	Year 2	Year 3	Year 4	Year 5
Tiny Colony		10,000	25,000	100,000	200,000
Mechanized Mayhem			10,000	25,000	100,000
Battle Arena				25,000	50,000
Tiny Survivors					25,000

Projected Ad Revenue	Year 1	Year 2	Year 3	Year 4	Year 5
Tiny Colony		\$54,750.00	\$136,875.00	\$547,500.00	\$1,095,000.00
Mechanized Mayhem			\$54,750.00	\$136,875.00	\$547,500.00
Battle Arena				\$136,875.00	\$273,750.00
Tiny Survivors					\$136,875.00
		\$54,750.00	\$191,625.00	\$821,250.00	\$2,053,125.00



Game Design Document
Mobile Transition

1 Month



Porting the Game
with iLogo's

6 Months



QA Testing

1 Month



Release

1 Month

TV SHOW REVENUE

Streaming companies, led by Netflix and Amazon, are rapidly increasing their spending on animation content, according to estimates from venture capital firm Loup Ventures. In 2022, Netflix is expected to spend \$5 billion on animation and Amazon is projected to spend \$1.86 billion.

TV shows based on video games are more attractive for the networks because of the already existing audience. Moreover, the audience of the Play-and-Earn projects not only are big fans of the IP, but they are also heavily invested in the NFTs of those projects and are dying to see their NFT characters on TV screens.

Relying on our connections in the industry, we plan to sell screenrights of our IPs to the major studios and networks. Based on the traditional deals, networks buy the worldwide copyrights and on top of the initial fee, which can vary from \$1 million to \$10 million, creators additionally receive royalties for each produced episode. In our basic scenario we aim to sell the copyrights around \$2 million and expect to generate about \$2 million per season from each developed IP.

On the other hand, if none of the networks greenlight our IP, we have enough experience to produce it ourselves. In this scenario the production budget will be around \$6M and the expected total revenue - from merchandise sales, TV ads and syndication, video on demand sales - will be around \$9 million per season. Leveraging the Canadian film production incentive program, we'll bring an additional revenue of around 35% - 45% to the budget, which makes it total around \$11 million per season.

On top of that, a successful TV show gives additional utility to our NFTs and brings a wider audience to the NFT collection which, in turn, significantly increases trading volume and royalty revenue (see **“What are NFT Collection Royalties”** section of this document).



