



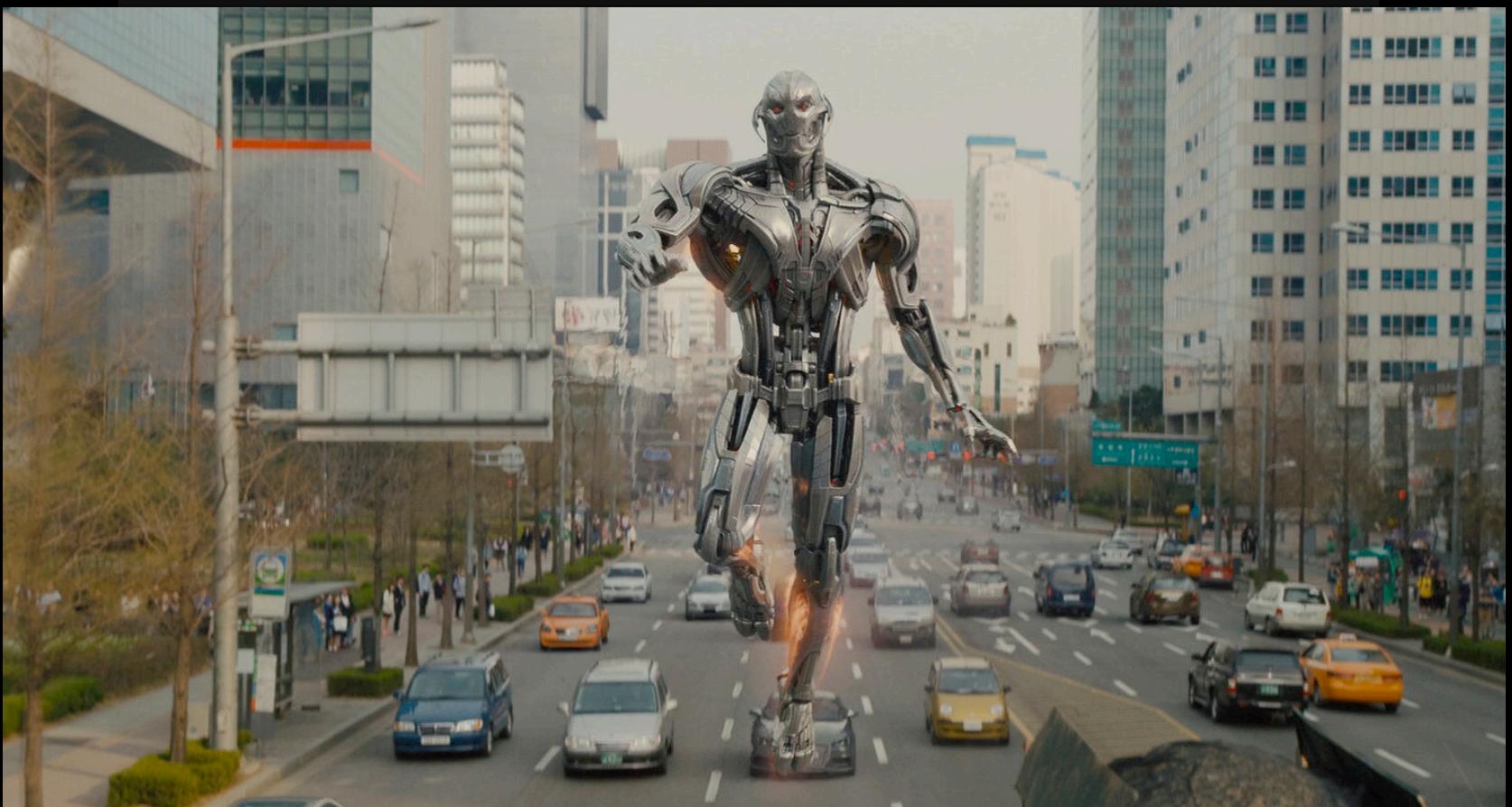
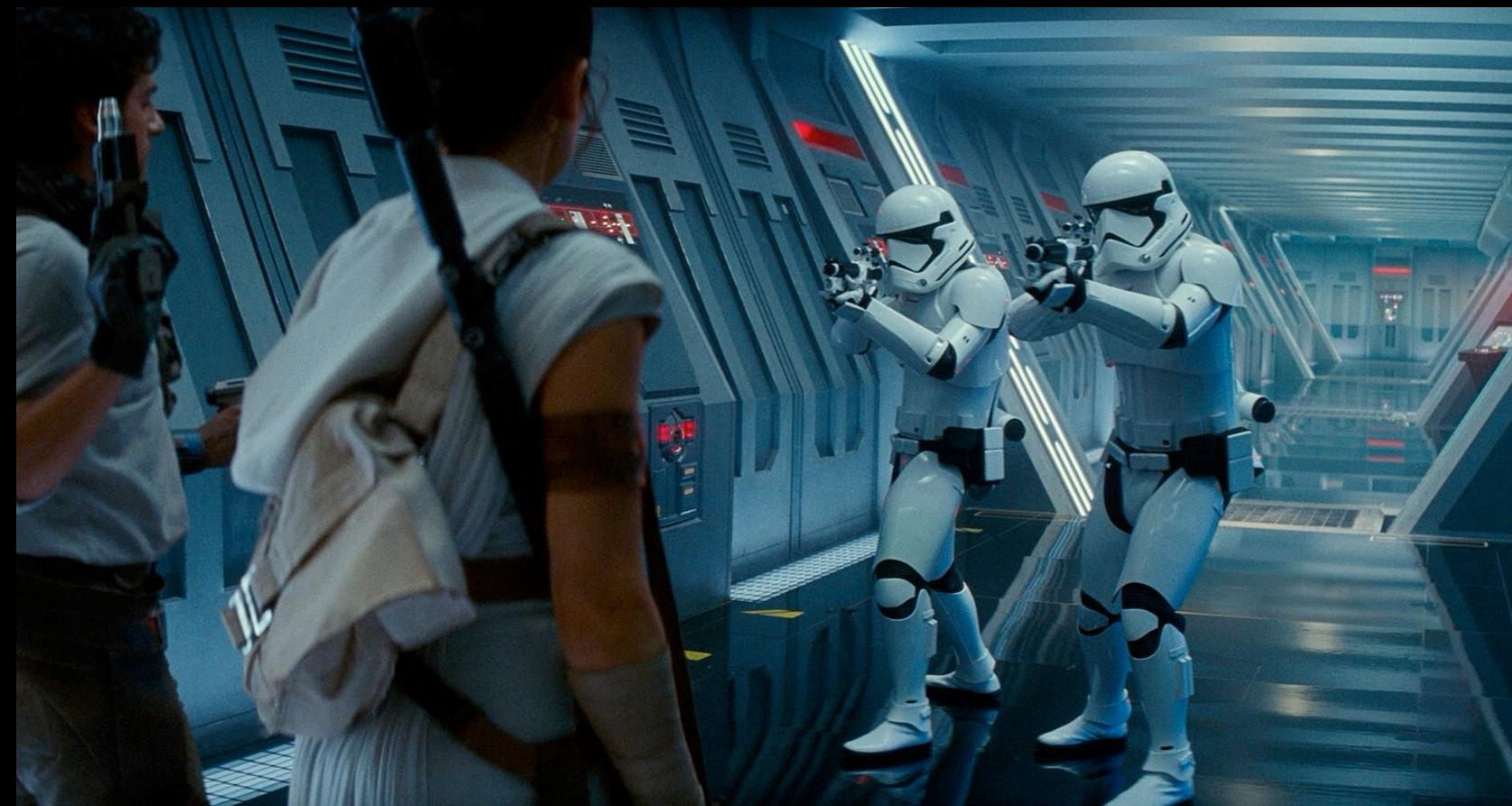
GYRIS

