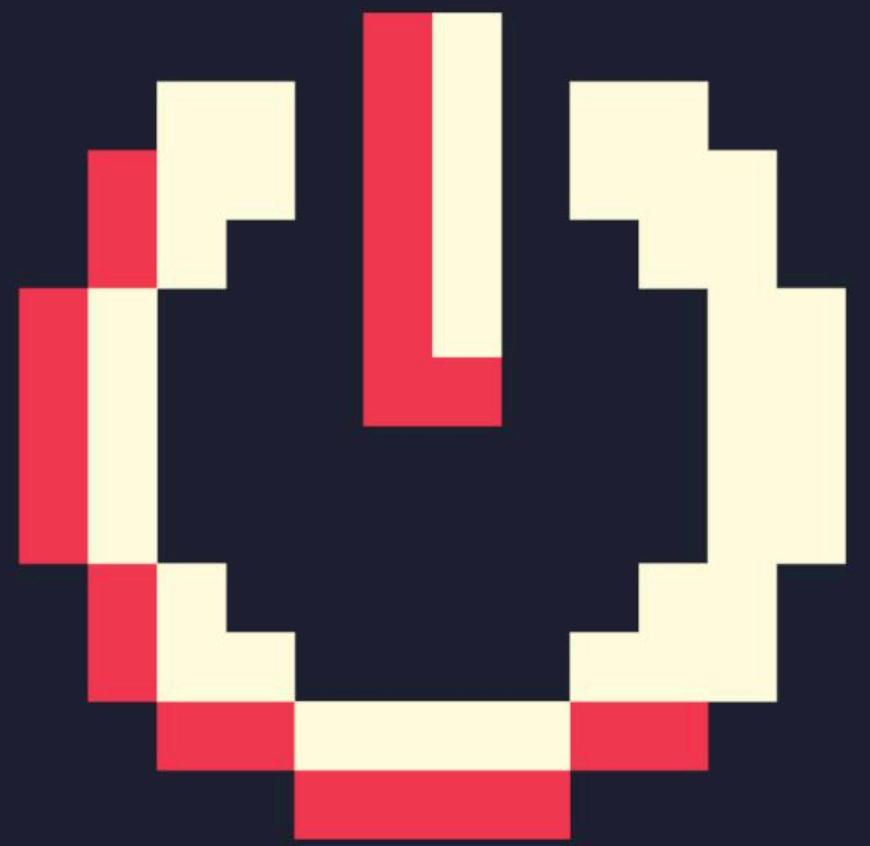


# Studio Alignment Proposal:



zKorp

# Introduction:

## Our history:

**zKorp** was among the first gaming studios on Starknet and Dojo.

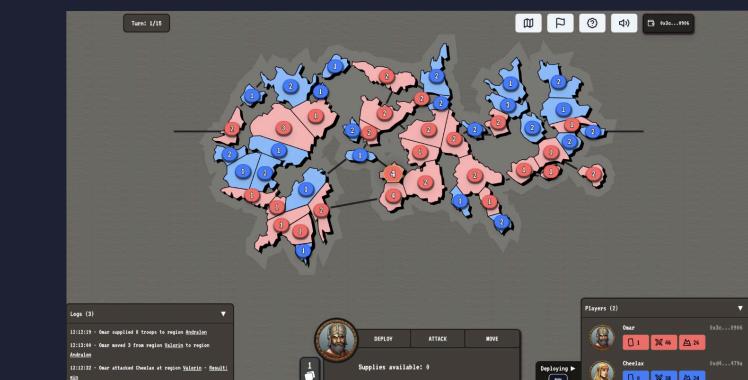
Since **entering the Realms ecosystem in July 2022**, we've committed ourselves to advancing on-chain gaming and pushing the boundaries of what's possible with new technologies. Over the past year, we've rapidly prototyped and released **eight different game concepts**, helping us identify what truly resonates with users and where the technological bottlenecks lie.

## Our flagship project:

**zKube**, has achieved notable traction: it has been one of the **most active contracts** on Starknet for months, powered by **\$LORDS**.

