



NEUROART

PITCH DECK

A video game hub that combines several play-to-earn projects that use artificial intelligence to create game characters.

What is Neuroart

The Neuroart team are experienced crypto-enthusiasts, investors, entrepreneurs and gamers. With our extensive experience in the crypto and gaming field, we strive to create a project that we ourselves have enjoyed spending a lot of time playing and earning.

Having studied the challenges of early P2E projects we are creating Neuroart - a project that will go further and be able to attract new users to web3.

The player will be directly involved in creating a unique character with individual characteristics and DNA, using the intuitive Neuroart interface.

Thanks to the wide range of play options, every player can choose a game to suit them.



Solutions and Advantages

Creating NFT is a difficult process for ordinary people who are not artists and are not familiar with cryptocurrency.

P2E projects find it difficult to retain high audience interest in the game.

Many P2E projects are required for a long development period.

P2E projects attract a large number of investors rather than players

Game projects find it difficult to attract a wide audience

With Neuroart AI technology **anyone can generate a unique NFT**. It is fundamentally important for us to make our contribution to the development of AI, and make NFT creation publicly available.

Neuroart is creating a **cyclical system of quarterly global activities**: Single and Team Tournaments, Events at the beginning and end of the Story Season, which will alternate each quarter.

Neuroart is focusing on the story, which will be divided into seasons and will captivate those players who care about the story and its development in the game.

Neuroart doesn't rely on complex graphical technology and huge 3D locations, but **rather on simple, clear and efficient gameplay**. As such, it won't take as long develop.

Neuroart is a **free-to-play** project. It will attract a significant number of players who will play for a long time if they get quality gameplay.

Neuroart ecosystem will include **several game projects in different settings** sharing common gameplay and mechanics. Apart from the first game about unique animals, games based on mixed martial arts fighters, vehicles, superheroes and spaceships will be added. This strategy will help us to attract larger audiences to the project.

From web2 to web3

In order to attract a broad mass of players, we plan to attract not only experienced web3 users, but also web2 users. To do this, we offer familiar mechanics and simple interfaces and extend the familiar game experience.

Involving personal experience.

Every single player will be able to customise the gameplay and play how they like. By participating in global events, the player will move the global story forward with the community.

Excitement of personal victories

Player will be able to participate in regular and grand tournaments, experiencing the excitement of battles and the pleasure of victory.

Extensive multiplayer options

Extensive opportunities for players to interact in clans, including a strong economy to become a strong leader or indispensable part of the community.

The Clan Grand Tournaments will provide an unforgettable experience for both competitors and their loyal supporters.