A Film and Gaming Franchise



Stories Are Everything

Film and game franchises span decades and are multimedia empires



Star Wars - to date this iconic franchise has produced 11 live action films, 2 animated films, 4 TV series, 32 video games, and countless spin-offs with future productions still ongoing

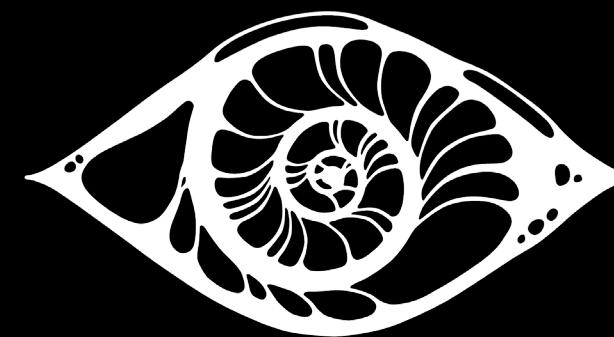
- Merchandise sales – \$42.217 billion
- Box office – \$10.316 billion
- Home entertainment – \$9.068 billion
- Video games – \$5.01 billion
- Book sales – \$1.82 billion
- TV revenue – \$944 million

Marvel Cinematic Universe (Film) - Since 2007 Marvel Studios has produced and released 29 films, with at least 14 more in various stages of development

