



CONREALITY

conreality.com

Intro

CONREALITY

from con·sen·sus re·al·i·ty | \ kən-'sen(t)-səs rē-'a-lə-tē \

A form of reality agreed upon by members of a group,
usually temporary in nature.

Challenge

2021. The advent of Metaverse.

The race to blend physical and digital realities is on. Multinational corporations and scrappy startups alike compete for the **\$800 billion*** opportunity.

CONREALITY is building a platform that enables them to bridge the Metaverse to the physical world.

* Source: Bloomberg.com - Metaverse may be \$800 billion market, next tech platform , Bloomberg Intelligence December 01, 2021

What is Conreality?

Enter the Mixed Reality Arena

Started in 2015 as a hobby open-source project in Bratislava, Slovakia

“Arena robotics” and software that brings the digital shooter experience into physical world.

Conreality utilizes the Mixed Reality hardware as a gateway for all gaming web3.0 projects to the physical world.



Team Founders



Arto Bendiken

Chief Technical Advisor

- ◆ 20+ years of software engineering experience (ESA, US Navy SPAWAR)
- ◆ CTO at Aurora Labs. Raised a \$12M series A.



Dan Komorny

CEO

- ◆ Former professional esports player (Counter-Strike 1.6, DotA)
- ◆ Co-founder of one of the first Bitcoin startups in Slovakia (2013)



Jörg Platzer

Principal Advisor

- ◆ Director of the Crypto Economics Consulting Group (CECG)
- ◆ Owner of the world-first physical establishment accepting Bitcoin payments

Traction Pre-Seed

10 × Team Members

10 × Hardware Prototypes Built

1 × Signed B2B Customer
(Hero Factory, Slovakia)

2 × Metaverse Partnerships

3 × Arenas Participating in the Initial
Beta Testing (Europe & UAE)

\$495K+ Raised total in Pre-Seed





◆ “Tech Leaders Interview” Panel
SRTIP, M.E.N.A. Innovation Technology Transfer Summit



◆ Ambassadors at SoiLab makerspace with
Conreality prototypes, SRTIP



◆ Presenting Conreality at SRTIP, Sharjah Tech Days 2021



◆ 1-on-1 meetings with VCs
8th Edition Global Blockchain Congress in Dubai by Agora



◆ Conreality Booth at
Trescon’s World Blockchain Summit



◆ Conreality as a Gaming Partner at
8th Edition Global Blockchain Congress in Dubai by Agora

Solution Present and Future

TODAY software and hardware to innovate live-action games like airsoft and paintball.

TOMORROW infrastructure in the physical world for all digital Metaverse gaming projects.



Market Today

20-30M Live-action Game Players, World 2021 *

1000+ Arena Operators, Europe & US 2021 **

500+ Vendors, World 2021 **

220+ Annual Events, Leagues & Championships,
Europe & Americas 2021 **

* Source: Statista.com - [Number of participants in paintball in the United States from 2006 to 2017](#) , 2020-2021 internal research