## Our ambition:

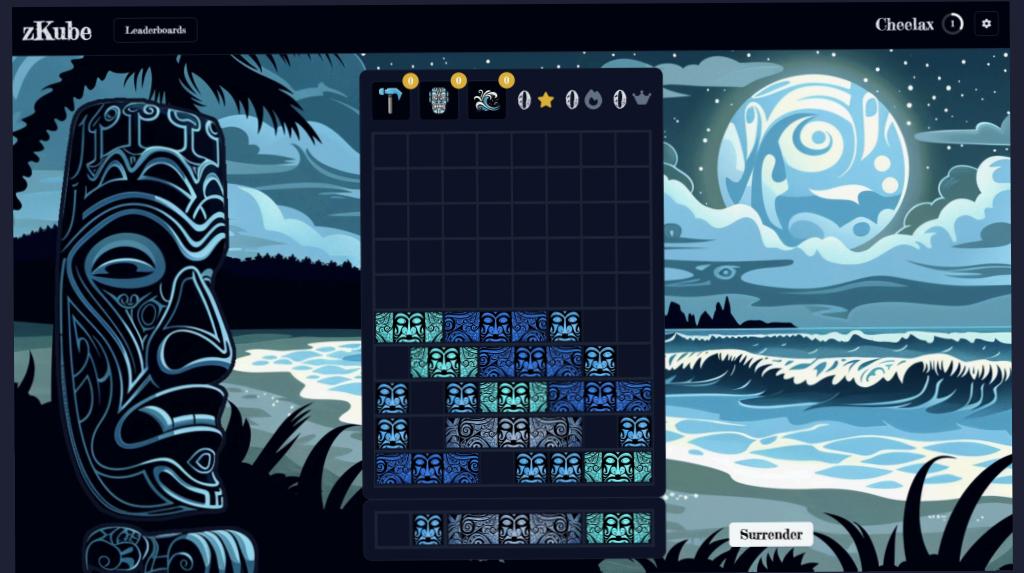
strengthen our partnership with the DAO and join the **Studio Alignment Program** to scale our efforts and bring even more value to the Realms ecosystem.