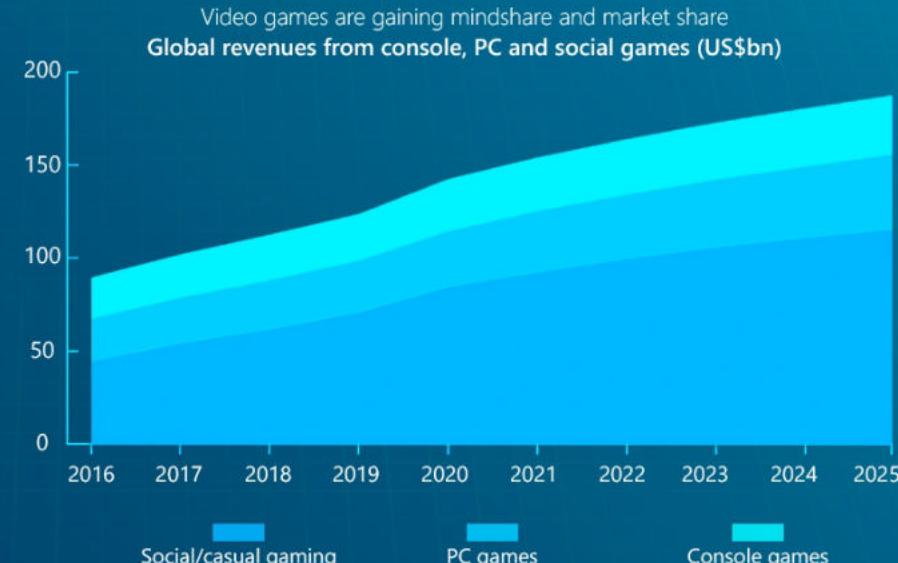


The Market

Video game

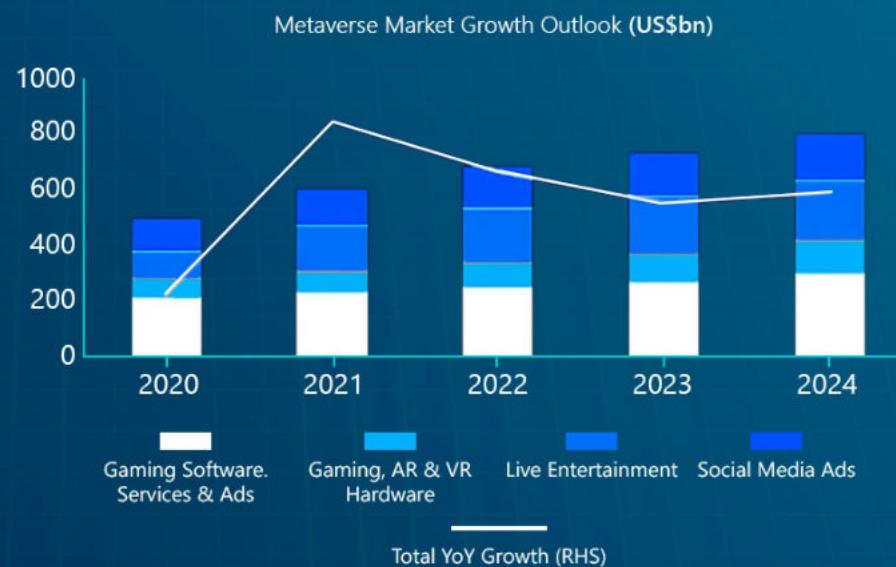
At a time of global restrictions due to the pandemic, the video game entertainment market has shown explosive growth. Analysts expect the market to grow at an average of 4.4% a year - through 2025.

The global gaming market is projected to reach \$194.7 billion by 2025. 60% will come from social/casual gameplay.



Metaverse

The Metaverse market may reach \$783.3 billion in 2024 vs. \$478.7 billion in 2020 representing a compound annual growth rate of 13.1%, based on Bloomberg analysis and Newzoo, IDC, PWC, Statista and Two Circles data.



The Market

GameFi

In the video game industry, GameFi projects that use Play-to-Earn mechanics are fast-growing. The blockchain game industry has seen rapid growth in 2021 and has managed to overtake the previous leader, DeFi.

According to DappRadar, GameFi is more than 1.5 times ahead of DeFi in terms of audience and 7 times in terms of the total number of transactions.



The Vision

The main goal that Neuroart pursues is to make the technology of NFT content creation accessible to the general user with the help of AI algorithms.

The player will be directly involved in creating a unique character with individual characteristics and DNA, using the intuitive Neuroart interface.

We position Neuroart as a launch pad for people who are not involved with the world of cryptocurrency, giving them an opportunity to get in touch with blockchain technology and artificial intelligence in the most intuitive way possible.



The Vision

Neuroart emphasizes the full transparency of developers, processes, and innovations to the community as its main advantages. We are opening up the community's access to project management in the Neuroart metaverse, since the community is the main driving force of the project, and community will choose the path of development of the Neuroart metaverse.

We aim to build partnerships between Neuroart and large charity foundations and allow the community to donate the tokens and items earned in the game to charity with our help.

At Neuroart, we want to attract people who will work side by side with us to create new history and art through gamification. With Neuroart, everyone can become a creator and holder of a valuable asset that will work to benefit society.



Introducing Alnimals

AINIMALS is the first game in the Neuroart metaverse, the main mechanics of which is to create a variety of creatures with which players will interact with the world, solve its riddles, extract resources and fight in the Arena in a variety of tournaments.