** Source: internal research

Market Tomorrow

\$17.6B Consumer AR/VR, World 2024 *

1.96B Mobile AR Users, World 2021 **

\$1.6B Esports Market, World 2023 ***

474M Esports Audience, World 2023 ****

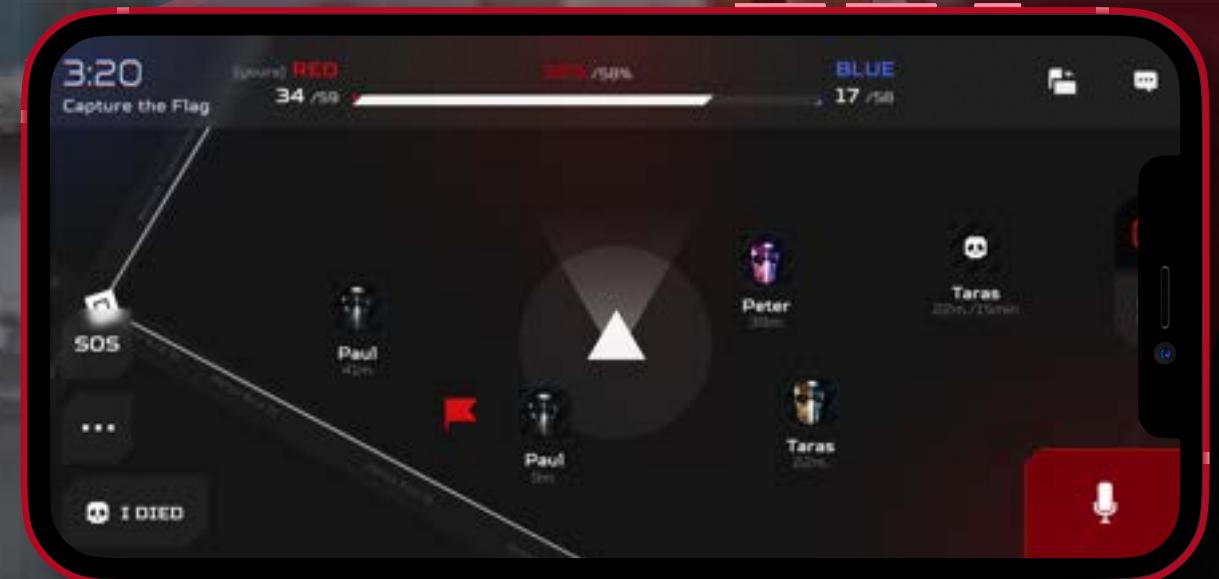
* Source: IDC.com - [Worldwide Spending on Augmented and Virtual Reality Forecast](#)

** Source: Statista.com - [Global Mobile AR Users](#)

*** Source: Statista.com - [eSports market revenue worldwide from 2018 to 2023](#)

**** Source: Statista.com - [eSports audience size worldwide from 2018 to 2023](#)

Today Live-Action Gaming Innovated



Jupiter Factory Pripyat (Chernobyl, 2019)