# Our games:

1.5 year = 8 games = 8 style of games implemented

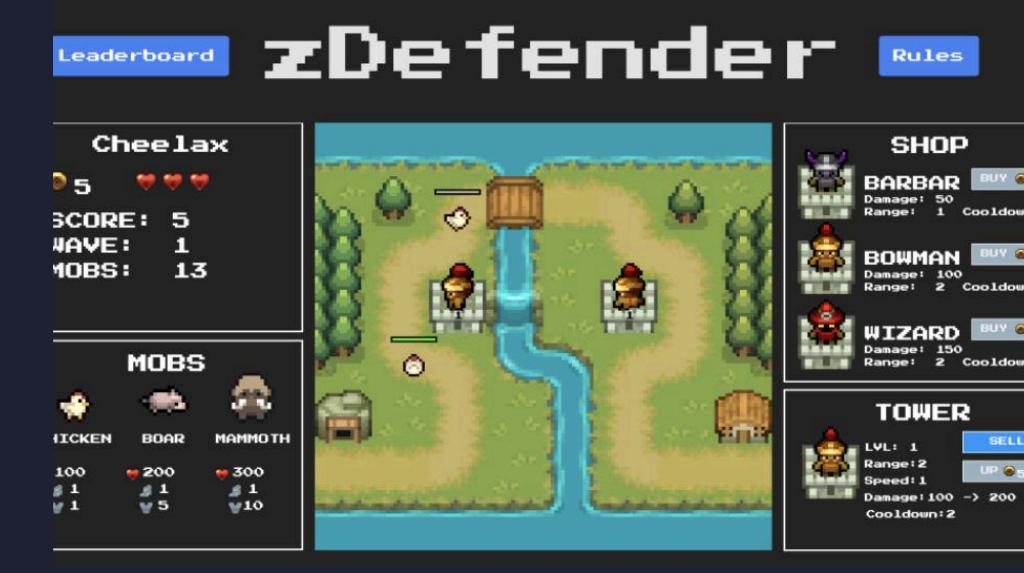
casual puzzle game



2d isometric strategy



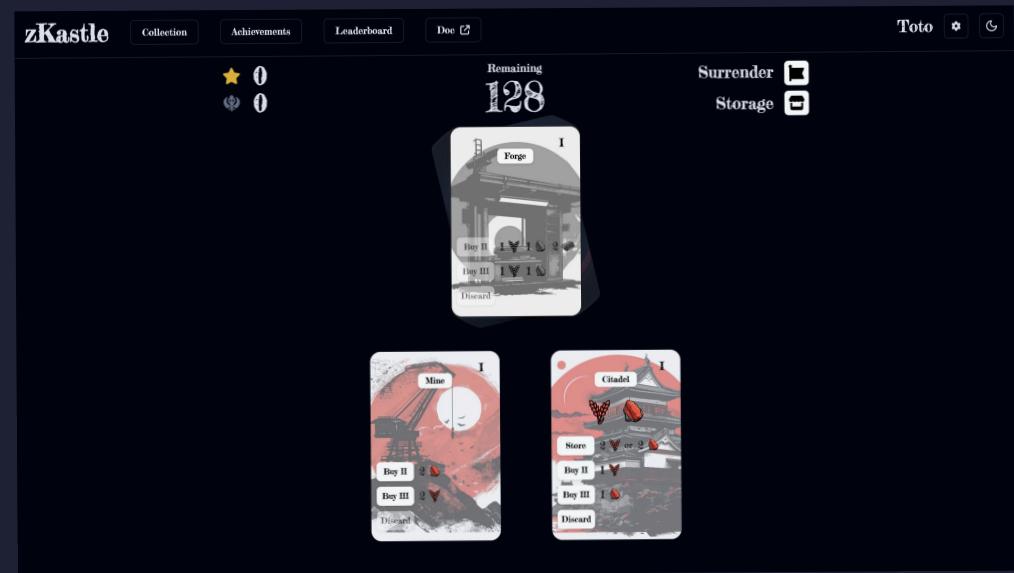
tower defense



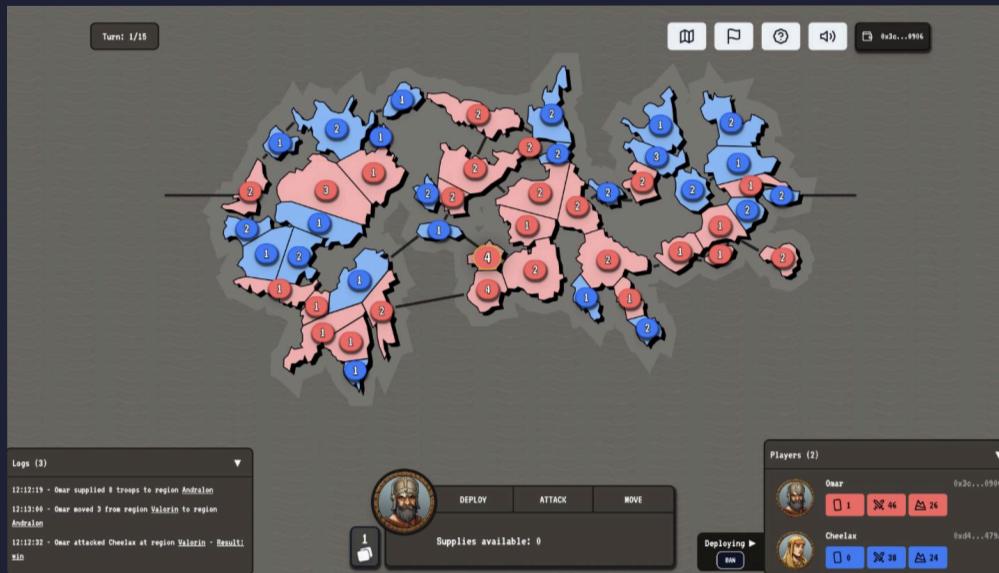
autobattler



card game



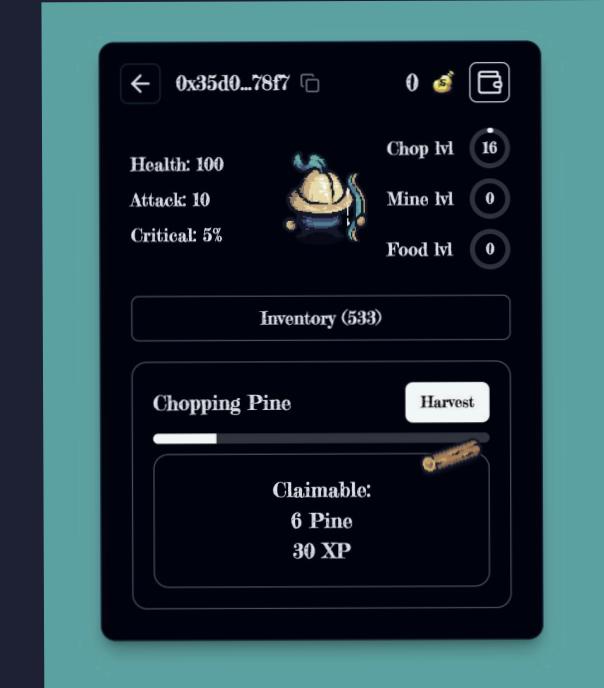
board game (risk)



real time multiplayer



idle game



# Value Proposition & Vision:

We envision zKorp as a pillar of innovation within the Realms ecosystem:

- Iterative Innovation:** Rapidly prototyping and launching new concepts to engage and delight players.  
Game jam winners, can release POC in a week end.

**zKube**  POC: July —————→ Mainnet November 2024

**zIdle**  POC: 2 days

**zKlash**  POC: 3 days

- Redistributing Fees to Users:** Sharing a portion of generated fees to the veLORDS pool to create incentive-aligned economies and encourage player loyalty.

 People play = DAO win      20% of zKorp fees in zKube shiped to veLORDS owners

# Value Proposition & Vision:

We envision zKorp as a pillar of innovation within the Realms ecosystem:

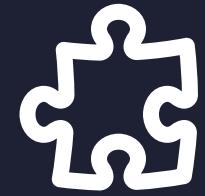
- **Ecosystem Growth:** As key members of Starknet and FOCG ecosystem, we contributed a lot to the technical growth of those two techs. Our goal is now to **Bring casual** and Web3-native gamers into Realms ecosystem, increasing visibility and adoption.



