

Q2/1

WHACK YOUR UNDEAD NEIGHBOUR

- (1) WEB RELEASE TO WHACKIT.CO
- (2) **NFT SALES GO LIVE ON OPENSEA.IO**
- (3) **NFT OWNERSHIP INTEGRATION IN GAME**

unity






Q2/2

WHACK YOUR UNDEAD NEIGHBOUR

- (1) FEAR COIN  INTEGRATION WITH HOLDER ACCESS TO EXCLUSIVE IN GAME CONTENT
- (2) **NFT INTEGRATION: ACCESS RARE KILLS**
- (3) FEAR COIN  BUY BACK PROGRAM BEGINS FROM REVENUE

Q2/Q3

WHACK YOUR UNDEAD NEIGHBOUR

- (1) **ANDROID & IOS MOBILE RELEASES**  
- (2) **LAUNCH ON PARTNER PORTALS**
-  **WHACK THE DEMON** 
- (1) WEB RELEASE TO WHACKIT.CO (1ST CHAPTER)
- (2) **FEAR COIN**  **INTEGRATION FOR EXCLUSIVE ACCESS AREAS**
- (3) **NFT OWNERSHIP INTEGRATION**
- (4) **NFT INTEGRATION: ACCESS RARE KILLS OWNING NFTS**

Q4

WHACK THE DEMON

- (1) EXPANDED GAME MECHANICS
- (2) **DEV BEGINS ON SURVIVAL MODE TO COMPETE FOR FEAR COIN PRIZE POOLS, RARE & UNIQUE NFTS**

Q3/Q4

WHACK THE DEMON

- (1) **ANDROID & IOS MOBILE RELEASES**  
- (2) **MORE CHAPTERS, MORE DEMONS MORE NFT'S**
- (3) **NFT FARMING DEVELOPMENT BEGINS**
- (4) EXCLUSIVE NFT PURCHASES THROUGH  **FEAR COIN ONLY**
- (5) **LAUNCH ON PARTNER PORTALS**