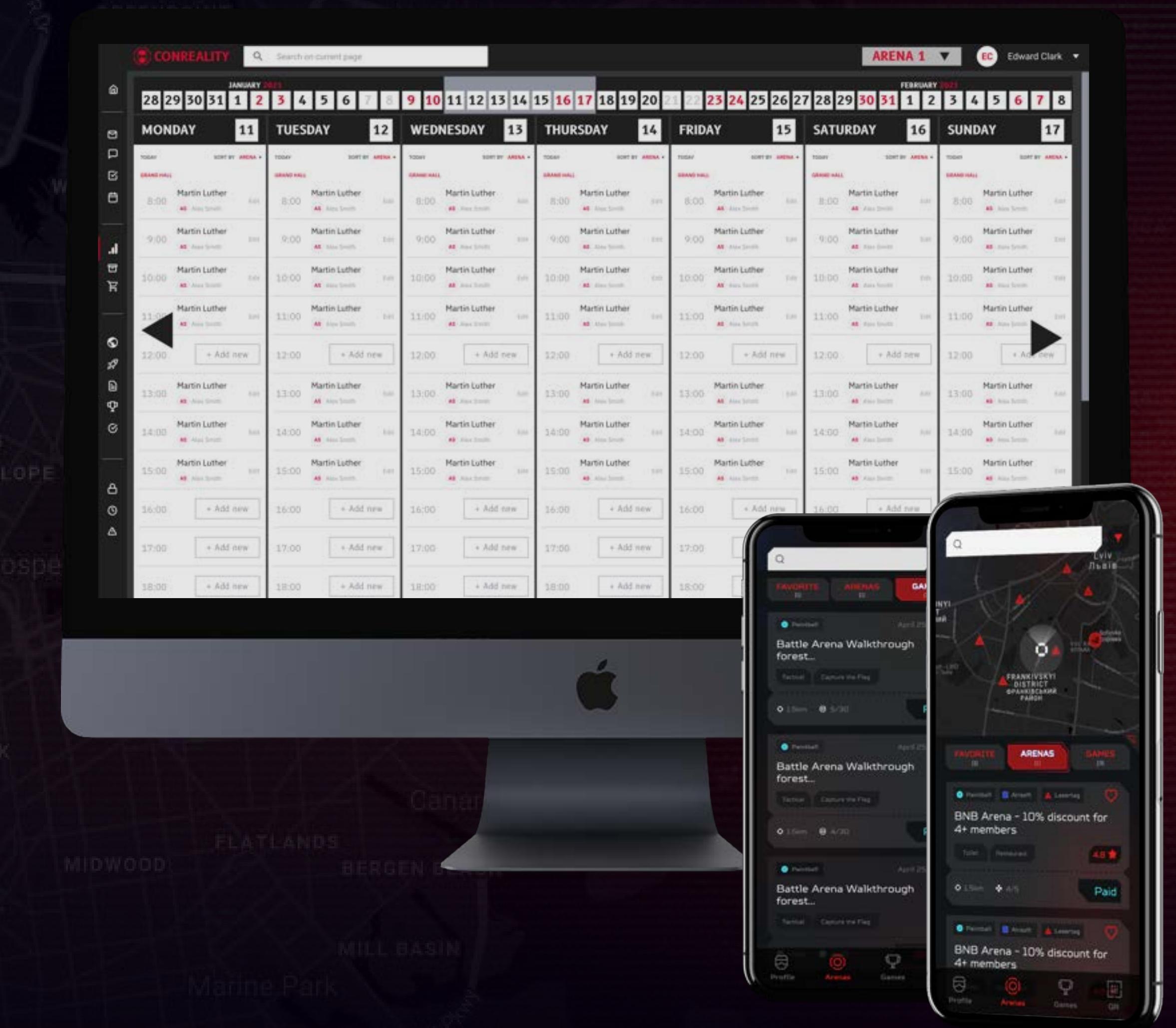
Software

Smartphone Companion App for Players

Premium Subscription: \$3-5/month (see Steam > Dota+, CS+ Model)

Arena Management Tool for Live Action Gaming Businesses

Pricing Model per location (SLA, revenue sharing scheme)



Business Model Hardware

Hardware

“Arena Robotics”, drones and robots for live-action gaming venues

“Big Guns”, 3D printed airsoft/paintball guns (Limited usage, Powerups, “Killstreak” rewards)