200 + contributions on Starknet and FOCG



500 + unique users over one month



**Market Integration:** Established \$LORDS presence on zKube bringing visibility to the DAO. Expanding contribution through marketplace development and DAO tooling to drive ecosystem growth.



x Ranking among the most active contracts on Starknet , powered by \$LORDS.



# Why zKorp? Our Unique Position:

## Proven Track Record

- 2+ years of active collaboration with Lords
- Successful mainnet deployments
- Established partnership with Cartridge

## Exceptional Team Synergy

- 10+ years of shared experience
- Diverse IT expertise (gaming, fintech, infrastructure)
- Strong ecosystem relationships

## First Mover Advantage

- Pioneer studio on Starknet/Dojo
- Deep ecosystem understanding
- Mature infrastructure and codebase

- 🏆 zKnight, 1st Dojo game jam (2D tactical game)
- 🏆 zDefender, 2nd Dojo game jam (tower defense)
- 🥇 Plague survivor, two tracks won (PvP multiplayer game)
- 🥇 zKrown, Bibliotheca dao grantee (Risk on chain)
- 🥇 zKastle, dojo track won during Starkhack
- 🏆 zKlash, Last Dojo game jam (Autobattler)



New Cartridge Developer  
Partner ACTIVATED

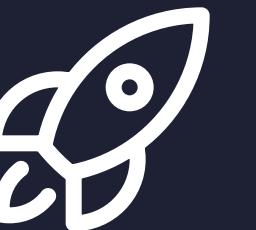


# Achievements & Contributions to the ecosystem



## Early Pioneers in FOCG:

Among the first studios  
on Starknet and Dojo.