- Box office – \$27.356 billion
- Merchandise sales – \$7.228 billion
- Home entertainment – \$5.617 billion

Lord of the Rings has generated \$20.4 billion in total revenue

- Book sales – \$9.125 billion
- Box office – \$5.896 billion
- Home entertainment – \$4.6 billion
- Merchandise sales – \$435 million
- Video game – \$62 million
- Other revenue – \$233 million



GYRIS

The World's Next Great Franchise

Gyris is 'the first world of an endless gyre'; a multiverse without boundary. Boasting 'the deepest lore in web3' the Studio Gyris team have already completed the **first of four screenplays**, the 2-hour epic 'Gyris: The Sound of Trees Standing.'



“

As the gluttonous Minjierrri slaughter the creatures of Gyris, a generation of Bu-Raa-Oo go to their aid.

In their absence a reluctant hero must rise and take a perilous quest in search of his fated 'Tua', a weapon divined by the Gods themselves.

But the darkness of battle pales to the evil of the Ochichurri who feast on flesh in the shadows.

If Aggy is to become the future of his people, he must learn; that no one alone can fight the dark.



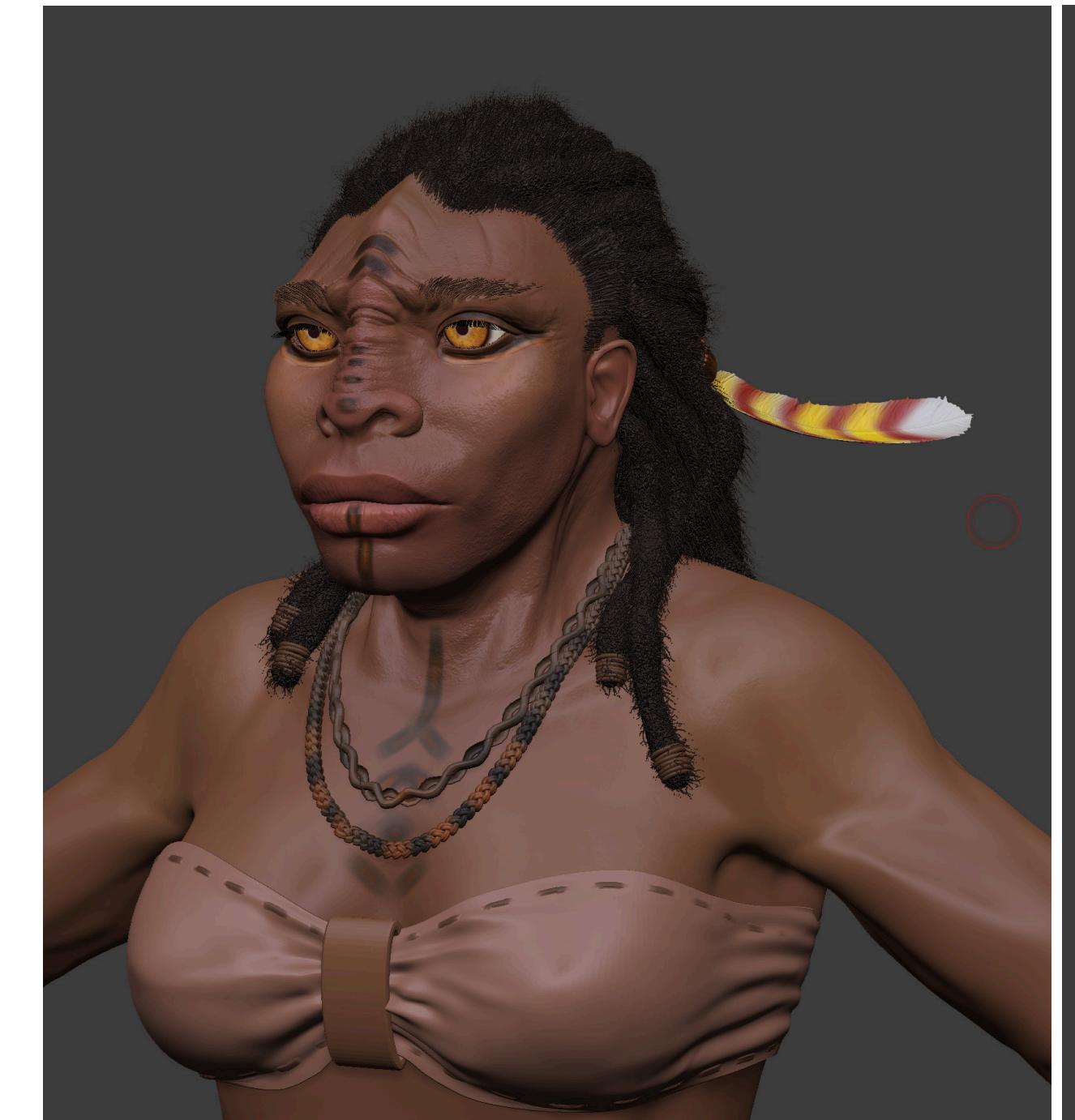
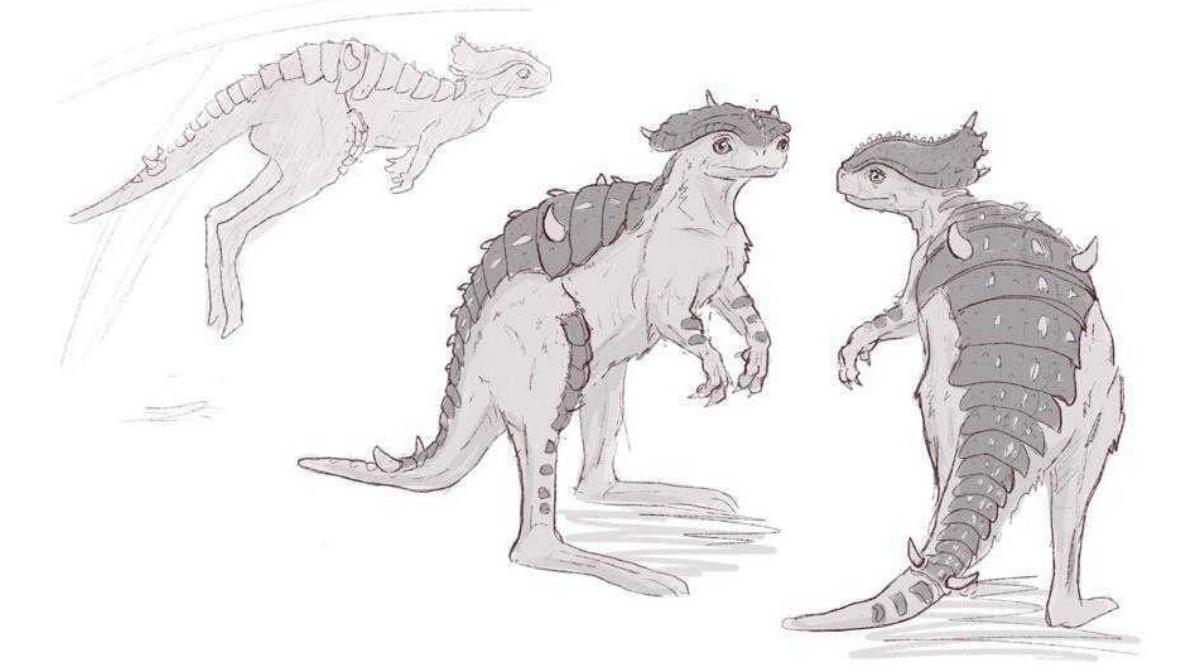