MSRP starting at \$999



existing prototypes

Tomorrow Metaverse in Physical World

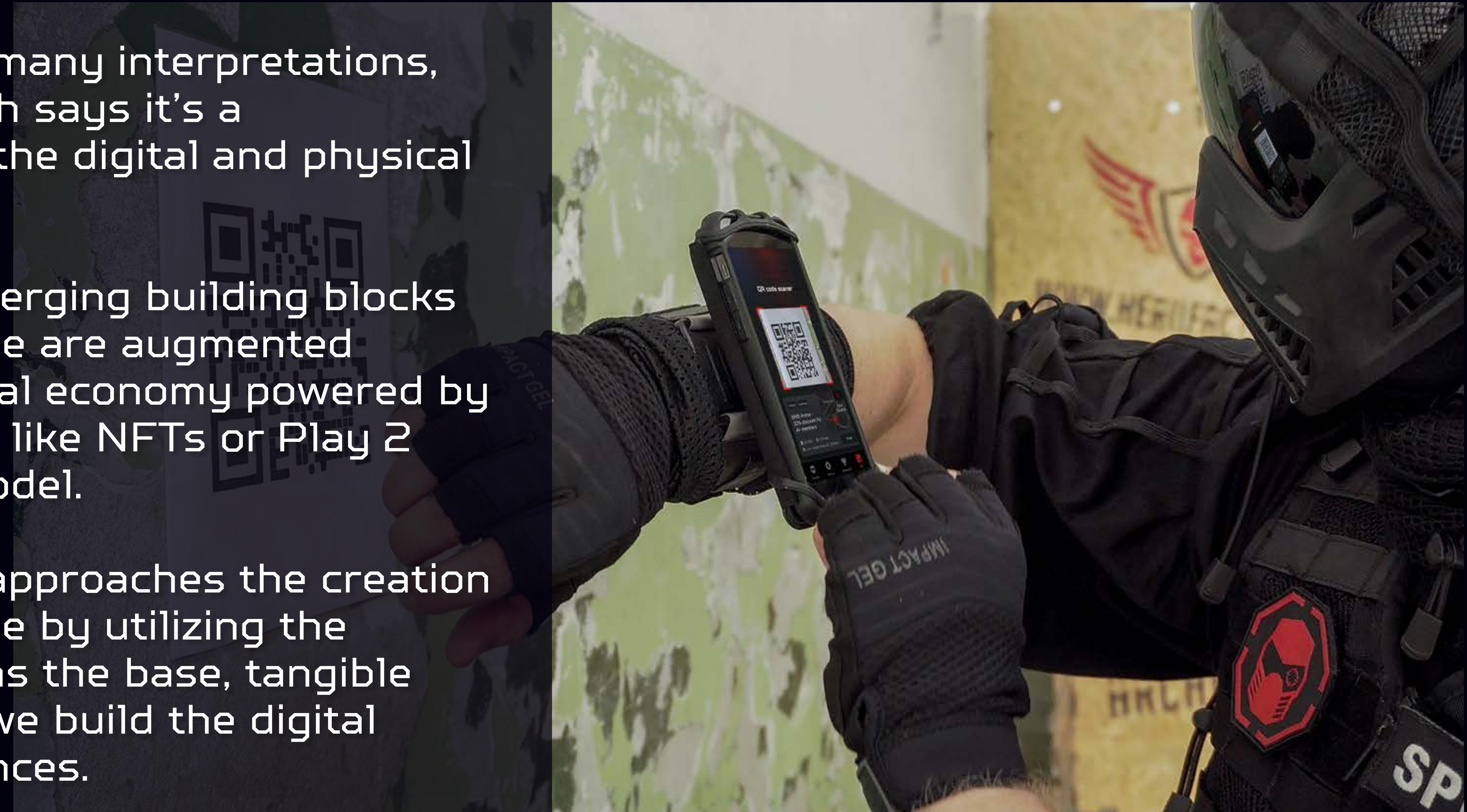


What is the Metaverse?

Metaverse has many interpretations, the ground truth says it's a combination of the digital and physical worlds.

Some of the emerging building blocks of the Metaverse are augmented reality and digital economy powered by Web3 elements like NFTs or Play 2 Earn gaming model.

CONREALITY approaches the creation of the Metaverse by utilizing the physical world as the base, tangible layer on which we build the digital gaming experiences.



Joining a Conreality game (Hero Factory, 2021)

Business Model The Conreality Metaverse

Gaming Token

- ◆ Obtain in Play 2 Earn games on the Conreality Platform
- ◆ Spend to access events, create custom games and modes
- ◆ Stake on online exchanges