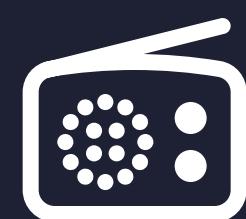
## Prolific Prototyping:

Developed 8+ gaming concepts:  
(zKrown, zKube, zKlash, etc.).  
Triple dojo game jam winner



## Community Engagement:

Active DAO members,  
frequent contributors to community  
events.



## Ecosystem Promotion:

Representing the DAO at  
conferences, panels, and IRL  
events (Starknet booths,  
hacker houses).



## Open Source & Collaboration:

Contributed to over 10 Starknet  
ecosystem projects (180+  
contributions), including Dojo and  
Madara.



## Proven Track Record with Dojo:

Our early involvement with Dojo and  
our ability to deliver games under  
tight deadlines demonstrate our  
reliability as a partner.



# \$LORDS Value Flow & Ecosystem Benefits

 **Top Contributors**  
Top legends that contributed to the chest

1. Pipi	31523 points	288.55 \$L
2. selkie	30757 points	281.54 \$L
3. LeL	23279 points	213.09 \$L
4. MM	21912 points	200.58 \$L
5. orange	20356 points	186.33 \$L

 @Lord Cheelax tbh if you don't commit your life to the season it's worthless to put lords in  
 Fen 16/12/2024 14:44  
I spent all my zkube winnings 😅

## 1. Proven Track Record of \$LORDS Circulation

- Successfully distributed 30K \$LORDS through zKube, creating new token holders
- Demonstrated cross-game synergy with players reinvesting zKube earnings into Eternum

## 2. Future Value Generation Mechanisms

- Revenue sharing: Directing a portion of zKorp swap profits to veLords holders
- Token locking: Strategic locking of \$LORDS based on project milestones and performance
- Tournament ecosystem: Regular competitions with \$LORDS prize pools

## 3. Ecosystem Alignment

- Direct contribution to \$LORDS token velocity
- Creation of new utility cases for \$LORDS
- Building lasting token holder engagement through game mechanics
- Supporting cross-game pollination within the Realms ecosystem