VS



Gameplay details

Players will be able to create collectible NFT creatures using artificial intelligence, each creature will be unique and useful. A wide range of gameplay mechanics will allow each player to customise the gameplay to their own preferences.

Explore the world map and find places of interest: abandoned shelters, dungeons, hidden resources and rare items. Locations Will be divided according to the levels of difficulty and depending on amount and quality of recourses. For successful exploration of locations players will receive valuable artefacts and items, which as well as creatures can be sold on the market.

Players will be able to participate in tournaments of varying scale, difficulty and periodicity, which will be arranged similar to online poker. Tournament prizes will be based on player contributions. Tournaments will be available every day at any time. Every quarter there will be a large global tournament with an increased prize pool.

Players will be able to join alliances and get extra play value at the same time. The alliance founder will be able to configure the alliance economy himself. Alliance creation and development will allow players to realize their managerial and political ambitions. Special team tournaments, with qualification and play-offs, are arranged between alliances, just like in a big sport.

The game will evolve through a global storyline, where players will find themselves trapped inside a broken metaverse. As players progress through the story, completing personal and global objectives, they will rebuild the metaverse. It means that the future development of our game will be based on the decisions made by community of Neuroart.

Depending on their preferences, players will be able to choose the direction of their lab, which will increase the efficiency of their preferred gameplay.



Gameplay details

The creatures are conventionally divided into three classes: **Scout**, **Carrier** and **Fighter**. Depending on the class the creature will be more effective in one or another type of task. Despite the division into classes, any creature can perform all kinds of tasks. But if the task does not match the class of the creature on the result will be penalized



Scout

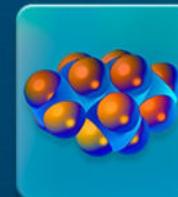


Carrier



Fighter

There are 2 resources in the game that players can mine, trade or use to upgrade the lab and creatures. **Genergon** is used to upgrade the lab. **Neuronium** is used to evolve creatures.



Genergon



Neuronium

Players will receive rewards: **artefacts** and useful **items**. Artifacts have permanent positive effects, items are temporary. Both are categorised according to rarity: common, rare, epic and legendary.

Players will be able to equip their creatures with artifacts and items to increase their effectiveness.



Value of Neuroart

Neuroart is a unique project with its own ecosystem, applying the latest technologies in gameplay with huge potential for development and implementation in subsequent blockchain developments.

Neuroart is a user-friendly project for both experienced investors and people who have never been interested in cryptocurrency. Neuroart will create one of the friendliest and most open communities in the entire cryptosphere, allowing everyone to take a step towards financial decentralization and new technologies.

The AI Artist (as part of the Neuroart AI system) is constantly evolving. Using this feature we plan to create a technology for generating unique content for metaverses and video games of the future.



Competitors table

After analysing the competitors, we compared Neuroart with some of the biggest projects currently in operation and with projects in the development stage. In several ways, Neuroart has the advantage due to the combination of the AI and Play-to-Earn mechanics. Artificial Intelligence provides almost endless potential for creating unique content, which may be useful for creating unique metaverses in future.

Neuroart doesn't rely on complex graphical technology and huge 3D locations, but rather on simple, clear and efficient gameplay. As such, it won't take as long to develop as its larger rivals, such as Star Atlas or Sidus NFT Heroes.

Neuroart ecosystem will include several game projects in different settings sharing common gameplay and mechanics. Apart from the first game about unique animals, games based on mixed martial arts fighters, vehicles, superheroes and spaceships will be added. This strategy will help us to attract larger audiences to the project.

