

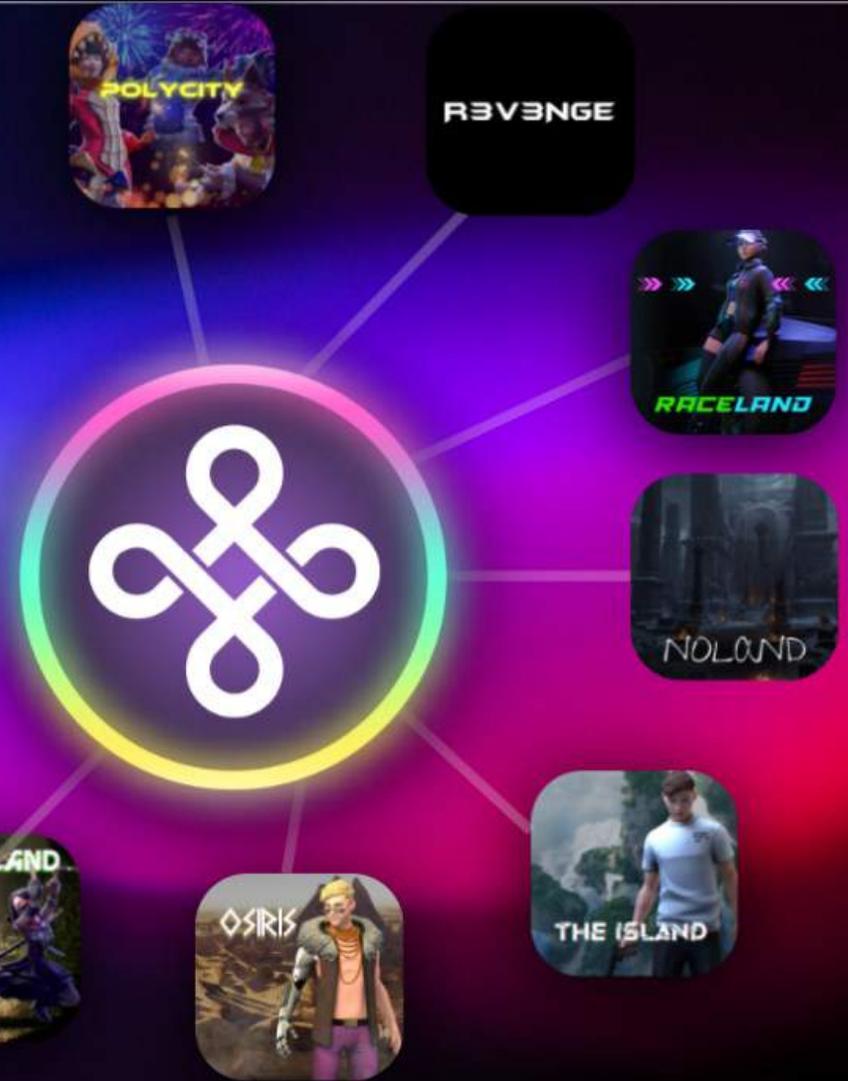
# POLYLAND



> CHANGING WEB3 GAMING <<

# POLYLAND is a Web3 gaming platform with a user-oriented Play&Earn model

PolyLand is fixing the issues with Web3 gaming by creating and launching immersive gameplays with high player retention by design!



# THE ISSUES WITH WEB3 GAMING ?

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## Ecosystem Design

- High barriers to entry
- Lack of value-driving utility infrastructures
- Poor web2 user onboarding

## Game Design

- Shallow Gameplay
- Cookie-cutter Approach
- Low Quality Designs
- Boring Storylines

## Unsustainable Economies

- Over-reliance on NFTs
- Imbalance in player incentives
- Uncontrolled token inflation

# POLYLAND GAMEFI SOLUTION



## EcoSystem Design

- Free-2-Start
- Facilitated Entry
- Seamless web2 onboarding
- Enhanced in-world experiences
- Platform interoperability



## Game Design

- Intuitive Gameplay
- Low data usage
- 4K Quality
- Immersive environments
- Interactive storylines



## Sustainable Economy

- Single token model
- In-game NFT Utility
- Controlled token inflation
- Universal unit of account



## OUR VISION

"To become the dominant Web3 gaming platform providing 4D immersive gameplay"

**GAMIN  
G**

**IMMERSIVE  
EXPERIENCE**

**SOCIAL  
INTERACTION**

# OUR GAMES

We have taken the best selling game concepts of the past 10 years and built them on the blockchain. In PolyLand, users will have full ownership of any NFT assets acquired. Each game mode will have its specific NFT collection, however, they will be usable in other games by design.

## PVP GAMES

Multiplayer games, with a dedicated reward pool



REVENGE

## PVE GAMES

Single player mode - compete against the simulated environment



RACELAND



REVENGE

## METaverse

A metaverse as the main hub and spawn location for all users in the ecosystem



POLYCITY

## EASTER EGG GAMES

Special PVE games - solve puzzles to earn rewards



THE ISLAND



OSIRIS

# SOCIAL (METAVERSE)

*"Become THE Metaverse"*

Discover PolyCity, PolyLand's main hub and spawn location for all players. They can buy and own real estate and interact with other players.