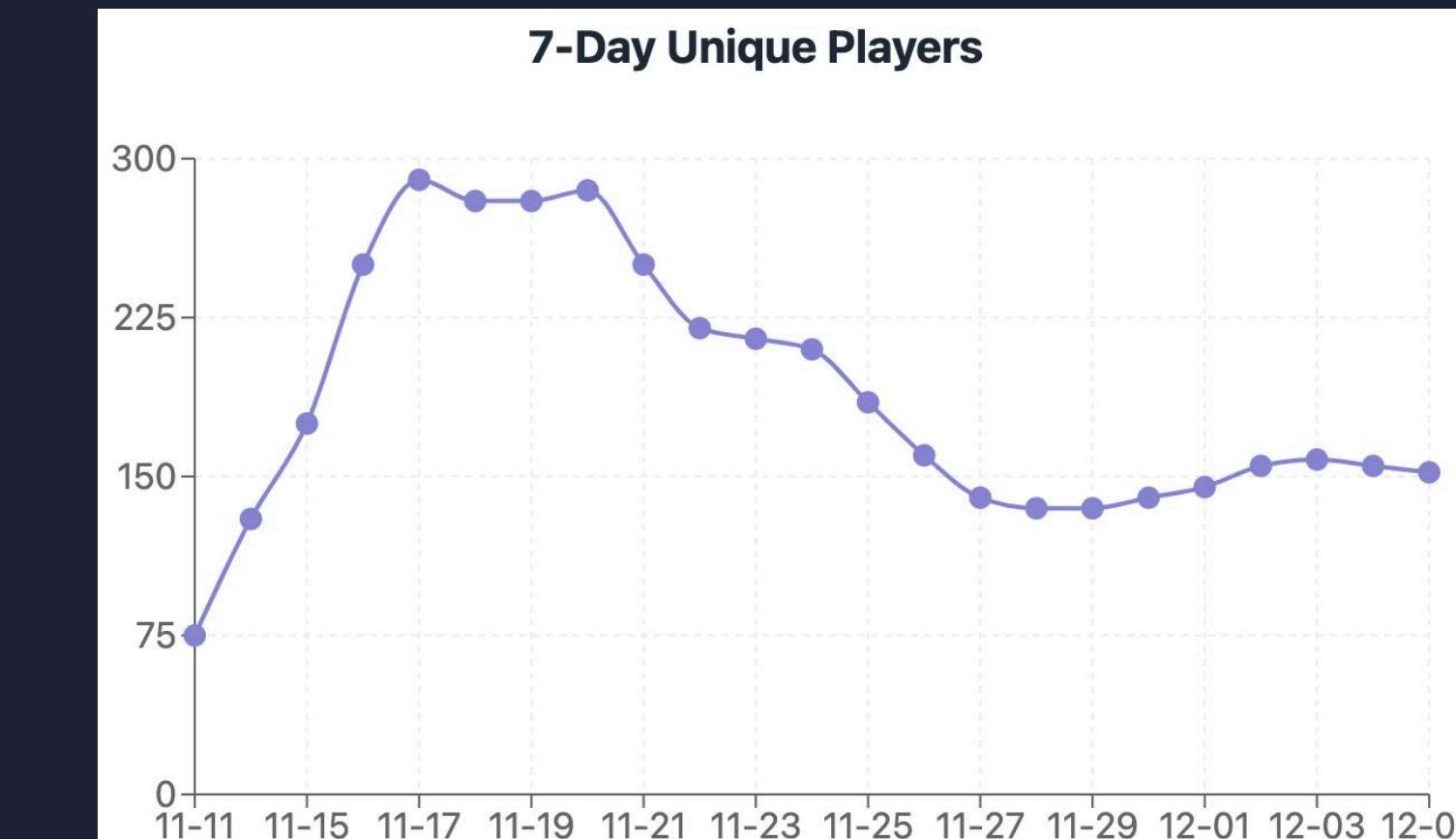
# zKube: a game validated by the community

## A game with a lot of players

- 555 + unique players
- 50 average daily players
- 30 days retention: ~15%

## A game loved by the players

- 40+ user feedbacks
- 96% said they would play the game again



It's fun and  
now mobile is  
even better

Steven

It's mobile  
friendly, easy  
to play on the  
go

Calc

It's really fun and  
you should  
continue making  
games like this

3rickdev



# 24-Month Growth:

## Growth Targets:

- 6-Month (Q2 2025):
  - 2,000 unique users (3.6x growth)
  - 250 DAU
  - 30-day retention: 20%
  - Monthly Active Users (MAU): ~750
- 12-Month (Q4 2025):
  - 5,000 unique users (9x growth)
  - 600 DAU
  - 30-day retention: 25%
  - MAU: ~1,800
- 24-Month (Q4 2026):
  - 15,000 unique users (27x growth)
  - 1,500 DAU
  - 30-day retention: 30%
  - MAU: ~4,500

## KPI Focus:

- Specific KPIs around zKube (e.g., user growth, daily active users, and in-game revenue) will guide adjustments in marketing and development.
- Milestones include the release of zKlash, zLiddle, and our AI-driven agent, each with defined user targets and monetization goals.

## Risk management:

- Technical Risk: Starknet/Dojo development timeline
  - Mitigation: Proven team expertise, close relationship with core teams
- Market Risk: Crypto sentiment evolution
  - Mitigation: Primary focus on gameplay quality
- Competition Risk: New entrants
  - Mitigation: First-mover advantage and established relationships
- Adoption Risk: Onboarding challenges
  - Mitigation: Streamlined UI/UX experience



# Strategic Initiatives & Plans (2025–2026)

## 1. zKube Growth & Monetization:

- Enhance user experience and accessibility via a frictionless web interface.
- Implement balanced in-game economics, tournaments, and leaderboards to create sustainable revenue streams as the user base grows.
- Redistribute part of the fees to users, increasing player loyalty and engagement.
- Explore future communication and marketing enhancements (e.g., test Telegram integration) to improve user acquisition when timely and beneficial.