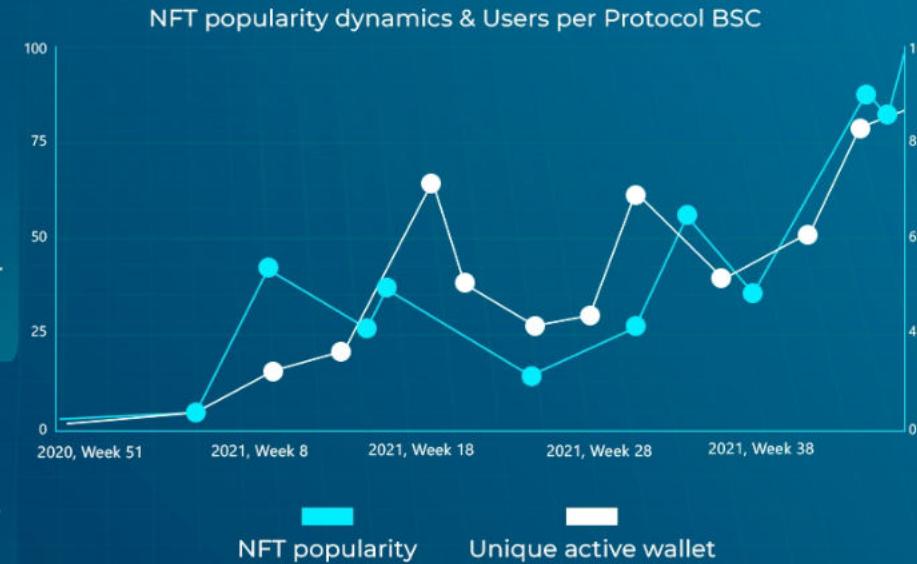
	 NEUROART	 AXIE INFINITY	 TOPSHOT
Metaverse	YES	YES	NO
AI based	YES	NO	NO
Collectibles	YES	YES	YES
Unique NFT	YES	NO	NO
Play-to-Earn	YES	YES	NO
Low threshold	YES	NO	YES

Why BNB Smart Chain

If we compare the graph of growth in interest in NFT with the graph of growth in the number of active wallets in the Binance Smart Chain network from DappRadar, we can see the general trend. Competitor networks such as ETH, WAX, and Ronin do not have a similar correlation with the growth of interest in NFT and are many times inferior in the number of active wallets.

Benefits of the BNB Smart Chain for Neurorat:

- The largest global community with the highest liquidity: 1.5 times more active users than the ETH network and 6 times higher daily transaction volume
- The fastest transaction speed
- Low transaction fee
- Developer-friendly environment and extensive infrastructure
- NFT cross-chain bridges
- Future integration opportunity with the Binance NFT Marketplace



Tokenomics

NRT token is a utility token in the Neuroart ecosystem with a supply limited to 250 million.

NRT token will be used in the economic processes of all Neuroart play-to-earn projects that will be merged into Neuroart ecosystem.

Ways to use the NRT token:

- Staking
- Buying and selling on the internal market
- Paying for character rent
- Contributions to tournament prize pool
- High level lab and card upgrades
- Clan creation fees, membership fees, intra-clan taxes and commissions
- Ecosystem fees for economic transactions