More than words

The Gyris multiverse is vast and evidenced by a growing cache of unique intellectual property including screen plays, visual concept art and game development.









Gaming

Currently, the video game industry is valued at \$180 billion, with one in three people participating in gaming. Gaming is bigger than Hollywood and the music industry combined.



Pokemon has a total revenue of \$118.5 billion. The highest grossing revenue of all franchises

- Licensed merchandise – \$91.305 billion
- Video games – \$27.145 billion
- Box office – \$1.85 billion
- Home entertainment – \$830 million
- Strategy guide books – \$142 million
- Jet aircraft livery sales – \$3 million

Pokémon



Unreal Engine 5:

Leveraging World Changing Technology
for Gyris Films and Gaming

Unreal Engine is the world's most open and advanced real-time 3D creation tool for photoreal visuals and immersive experiences. As we build our MMORPG we are simultaneously developing assets that can be used in our narratives, without splitting the budget.





The Gyris MMORPG

Build a life in an immersive fantasy world unlike any game before

Own and develop land and home

Develop communities and villages in a truly collaborative experience

Forage, mine and farm for resources to consume and trade

Forge alliances in peace and make enemies in war

Wager in one in a myriad of minigames available throughout the world

Grow and raise your family

Utilise the animals and creatures of Gyris to battle against foes, aid in farming, traverse the lands and so much more

Features include

Full wallet integration allowing you to play with your NFT

Play and earn through \$GYRIS rewards and wagering

Ecosystem marketplace to buy, sell and trade, characters, skins, upgrades using \$GYRIS token

Renting mechanism

Gamer profile allowing accumulation of \$GYRIS rewards from multiple linked NFTs

Never-before-seen village planning, land mechanics and ownership



MMORPG Roadmap Overview

The road to our MVP will be paved with AAA quality minigames, land releases and NFT launches designed to showcase our deep lore and game mechanics. With every release we complete important development milestones and features of the larger release.