## 2. AI Integration & New Gameplays:

- Explore AI-powered agents (in collaboration with Loaf) to create innovative, dynamic gameplay elements.
- Release zKlash and zIdle as new cornerstone projects, driving experimentation and ecosystem synergy.

## 3. Ecosystem Integration via zIdle:

- Introduce zIdle as a Layer 0 resource layer for interoperability.
- Collaborate closely with the DAO's marketplace initiative and other ecosystem projects to improve visibility and user retention.

## 4. Implication in the marketplace development:

- Reinforce the marketplace team to polish the existing and make it enjoyable for every user
- Stay close to the community and iterate with them to make [market.realms.world](#) the go to market for Starknet nfts
- Contribute to other DAO dev needs



# Strategic Initiatives & Plans (2025–2026)

## 4. Community-Driven Development & Player Retention:

- Host community polls, events, and discussions to steer development.
- Encourage open-source contributions and collaborations.
- Build a close-knit community through regular events, tournaments, collectibles, and ongoing communication channels.

## 5. Talent & Scalability (Funding Allocation):

- Remuneration of the core team to ensure stability and long-term focus.
- Increased marketing efforts (partnerships, community campaigns) to expand user reach.
- Strategic hires (freelance devs, communication advisors) to increase development velocity and strengthen community outreach.

## 6. New Opportunities & Cross-Collaboration:

- Explore non-gaming areas where zKorp can add value to the Realms ecosystem.
- Strengthen partnerships within the DAO ecosystem, integrating cross-game links and shared mechanics with friendly developer teams we've already collaborated with.



# Budget allocation

## Budget Allocation Asked:

**(6M \$LORDS for alignment + 1M \$LORDS fully injected as incentive to players of the games)**

## The 6M will be used to:

- Pay developpers
- Grow the team (dev needs + marketing help)
- Invest in marketing for both our games and the ecosystem
- Technical investment if needed (tooling, ai etc...)

## Reasons of this value:

### Full Alignment with DAO Vision:

- Exclusive DAO funding ensures undivided focus on ecosystem growth
- No external funding requirements maintains pure alignment with DAO objectives

### Already skin in the game

- Established game successfully integrated with \$LORDS ecosystem
- Demonstrated commitment to continuous ecosystem development

### zKorp Momentum

- Leveraging zKorp's position as an established Starknet gaming studio
- Building on proven success to expand ecosystem reach and adoption