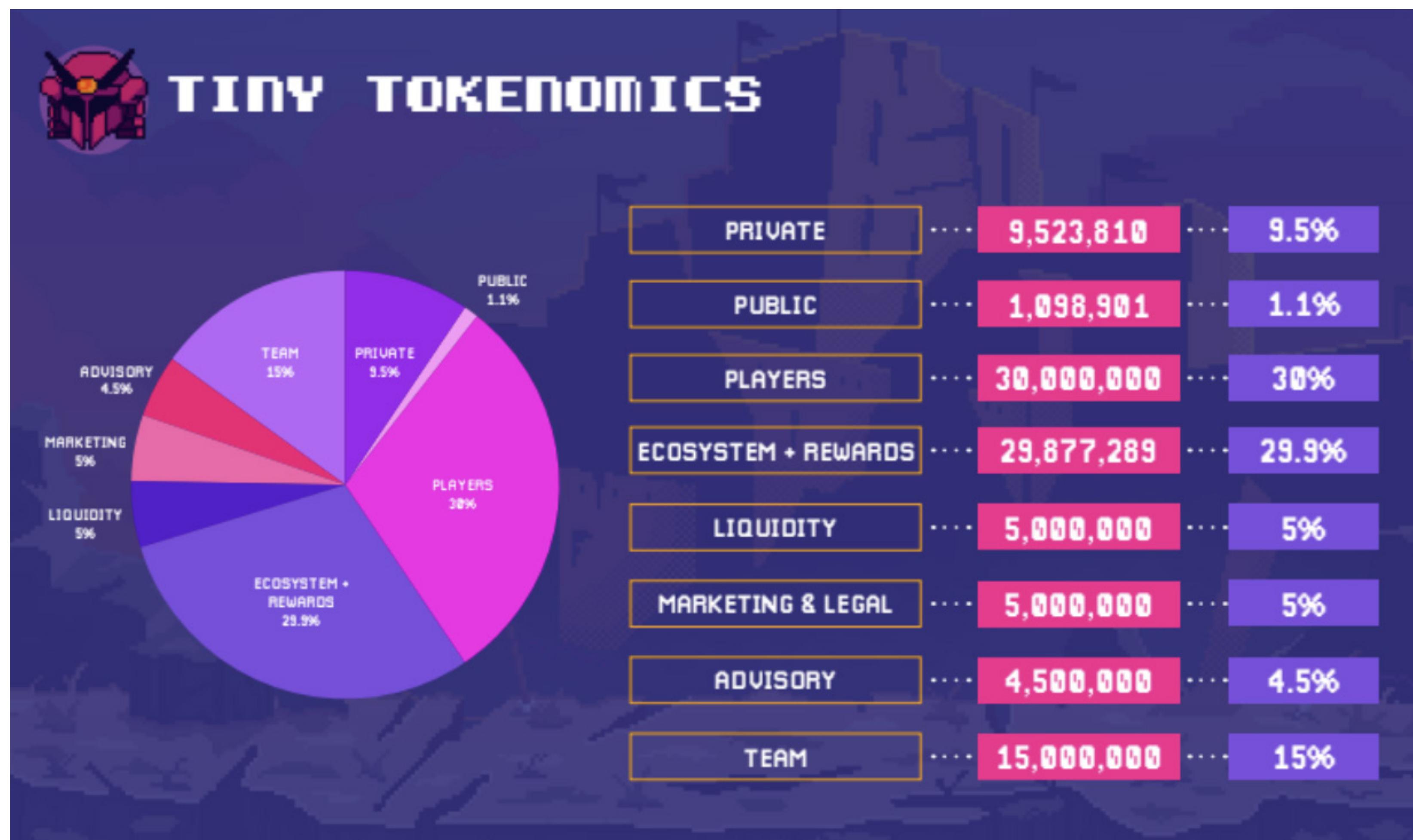
TINY TOKEN

WHAT IS THE TINY TOKEN?

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

BACKGROUND ON TINY

TINY was first launched in January 2022 as the governance token for the Tiny Colony game. After discussing and thinking about many different options, we decided to expand TINY beyond the Tiny Colony game, to have it play a role in all games.



TINY UTILITY

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

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

The following utilities are described in relation to Tiny Colony:

GOVERNANCE

Providing certain aspects of Governance for the community will continue to drive involvement, decentralization, and will create a unified voice amongst Tinyverse games. Our DAO that allows certain community-driven proposals that can influence changes like updates, events, etc.

STAKING POOLS

Tinyverse will provide unique and revolutionary Staking opportunities for the community. Traditionally, staking requires the user to lock up their tokens in a smart contract that rewards the user with more of the same token. However, providing Gamified Staking will promote further utility, game engagement, and increased user acquisition. Users can directly use their rewards within the Tiny Colony game in different and evolving ways.

Examples for the Tiny Colony game:

Bazaar Discount Pass (multiple tiers)

- Tier 1 - Stake 100 TINY, receive a 5% Bazaar item shop discount pass
- Tier 2 - Stake 500 TINY, receive a 10% Bazaar item shop discount pass

Black Market Pass

- A secret section of the Tiny Bazaar only accessible if you own a black market pass. Certain NFTs will only be purchasable in the Black Market

Quest Passes

- Access to new quests only obtainable if you stake tokens in this pool

UPGRADING NFT STATS

Across all Tinyverse studio games, players will have the ability to upgrade the stats of their NFTs by utilizing Tiny. Similar to traditional games, this allows players a choice to further enhance their gaming experience.

ITEM SHOP CONSUMABLES

The item shop is where players can go to spend TINY on certain in-game consumables such as xp boosters, construction boosters, and other items to enhance their gaming experience.

IN-GAME RESOURCES

Major activities in game such as upgrading your tech level or constructing certain cells will require large amounts of in-game resources. Players are able to use TINY to buy these resources to further enhance their gaming experience.

Final thoughts regarding TINY

TINY is a luxury option that players can use to enhance their gaming experience. All Tinyverse games are designed to have limited entrance barriers that allow for scalability and user acquisition growth.



For any further questions or clarifications please contact us anytime.

info@tinyvervestudios.com

@Metavabi (Arshia Navabi CEO)



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