Mini-games

Animalia Racing

Farm & Trade

Mounted Battle Royale

Gyris Fight League

Mountain Boarding

Quick wagering minigames used in social interactions (RPS, dice, stone throw, paper toss)

NFTs

4 genesis mints (2735 x 4)

Bura (Sold Out), Mara (Upcoming), Burameri, Minjierrri

4 free companion animal mints (2735 x 4)

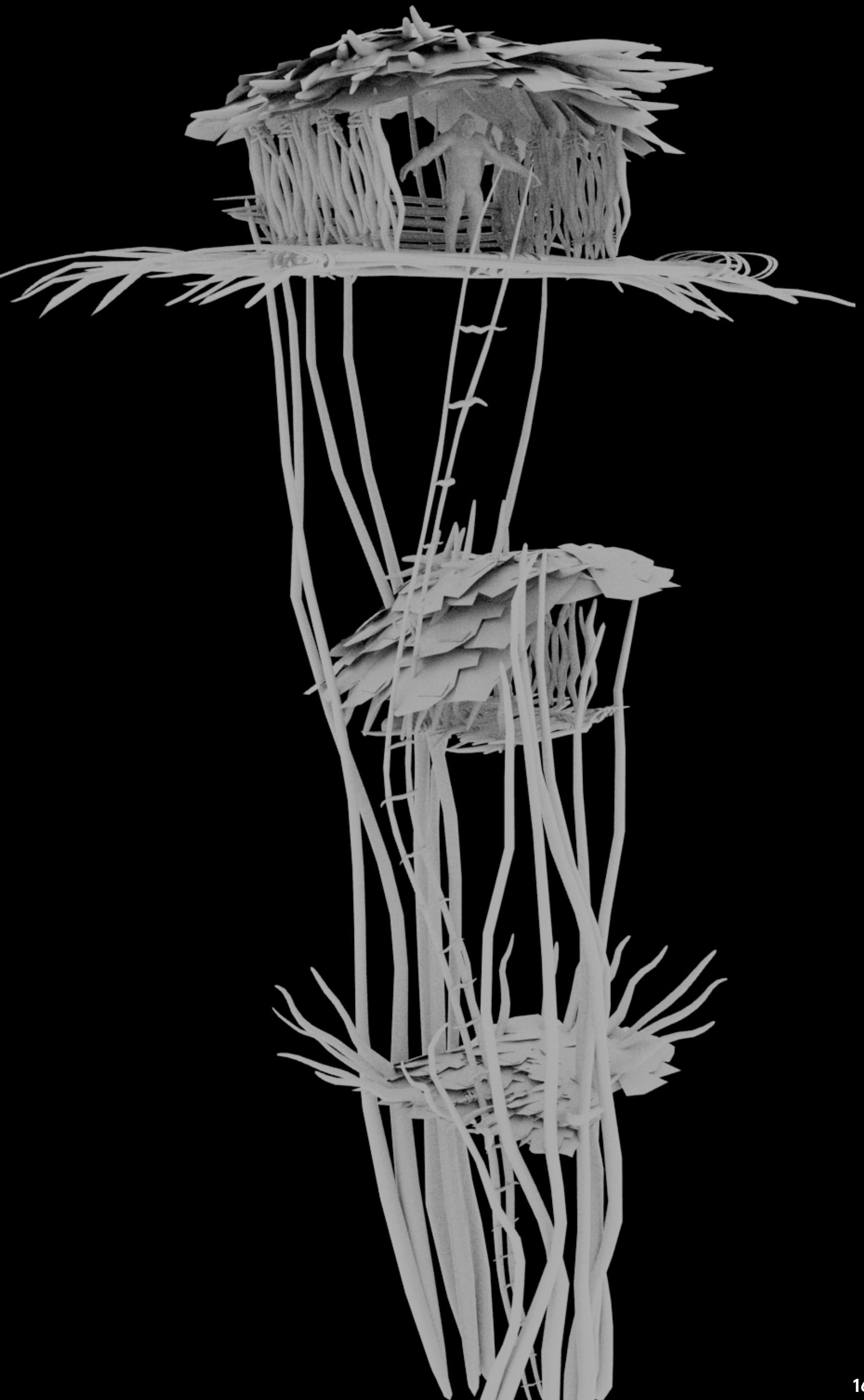
4 major land releases

Buralands (Sval, Duara, Motun, Aku)