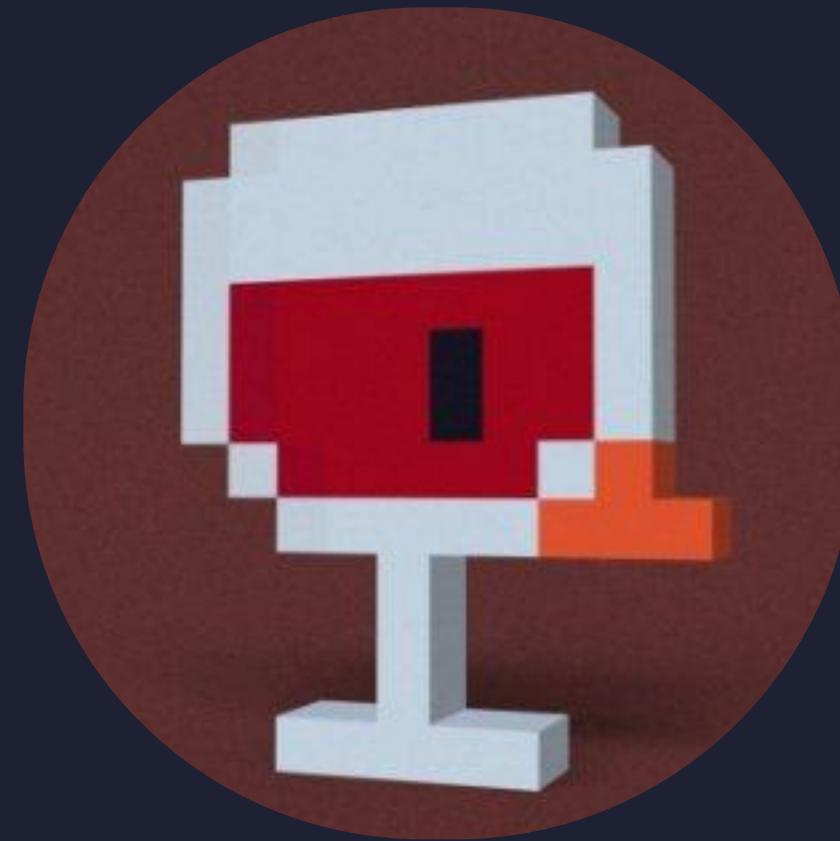


# Meet our experienced team



**Cheelax**  
CEO

- 7 years of experience as a software developer (Airports of Paris, French railway company, Total)
- Web 3 full time after having contributed to big Starknet projects (Dojo, Dojo games, argent scaffold, cairo book).



**Matthias**  
**Cofounder, fullstack dev**

- 7 years as software architect at a robotics startup.
- ex CTO of Monopole, a cross-chain startup studio for impactful projects.
- Contributor to projects like Dojo or Madara



**Cosmos**  
**Cofounder, fullstack dev**

- 7 years at a startup as a front-end operations engineer (LVMH, Moët Hennessy, Acqua di Parma).

# Testimonials: People trust us

## @cs\_eth: cofounder of Cartridge

“zKorp is the most **seasoned and prolific** game studio in the entire dojo ecosystem. They’ve placed in every dojo game jam and have been instrumental in **pushing the boundaries** of the dojo stack.”

## @robertkp13: member of the Starknet Foundation

“I had the privilege of collaborating with zKorp during their last Hacker House in Brussels, where they built the initial MVP of zKube. Their **impressive talent, innovative mindset, and ability to deliver** a fun and challenging Tetris-like game demonstrate their **exceptional skills** in game development.”

## @blumebee\_ : head of community at Onlydust

“zKorp is a great example of a group that **participates actively in the Starknet** ecosystem, contributing to many different projects as contributors and as maintainers. On their very own projects, they continue to **encourage open-source** by onboarding devs from around the world via OnlyDust.”

## @Calcutat: core contributor at realms DAO

“zKorp **exude knowledge** and outside of the box thinking that few could wish to attain yet are some of the **loveliest teams** to collaborate with. I would not bet against them.”



# Community-First Approach & DAO Collaboration

## 1. Active Community Engagement

- Regular community polls to guide game development priorities
- Open development process with frequent community updates
- Direct engagement through Discord for feature requests and feedback
- Public testing phases for new features and games

## 2. Proven DAO Collaboration

- Active participation in Lords governance
- Regular coordination with other Realms builders
- Support for DAO initiatives (e.g., marketplace integration)
- Open-source contributions to core infrastructure

## 3. Community Benefits & Rewards

- Special tournament brackets for Lords holders
- Community ambassador program
- Recognition and rewards for active contributors

## 4. Concrete Examples of Community Integration

- Community-suggested features implemented in games
- Regular discussions in the discord with the dev team
- Collaborative events with other Realms projects

## 5. Future Community Initiatives

- Creation of a community council for major decisions
- Community-run tournaments with shared prize pool
- Cross-game community events





With a proven track record, a clear growth strategy, and a commitment to continuous innovation, zKorp is ideally positioned to drive the Realms ecosystem forward. By aligning with the DAO through the Studio Alignment Program, we aim to:

- Scale our operations to meet ambitious user and revenue targets.
- Cement Realms' place as a premier destination for on-chain gaming.
- Foster innovation, collaboration, and long-term ecosystem value.
- Reinforce trust and loyalty by redistributing some fees to users and working hand-in-hand with DAO projects, including the marketplace initiative.

Thank you for your consideration. For questions, demos, or further discussions, feel free to reach out to Cheelax and test our games.

[www.zKorp.xyz](http://www.zKorp.xyz) - [app.zkube.xyz](http://app.zkube.xyz)