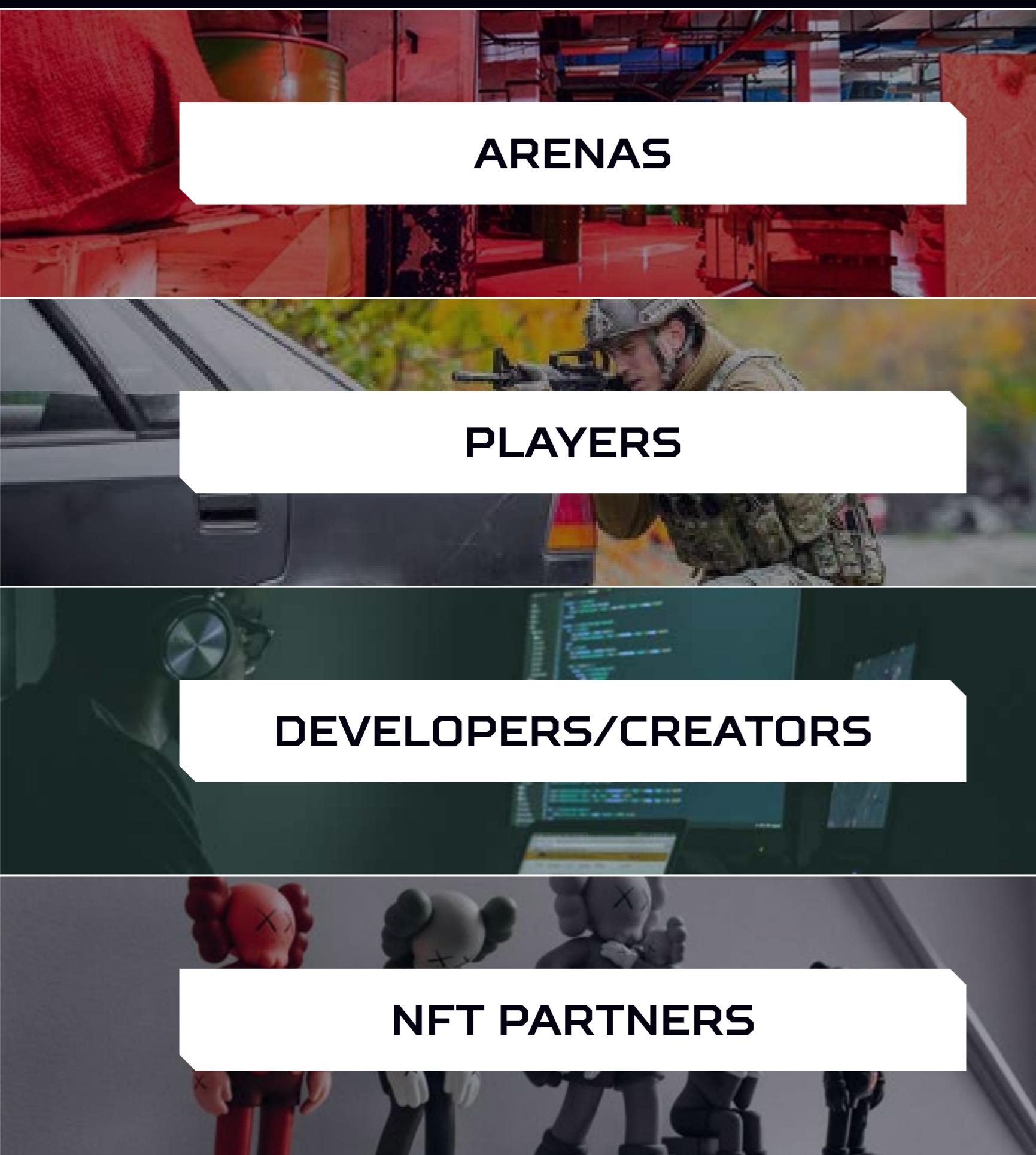
Collectibles

- ◆ Find and win NFTs in live-action games powered by Conreality
- ◆ NFTs found in real world games can be traded on online marketplaces
- ◆ Custom games and modes built for the platform

Arenas

- ◆ Live-action gaming venues turn into Esports playgrounds
- ◆ “Metaverse Theater” partner content from digital projects distributed locally
- ◆ Additional revenue streams from Web3 economy

Tokenomics Token/NFT Mechanics & Overview



Earning

P2E REVENUE SHARING

Onboard Players To Conreality Platform And Share Play 2 Earn **\$CTRL** Rewards From The Games

PLAY 2 EARN

Obtain **\$CTRL** By Participating In Live-Action Games On The Conreality Platform, Find And Win **NFTs** To Trade, Swap Or Store Them.

UGC MARKET & STORE

Develop New Games, Arena Robotics And **NFTs**, Publish And Sell On The Conreality Hardware & App Store To Earn **\$CTRL**

IN-GAME LOOT & REWARDS

Provide And Sell **NFT** Collectibles In Physical World Metaverse As In-Game Items

Spending

ARENA PARTNERSHIP

Organize Events With **\$CTRL** Token Or **NFT** Prizes, Purchase Arena Robotics From The Hardware Store

EVENTS & ESPORTS

Spend **\$CTRL** On Arena Esports Events, Ranked Games, Cosmetic Items & Microtransactions,