Mara colonies (Sval, Duara, Motun, Aku)

Morindoo and Veins of the Underground

City of Porth





BURA MINT (Sold Out)

2735 Bura Genesis Mints

FREE OGG MINT

2735 Genesis Animalia
Companion Mints

OGG RACING ALPHA RELEASE

Mounting, riding and racing mechanics implemented
Mounted fighting mechanics implemented
Single player Alpha released

OGG RACING FULL RELEASE

Race wagering with \$SOL
All NFTs are playable assets from wallet
Free to play enabled to onboard any gamer
Tournaments for cash prizes begin

OGG RACING MULTIPLAYER BETA RELEASE

Special attacks released for Bura
Web3 wallet integration (Access and play with your NFTs)
Race wagering (test net)
Performance relative to XP/non-visual stats
Gaining XP from gameplay



MARA MINT AND BULLAKA MINT*

2D and 3D game ready assets
Mara special abilities, fight and riding mechanics
First village open to public
*Bullaka mint is free to Mara holders

FIRST LAND RELEASE AND SALE: BURALANDS (MOTUN, AKU, DUARA, SVAL)

The four main city centres of the Buralands are open for settlement
Players have access to their plot(s) and can begin constructing their dwellings
Players can forage for materials to build shelters
Crafting items can improve build times and structures
Plots require a base level of attention to provide enough sustenance for players
Community spaces are open, and testing begins on village campaigns to create communal structures
XP can be earned through completion of community-based challenges where players must work together
The entire Buralands are open to travel and players can move between settlements
Seasonal weather conditions activated
Ziplines and rope swings connect many of the treehouses in the Buralands

FARM AND TRADE BETA TESTING

Farming, trading and breeding mechanics are released for testing
Players can grow crops, trade resources and breed their Oggs
Oggs can be used for farming and racing. Some Oggs are better suited for farm life while others will be better for racing

FARM AND TRADE FULL RELEASE

The land you own is available to actively farm, trade, breed and craft items
The \$GYRIS token is now available to begin utilising the in-game economy
Competitions are expanded to include farm and trade challenges and expanded to include tribe vs tribe community challenges

BURAMERI MINT

Marriage/union functionality
Breeding



MARKETPLACE

P2P trading mechanics

P2P GAME CHALLENGE SYSTEMS

Expanded village campaigns, communal activities, and crafting abilities
Social interactions that include PVP quick wagering minigames
Rock, paper, scissor/tiger, man, gun variant
Rock dice (odds or evens)
Stone throw: lawn bowls/bocce/marbles type game - closest to marker wins
New Animalia Racing tracks released

GYRIS FIGHT LEAGUE

PvP and PvE minigame with motion capture suits brings hand-to-hand combat and wrestling mechanics for Bura and Mara
New game modes: 1v1 and larger team-based matches
Game specific arena created - Bungairi Training Ring
New challenges against other tribes for communal prizes
Challenge anyone you meet in your travels to a fight
Tournaments are expanded to trial Gyris Fight League

MOUNTED BATTLE ROYALE

4 player mounted battle royale on a closed map in Buralands
New mount and ride mechanics
Interoperable companion animal riding (Characters can ride an assortment of different animals)
Attack mechanics for Mara



MINJIERRI MINT

2D NFT and 3D game ready avatars
Diedna Mint for Minjierrri Holders (FREE)

GYRIS MOUNTAIN BOARDING

The Bura use bark to mountain board down the mountains around the Burals. Open world mountain boarding for exploration and transit
Race mode to challenge other Buras
1v1 and larger team based matches
Challenge other tribes for communal prizes
Each region gets a course
Race mode

DIEDNA MINT (FREE TO MINJIERRI HOLDERS)

Minjierrri and Diedna 3D playable avatars

MORINDOO AND VEINS OF THE UNDERGROUND LAND RELEASE

MVP complete...but this is just the beginning



Optimisation

The Gyris Marketplace will be optimised for our NFTs and built to incentivise trading on the platform. Only here will you see the non-visual attributes displayed alongside your NFT.

Buy and Sell using \$GYRIS



The Gyris Marketplace

The marketplace will allow community members to buy and sell their Gyris NFTs as well as their derivatives depicting the universes and storylines of the Gyris multiverse using \$SOL or \$GYRIS tokens. \$GYRIS tokens will be dropped to all holders prior to marketplace launch.

