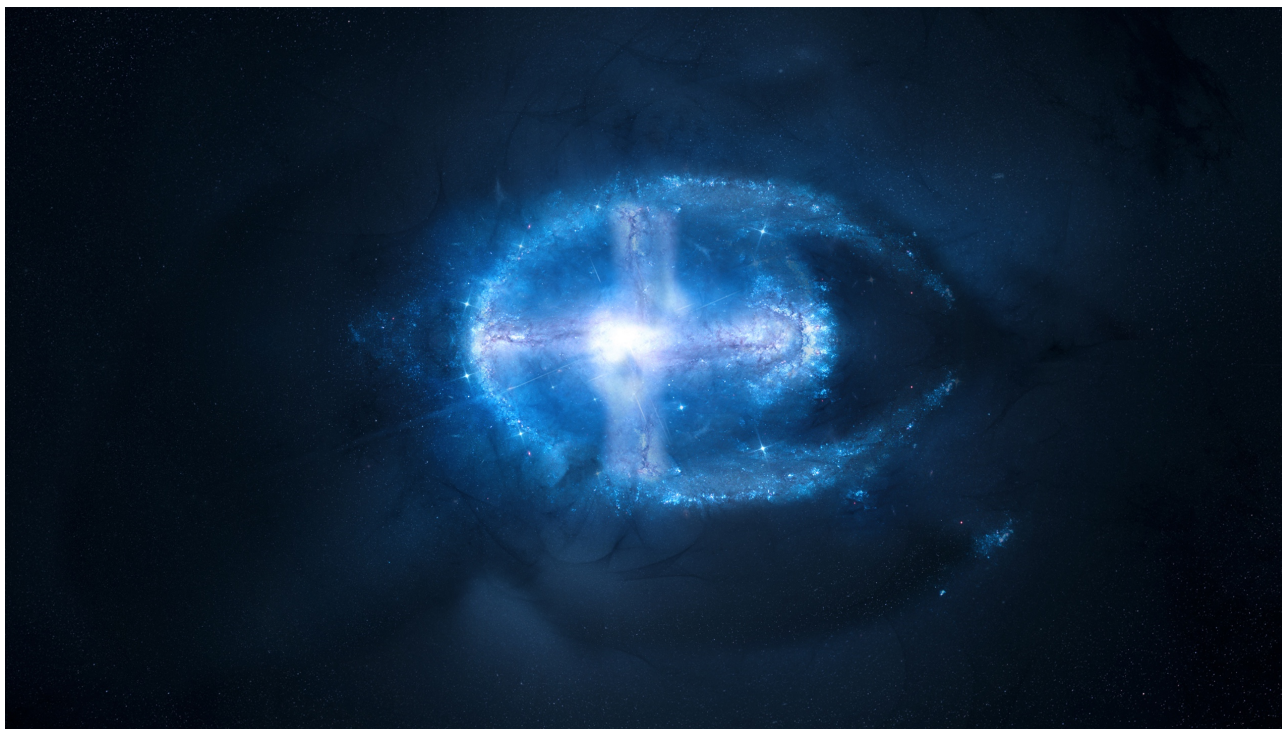


Hi, I allow myself to contact you by this text for expose to you an incredible experience.

First, let me introduce myself, my name is Paul-Aristide, I'm a young french independent devlopper. I started my activity on 2009 with iPhone Apps who is listed here : <http://pabdevs.wixsite.com/pabdevs> , but 2 years ago, I devoted my self for another project.

Pangæa



Pangæa it's a revolutionary game developed with Unreal Engine 4 who'll be released on Xbox One/ PS4 and PC on quarter 2 of 2017, Open-Galaxy, the main goal it's a mystery to resolve. A big thriller. And for help, player need to mix Technologies, vehicles and weapons between each planets who have its own time. The major pat of the gameplay it's revolutionary. I invite you to visit <http://pabdevs.wixsite.com/pangaeagame> for full explication of the unique gameplay of Pangæa.

I would first like to explain that if I use door to door today in an effort to find an investor that is only because the impossibility of finding an investment through traditional ways as banks, being self-taught from a young age.

This investment research is a real need to surprise the market. Microsoft and Sony have opened in parallel to the launch of their consol Next-Gen, their stores to independent devlopper. Currently only twenty games created by independent devlopper exist. These games are highlighted on the HomePage of consoles and a special category is their reserved on each store. The visibility of these games is therefore maximum. The only similar example is Apple with its AppStore. In 2008 few people could imagine the extent that the smartphone applications industry would take today.