NFT SCENARIOS

Spend **\$CTRL** To Mint Live Action Game Scenarios And Maps As **NFTs** And Resell Or Use Them On The Platform

N/A

Tokenomics Chart & Release Schedule

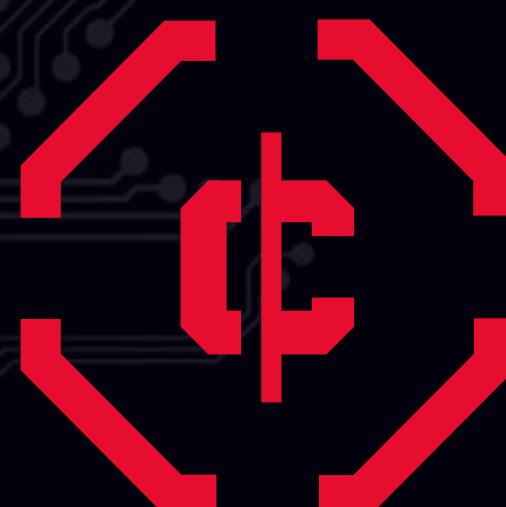
Key Metrics:

Public Sale Price: **\$0.029**

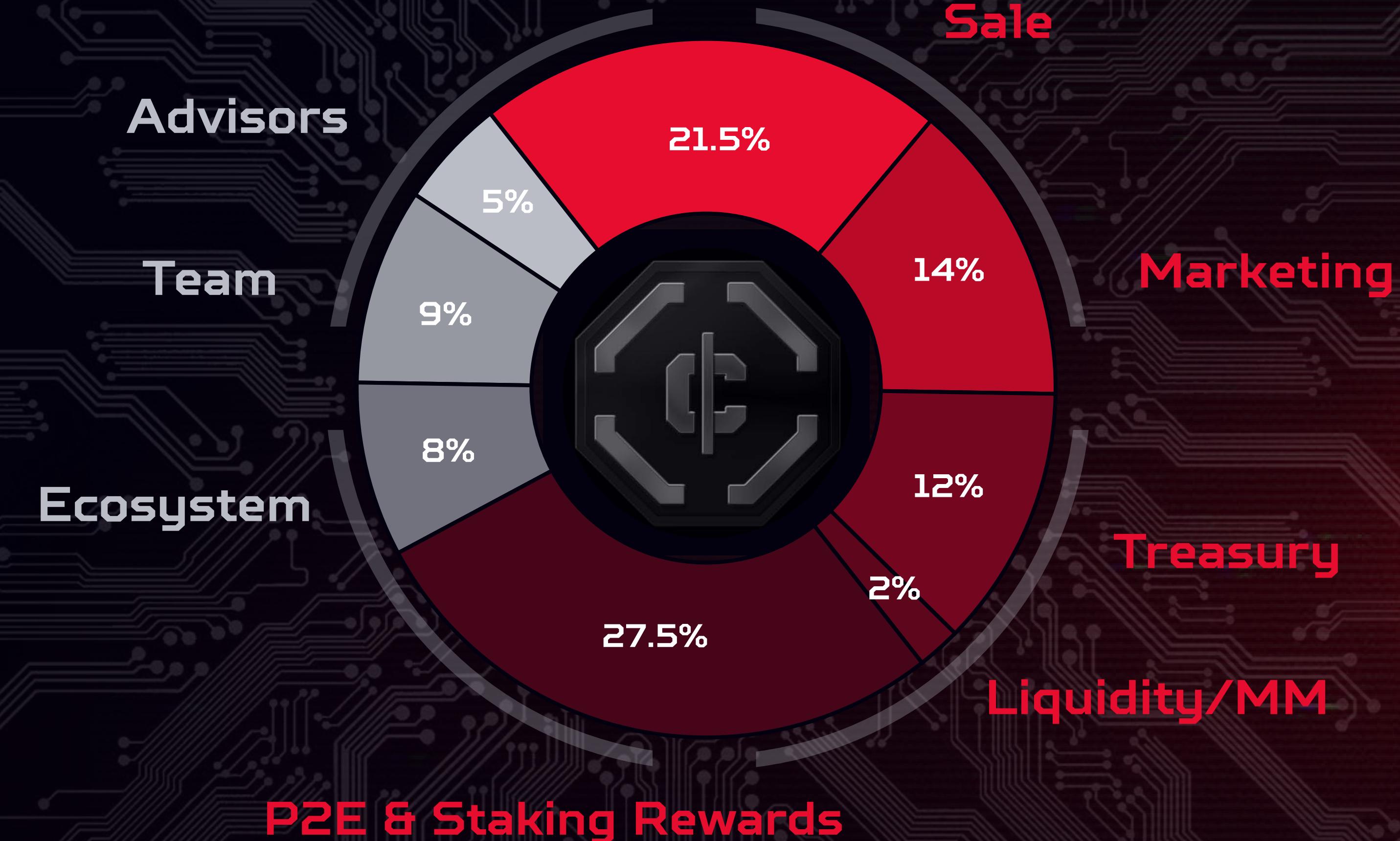
Initial Market Cap: **\$631.000**

Total supply: **1.000.000.000 \$CTRL**

Team Unlocking Schedule: **6 months, monthly unlock for 3 years**



\$CTRL (Conreality Control Chip)



Tokenomics Chart & Release Schedule

Rounds	Percentage (%)	Tokens (in Mn)	Price (in USD)	Discount (%)	Amount Raised (in USDT)	At TGE (in %)	Valuation (in Mn)	Vesting Schedule
Seed Round	6%	60	0.0145	50%	870,000	5%	14.50	5% at TGE and a monthly release for 12 months
Private Sale	12%	120	0.02175	25%	2,610,000	10%	21.75	10% at TGE, 1 month cliff and monthly release for 15 months
KOL Sale	2%	20	0.0145	50%	290,000	15%	14.5	15% at TGE, monthly release for 12 months
Public Sale	1.5%	15	0.029	-	435,000	25%	29.00	25% unlocked at TGE and rest over 3 months

Partnerships



On demand personalized AI-generated
3D avatars from a single picture



US-based manufacturer of augmented
reality glasses for rugged environments



The largest paintball/airsoft arena
operator in Slovakia

Roadmap 2021-2022

- | | | |
|---|---|---|
| <ul style="list-style-type: none">■ 2021 Q2<ul style="list-style-type: none">◆ First Partnerships - see correspondent slide◆ 100K+ USD raised from F&F and Pre-Seed in Europe | <ul style="list-style-type: none">■ 2022 Q1<ul style="list-style-type: none">◆ Player App Closed Beta◆ \$CTRL Token Seed Round◆ \$CTRL Token Private & KOL Sale | <ul style="list-style-type: none">■ 2022 Q3<ul style="list-style-type: none">◆ Crypto Integration into Platform◆ 50 NFT partnerships are brought into real world |