Exclusive Gyris NFTs

Studio Gyris will drop exclusive items and build NFTs available for purchase with your dropped and earned \$GYRIS token. These will be the ultimate flex of Aiju (influence) in Gyris.

This marketplace will ideally become the main source of Gyris NFT sales and drive revenue for the community, who will be incentivised further by a lower marketplace fee of 1.5%. This fee will be distributed 50/50 between Studio Gyris and the DAO.

Reinvesting in Communities





Showing Total: 420 Results

ID	Name	Owner	Attributes	Price	Action
#13204	Bura: Bu-Raa-Eh	xYza...SsnHj	Strength: 88, Intelligence: 54, Wisdom: 75, Dexterity: 5, Charisma: 39, Resilience: 85	43 SOL	INSPECT SNATCH
#13204	Mara - Duvali Mara	xYza...SsnHj	Strength: 88, Intelligence: 54, Wisdom: 75, Dexterity: 5, Charisma: 39, Resilience: 85	99 SOL	INSPECT SNATCH
#13204	Minjierry - Parvo	xYza...SsnHj	Strength: 88, Intelligence: 54, Wisdom: 75, Dexterity: 5, Charisma: 39, Resilience: 85	41 SOL	INSPECT SNATCH
#13204	Bura: Bu-Raa-Oo	xYza...SsnHj	Strength: 88, Intelligence: 54, Wisdom: 75, Dexterity: 5, Charisma: 39, Resilience: 85	42 SOL	INSPECT SNATCH
#13204	Bura: Bu-Raa-See	xYza...SsnHj	Strength: 88, Intelligence: 54, Wisdom: 75, Dexterity: 5, Charisma: 39, Resilience: 85	56 SOL	INSPECT SNATCH
#13204	Mara - Iguela de Wara	xYza...SsnHj	Strength: 88, Intelligence: 54, Wisdom: 75, Dexterity: 5, Charisma: 39, Resilience: 85	97 SOL	INSPECT SNATCH
#13204	Bura - Bu-Raa-See	xYza...SsnHj	Strength: 88, Intelligence: 54, Wisdom: 75, Dexterity: 5, Charisma: 39, Resilience: 85	112 SOL	INSPECT SNATCH
#13204	Bura - Bu-Raa-Eh	xYza...SsnHj	Strength: 88, Intelligence: 54, Wisdom: 75, Dexterity: 5, Charisma: 39, Resilience: 85	113 SOL	INSPECT SNATCH
#13204	Bura - Bu-Raa-Oo	xYza...SsnHj	Strength: 88, Intelligence: 54, Wisdom: 75, Dexterity: 5, Charisma: 39, Resilience: 85	64 SOL	INSPECT SNATCH
#13204	Bura - Bu-Raa-Eh	xYza...SsnHj	Strength: 88, Intelligence: 54, Wisdom: 75, Dexterity: 5, Charisma: 39, Resilience: 85	62 SOL	INSPECT SNATCH
#13204	Mara - Duvali Mara	xYza...SsnHj	Strength: 88, Intelligence: 54, Wisdom: 75, Dexterity: 5, Charisma: 39, Resilience: 85	96 SOL	INSPECT SNATCH
#13204	Bura - Bu-Raa- Eh	xYza...SsnHj	Strength: 88, Intelligence: 54, Wisdom: 75, Dexterity: 5, Charisma: 39, Resilience: 85	101 SOL	INSPECT SNATCH

Page: 1 2 3 4 5 ... 190

< Previous Next >



Marketing

This is the area where we know we can do better. Despite having all the elements to make a successfully marketed project we lack the execution required to bring attention. Investment will be in part utilised to hire marketing personnel to package content that will attract and retain investors and gamers from around the world. Utilising channels like Discord, Twitch, YouTube, TikTok, Twitter, and Instagram we will deliver world-class video and graphic storytelling to drive organic growth.



Personnel

Our team is packed with Investor Influencers. With the assistance of entertainment industry heavyweights who know how to produce high quality content for marketing and entertainment purposes.

Community Growth

Rolling out new mini-games allows us to not only develop gaming mechanics in stages, it gives us the ability to create free-to-play on ramps that will drive users towards utilising the marketplace. By engaging users at the marketplace we can channel them from free-to-play users to NFT holders and players.

High Quality Trailers

Because our artists are experts in their field, we are able to produce industry level cinematic teasers that flex the filmic nature of the project while showcasing the game-ready assets and gameplay found in the world of Gyris.

Investor Influencers

With the assistance of strategic investors and advisors Gyris will leverage our high-quality marketing assets to push our brand and gaming build out to wider audience.

Consistent Content Delivery

Integrity is part of our brand. To us that means constantly communicating with community and involving them in the build process. WIPs, founder vids and twitter spaces.