As in 2008, I have this feeling that the business of video games is on the sidelines of exploded. The democratization of powerful tool with professional quality permit to start this revolution. With as leader, my graphic engine, Unreal Engine 4 who is by far the most incredible and powerful graphic engine in all of professional video game industry. A second notable element that supports this vision that this domain is expanding, as with the commercialisation of the Oculus who will change the approach of gaming by bringing the feeling and emotion. This new approach will allow games to expand the audience of the customer. It is bringing together this two elements that Pangaea was conceived for an incredible and revolutionary VR experience in its approach to gameplay but also amazing on screen with its revolutionary gameplay on Xbox, PS4 and PC. Knowing this industry and how it work, and objectively I just tell you that I don't know other game currently comparable to the wealth of Pangaea and its innovations. These innovations may in no case be unnoticed.

My greatest strength lies in the fact to being independent. This means firstly that I do not lose money because the games cost me nothing. I personally invested about € 20,000 in two years to cover the purchase of everything I needed for this project started. This money is invested in part by the fact that a percentage being invested in the equipment who can be recovered but mostly because a large part of these investments was placed in the purchase of digital content. Unreal Engine has a MarketStore where every developer can sell its contents. The wealth of Pangaea once the games published for reasons of exclusivity, will be a gold mine to share on this same store. For example in Pangaea the player can customize his vehicles. The sale of a Bundle containing this system with a car among the hundreds available in Pangaea could sell at current courses around \$ 50. This possibility of refund cancels many risks. On Parallel to Pangaea I created a series of several games, with exactly the same content that Pangaea which allows to make discover the game by fun and different way than Pangaea. For example Pangaea: Battleground is a stunning graphical experience due to the use made of the same content that Pangaea, but its gameplay is going linearly limiting players to move in lateral way. This small fighting games make for multiplayer will be a flow of money before the release of Pangaea by its gameplay and its disponibility on iOS, Xbox/PS4 and PC/Mac. Like Dream, which is a project that I can not afford to talk to you, not wanting to lost your reading time, by an extremely long Project to explain but I can summarize it by the possibility of the player to dream and bring up any situation, land or object sets on Pangaea through Siri technology on iPhone, available only on Oculus and other VR Helmets. These two examples are only the reflection of my countless ongoing project in domains of applications and video games. All these projects may justify an other sources of revenue. Many other strategies are planned to be implemented once Pangaea commercialized such as paid content, the Life Pass or derived objects.

The wide variety of platforms support of Pangaea enjoy a very strong market. The world of games has enormous potential with for exemple, intel estimated at 711 million player only on PC in 2014 in the world before the arrival of the VR thus the probability of success of Pangaea is huge if have added the number of console players. The games going to be sold around 30-40 \$ colossal incomes can become extremely rapidly being independent I only pay 5% royalty on all my sales.

To support the launch of Pangaea I have already planned a campaign on social networks such as Facebook, Twitter and Instagram but also in many French newspapers and magazine as Le Figaro Magazine, JeuxVideo.com ... Wishing to play on being young, French, and especially independent and simply by the quality and innovations of Pangaea.

I now seek an investment for cover these costs :

A CPU computer

A GPU computer

Game Platform like Oculus, Oculus touch but also game platform who's necessary for the validation by Microsoft or Sony before publication.

It's costs are necessary costs necessary to launch a Kickstarter campaign and it is this sum that I would cover through donations or investment. I estimate about minimum € 8,000.

This Kickstarter allow myself to have a first hook with customers but in order to make customers feel invested which is an important sense for the success of my ideas

unless the investment is enough. Today, Investment search isn't really accurate but flexible. I search the large minimum of what I need to finish the game. But greater the investment in terms of its risks and guaranteed will be, faster and richer will be the production of Pangæa.

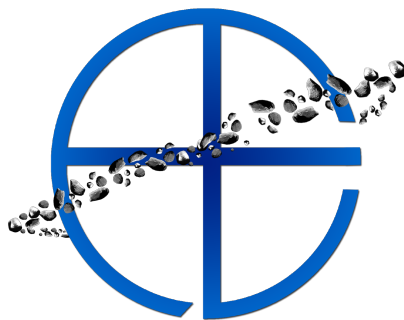
Therefore I decided to proposed return on investment by setting a percentage of future sales based on investment. Being in that need, I am also ready to engage me a refund on long term on failure of this project. Although after seeing the part of the video games market, the price of Pangaea and the 5% royalty, risk of failure is almost zero by also the fact that extremely low number of sales is needed to be profitable.

I beg your indulgence on my way to expose things or on my translation.

In the meantime,

And hoping that this reading will not have wasted your time,

I beg you to accept the expression of my highest consideration.



Paul-Aristide Barre.