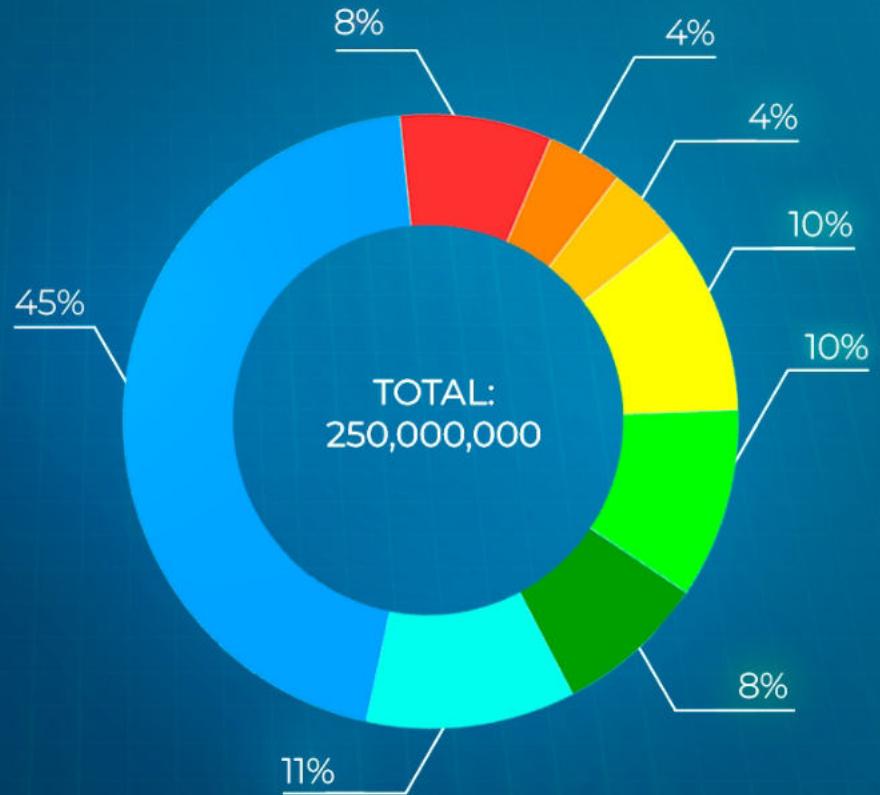


NRT

Tokenomics

Distribution

Distribution	Amount	%
MARKETING	20,000,000	8%
ADVISORS	10,000,000	4%
LIQUIDITY	10,000,000	4%
PRE-SEED ROUND	25,000,000	10%
SEED ROUND	25,000,000	10%
PRE-SALE ROUNDS	20,000,000	8%
DEVELOPMENT	27,500,000	11%
ECOSYSTEM	112,500,000	45%
TOTAL	250,000,000	



Milestones and roadmap

PHASE 0 - 2021-2022

Conceptualisation, preparation for development

Q2 - Q3 2021

Q4 2021

Q1 2022

Q2-Q3 2022

- Formation of the team
- Conceptualization
- Launch of the website v1.0
- Plot development

- Designing game mechanics
- Designing visual concept
- Developing a demo

- Design update
- Launch of the website v2.0
- Whitepaper and Roadmap release

- Internal testing of the Demo
- DEMO release
- Early investment rounds

PHASE 1 - 2023

Basic PVE and PVP mechanics, plot, clans

Q1 2023

Q2 2023

Q3 2023

Q4 2023

- First versions of game mechanics
- Marketplace Launch
- Launch of basic Tournaments
- Closed test for early access holders

- Open beta testing
- Introducing basic clan mechanics
- 2vs2 and 3vs3 tournament battles
- Adding dungeons to the global map

- Launch of the First Story Season
- Adding "Cataclysm Aftermath" to the global map
- Launch first Single Generation Auction

- Co-op tournament battles release
- Launch of the First Grand Tournament

Milestones and roadmap

PHASE 2 - 2024

Increased clan capacity, story progression, improved AI

Q1 2024

- Global season-ending event
- Start of qualifying rounds for the Clans Team Tournament
- Voting on project future development

Q2 2024

- Launch of the First Clans Team Tournament
- Updating the AI generator system (v.2)
- Adding land and buildings features for clans

Q3 2024

- Launch of the Second Story Season
- Introducing Clan industry
- Adding the Clan market

Q4 2024

- Launch of the Grand Tournament
- Charity initiatives

PHASE 3 - 2025

Improving AI, expanding the Neuroart metaverse

Q1 2025

- Global season-ending event
- Introducing Clan wars

Q2 2025

- Launch of the Team Tournament of Clans
- Updating the AI generator system (v.3)

Q3 2025

- Launch of the Second game in the metaverse
- Launch of the First United Story Season

Q4 2025

- Beta version of the Unified Game World
- Updating the roadmap

Core team



Evgeniy Gaevskiy
CEO

Experienced manager,
master motivator, Gamer



Georgiy Ryabtsev
COO

Experienced entrepreneur,
Chinese expert, Gamer



Stanislav Doe
CTO

Extensive experience in launching
fintech projects



Alena Peshkova
Lead Artist

Founder of the art school,
creative and inspired



Igor Friedenberg
Head of Game Development
Great knowledge of game
development



Neuroart's Community
Part of a team
The key to success

Get in touch

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Twitter: @neuroart_io

Telegram: @EGaevskiy

@george_neuroart