Financial Model

Gyris' unique financial model contrasts to prevailing PFP economies.

Our game gears holders towards holding multiple NFTs
as well as incentivising engagement and levelling up.

We have a myriad of opportunities available for monetisation
by creating deep utility and purchasing power for \$GYRIS token.
Our aim is to create an ecosystem where most purchases can be made
with \$GYRIS token and in many cases, exclusively with \$GYRIS.



Royalties

Marketplace Fee

Land Sales

Token Sales

Skins & Items

In-Game
Microtransactions

Structure & Environment
NFTs

In-Game
Wagering

Film & TV
Profit Share

Genesis NFTs

Series 2 & 3
NFTs

Revenue Streams



Art DEVS

We have strategically chosen motion graphics artists that bridge the divide between art and programming.

Most of their previous work was in the commercial industry developing teasers, intros and sizzles for international broadcast clients, as well as experience in music videos, feature and short films and everything in between.



Adam Everill (Master Chief)

Adam is the creator of Gyris, founder of Studio Gyris and wild man. He is a serial social entrepreneur, most notably raising over 10 million USD for international development activities through Gyris charity partner Equal Playing Field. He is a lifelong creative and Gyris his magnum opus.



Chris Harkin (Founding Artist)

A motion designer, FX artist, photographer and musician Chris has provided the conceptual art direction for the project thus far. Friends with Gyris Creator Adam since high school, collaborating on music videos, music, art and now NFTs.



Tristan Brittaine (Creatures and environments)

Tristan is a Motion Designer, FX Artist, illustrator and Photographer. With over 10 years of experience in the motion design space he has worked with a swath of international clientele. Tristan joins the Studio Gyris team to work across creature and environment design.



Geoff Thomson (Pipeline Manager)

Geoff is an industry heavyweight having worked across film and television for 15 years. His focus is on artist management, 3D modelling and rigging and environment development.



Andy Clayton (Gaming CTO)

Andy has an Electrical Engineering Degree (Honours) and an MBA. His career has moved him from automation engineer to designing software for one of the world's largest machinery manufacturers. He has spent the last year managing a team of 8 developers creating virtual reality simulations for safety training in hazardous industries. Genius taught himself proficiency in Unity and Unreal Engine 5.



Shoaib Mulla (Senior Game Dev)

Shoaib has 15 years experience in programming where he spent the last 7 years in game development. Through his work he has honed his proficiency primarily in UE5. Our favourite piece of work was his very own; 'Forging Destiny', where he was the Game Designer, Lead Dev and Lead Artist.



Yun Khang Lai (Senior Motion Graphics Artist)

Yun holds 20 years of experience and known as a heavyweight in the broadcast design industry having worked with some of the most prestigious agencies in the world including Ogilvy, OPR and R/GA. His work, including Australia's Google Pixel 4 campaign, Colgate campaign and a host of projects featured across Ooh! Media bulletin boards throughout Sydney, Australia, are well known.



Antonio Coronado (Junior Game Logic Dev)

Antonio has 5+ years of experience as a 3D artist and currently works as our junior game logic developer. He has worked on various indie gaming titles and comes with a solid grounding in Unreal Engine programming using C++ and Blueprint.



Game and Blockchain DEVS



More Team



Roberto Hidalgo (3D Modeler)

Roberto is a 3D artist with wide knowledge in ZBrush, Maya, and Substance Painter. Roberto enjoys creating all kinds of 3D characters and ambient assets. He is currently creating our course assets that bring our racing track to life.



Mateo Krile (3D Modeler)

Mateo is a 3D modeler and sculptor specialising in procedural modelling and tool development in Houdini. Over the past couple of years he has contributed to a number of NFT projects and games.



Saba Udzilauri (blockchain and security)

Saba is a blockchain developer with a cyber security background. Experienced in C++, solidity and now Rust he has built across Ethereum, Fantom and Solana.



Sean Rung (Communications and DAO)

After spending over 7 years in media, marketing and communications in the not-for-profit world, Sean now leads the communications and DAO development for Studio Gyrис. Known as Diggy on the Solana blockchain, he's also a former founding board member for the MonkeDAO.



Real Community Impact

www.equalplayingfield.global

Gyris creator Adam Everill co-founded **Equal Playing Field** in Papua New Guinea in 2011, an organisation fighting to end violence against women and children.

7.5% of Primary sales and 10% of secondary royalties are donated to EPF.

To learn more about support for EPF
www.gyris.io/epf/

*Gyris has raised over 250 SOL for Equal Playing Field as of 11/04/22