| <ul style="list-style-type: none">■ 2021 Q3-Q4<ul style="list-style-type: none">◆ Incorporated in the UAE◆ Built 10 hardware prototypes in UAE◆ 180K+ USD raised from F&F and Pre-Seed in UAE | <ul style="list-style-type: none">■ 2022 Q2<ul style="list-style-type: none">◆ Arena Management Software (Enterprise)◆ Website V2◆ \$CTRL Token Public Sale | <ul style="list-style-type: none">■ 2022 Q4<ul style="list-style-type: none">◆ Mixed Reality Integration into Platform◆ Secret Live Event◆ Conreality DAO |

Conreality Token Disclaimer

Risk Disclaimer:

Participating in Conreality Project (hereinafter – Project), holding of \$CTRL tokens (hereinafter – Tokens) and using the Conreality platform (hereinafter – Platform) (when developed) involve risks, some of which are set out below.

These risks, and additional risks arising either now or in the future, could result in the failure of the Project, the destruction of Tokens or the utility of Tokens, and/or the termination of the development of Platform.

Company has described the risks and uncertainties that its management believes are material, but these risks and uncertainties may not be the only ones Company or its face. Additional risks and uncertainties, including those Company currently is not aware of or deem immaterial, may also materially adversely effect on Company business, the Platform, the value of the Tokens.

Token Utility:

\$CTRL is a cryptographic utility token. The intended purpose of \$CTRL is to facilitate the provision and receipt/use of services, softwares and hardwares through the CONREALITY platform (the Conreality arena) currently under development, subject to further development. Conreality aims to blend the live action and digital gaming worlds with the aim to become a seminal platform for mixed-reality shooter games. \$CTRL is an ERC-20 token used as in-game currency. \$CTRL can be obtained by participating in live-action games, player exchange, via DEX pair swaps or 3rd party integration where the token will or can be listed in future. Specifically, \$CTRL is intended to be utilised as the unit of exchange for the provision of Services in the ecosystem of the Conreality platform.

Ownership of the token:

Ownership of \$CTRL carries no rights, express or implied, other than the right to use \$CTRL as a means to enable usage of and interaction within the Conreality platform, if successfully developed and deployed/launched. In particular, the Buyer understands and accepts that \$CTRL does not represent or confer any ownership right or stake, share, equity or security or equivalent rights, or any right to receive future revenue, dividends, shares, Intellectual Property rights or any other form of participation or governance in or relating to the issuer or any Group Entity, other than rights relating to the potential future provision and receipt of Services in the ecosystem of the Conreality platform.

\$CTRL is not a consumer product and to the maximum extent permitted by law, its holders accept explicitly and agree that they are not covered by the consumer protection regulation of any jurisdiction. \$CTRL does not have any tangible or physical manifestation, and does not have any intrinsic value (nor does the project or any other person make any representation or give any commitment as to its value).

Prior to the acquisition of \$CTRL Token, persons should independently assess any possible risks, seek advice with respect to the economic, legal, regulatory and tax implications of the purchase of \$CTRL Token and should consult with his/her own investment, legal, tax, accounting or other advisors to determine the potential benefits, burdens, risks and other consequences of a purchase of \$CTRL Token.

Buyer of the token specifically understand, acknowledge and agree that while the \$CTRL Tokens do not constitute securities, units in a collective investment, or other regulated product or equivalent under the laws of British Virgin Islands (BVI), it is possible that the \$CTRL Tokens could be considered securities under the laws of the United States of America, and that laws and regulations are evolving on this topic. The project disclaims any representation or warranty that \$CTRL Tokens can be legally traded or transacted in any jurisdictions, including the Excluded Jurisdictions.

Tokens, the Project, Platform (when developed) and the Company may be targeted by malicious persons who may attempt to steal Tokens or the Proceeds, or otherwise intervene in the Project, Platform or the Company. Tokens, the Project and Platform may also be vulnerable to exploitation of vulnerabilities in smart contracts and other code, as well as to human error. This could result in significant loss and/or other impacts that may materially affect your interests.

Tokens, the Project and Platform rely heavily on the internet. However, the public nature of the internet means that either parts of the internet or the entire internet may be unreliable or unavailable at any given time. Further, interruption, delay, corruption or loss of data, or the loss of confidentiality in the transmission of data, may occur when transmitting data via the internet.

Sale of additional tokens:

The Company may, from time to time, and without prior notice or consultation, sell additional Tokens outside of the Project. Further, the Company may develop or otherwise raise funding for Platform through any other means it deems necessary. You will not necessarily receive notice of the sale of additional Tokens or of any other Tokens or fundraising means.

Changes to Platform:

Currently, the Company has specific plans for Platform's functionality and utility. However, Platform may undergo significant changes. Various features of Platform, including functions, its terms and conditions, fees, structure, purpose, source codes, infrastructure design, and other technical specifications and parameters, may be updated and changed frequently without notice.

Further, the platform may encounter difficulties during development, including financial, resourcing and technical difficulties. These difficulties are unpredictable, and may be unresolvable. Development of Platform may therefore fail, terminate or be delayed at any time for any reason. Particular features of Platform may never be realized. Such failure, termination or delay is likely to reduce and may completely obliterate any existing utility that Tokens hold.



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