## Features

- Quests
- Mini Games
- Shop
- Player Social interactions

**Progress:** In Development

Singleplayer/Multiplayer

**Gaming Style:** FPS/TPS

4K Environment



# BRAND INTEGRATION

*"Our goal is to be the Number 1 metaverse for gaming, brand experiences and events"*

PolyCity counts 22 Islands, each Island has a specific theme: Fashion, Financial, Events, Arena, Racing, Music...

## Detailed Islands:

- **Fashion:** Hugo Boss, BLVCK Paris, The Fabricant, BNV...
- **Financial:** Create Banks to buy crypto: BTC, ETH, MATIC, BNB, ZION
- **Racing:** Island surrounded by a race track to drive cars: McLaren...
- **Music:** Festival Island where we will host concerts and music showcase
- **Events:** multiple events will take place, NFG League, OVAL3...
- **MarketPlace:** Create physical market places for NFT sales



# R3V3NGE

*"The Call of Duty of Web 3"*

R3V3NGE will be PolyLand's first game launch of 2023. Inspired by the best selling games for 10 years consecutive, we have recreated with our style and a Play&Earn mechanism fully sustainable through reward pools.

- ◆ **FREE-FOR-ALL**
- ◆ **TEAM DEATHMATCH**
- ◆ **BATTLEGROYAL**
- ◆ **ZOMBIE**



**MODE ZOMBIE**  
**LAUNCH Q1 2023**

# R3V3NGE

## NFT SALE

*"Players will own and create the game"*

R3V3NGE will be our first NFT collection to create a strong community.

We will sell shares of a game where holders will build the game with us and earn from it.

Each two weeks we will hold DAO's where holders will vote on the game aspects, gamification, rules and much more...

### Environment Vote



### Weapon Vote



OWN

CREATE

PLAY

EARN

- **NFT Supply:** 5 000
- **Launch Date:** Feb 2023
- **Price:** **0.5 ETH**

# YOUR UNIQUE AVATAR

With our main avatar partner, **ReadyPlayerMe**, Players will be able to create, customise and enter the PolyLand ecosystem freely.

Owners of NFTs from other partnered projects can also use their 2D/3D tokens as their unique avatars to access PolyLand.

**READY  
PLAYER  
ME**

**CYBERKONGZ**

 **ELYSIUM  
SHELL**



# METAVVERSE ASSETS



## Mansions

- Limited to 150 Units
- Many Utilities for Players
- Fully Customisable
- Create/Host events
- Rental System



## Apartments

- 3000 Units
- Located in PolyCity
- Fully Customisable
- Reward Exposition
- Gaming Utilities



## Lands

- Less than 5k Lands
- 50% Corporate
- 30% Gaming
- 20% Community
- EndLess Possibilites

# GAMING ASSETS



## Weapons

- Common
- Rare
- Epic
- Legendary



## Power-ups

- Speed
- Fly
- Invisibility
- Strength
- Armor



## Skins

New limited skins every month.  
Available in all game modes.

# PLAY&EARN GAME GO TO MARKET STRATEGY

## MARKETING CAMPAIGN THROUGH GAMING INFLUENCERS

Nov. 2022

+30 Youtube Influencers will make multiple videos about the game

+20 Full time Twitch streamers will be live-stream the game during launch

Streaming and engagement contest to bring traction to the game

## SPECIAL EVENTS

Dec. 2022

- Store created to have in world purchases being done through PolyLand
- Virtual Store with NFT exposition. A unique experience for their online buyers
- NFT Pre-Launch Presentation with multiple NFT collections
- Dance contests with the leading Web3 dance platform

## ZOMBIELAND LAUNCH ON GAMING PLATFORMS

Dec. 2022

- ZombieLand will be published as the first ever Play&Earn immersive 4D game on the biggest gaming platforms
- Launch of ZION in-game currency to facilitate trade of in-game assets

## COMMUNICATION

Jan. 2023

- Collaborations: Each project/brand we partner with will launch a dedicated communication campaign to its community
- Regular PR release from top PR agencies

**ACCESS:** For each event, PolyCity will be open to the public and we will be giving out alpha passes.

# ZOMBIELAND REVENUE MODEL

Game Entry fee: TBD



1 ZION = \$xx

Players will spawn in a ship and will have some \$ZION and a katana to start

Difficulty level increases with each wave



Break even point at the 7th wave

To survive more rounds the player must buy special powers that will upgrade its avatar and weapons cache.

Stay alive to reap your earnings



Revenu / game: xx ZION

To claim \$ZION earned, players must exit through the ship, hence forced exits will lead to a loss of earnings.

# ZION UTILITIES

**DAO**

**STAKING**

**ECONOMY**

**CURRENCY**



**IN GAME  
PURCHASE**

**REWARDS**

**NFTS**

**UPGRADES**

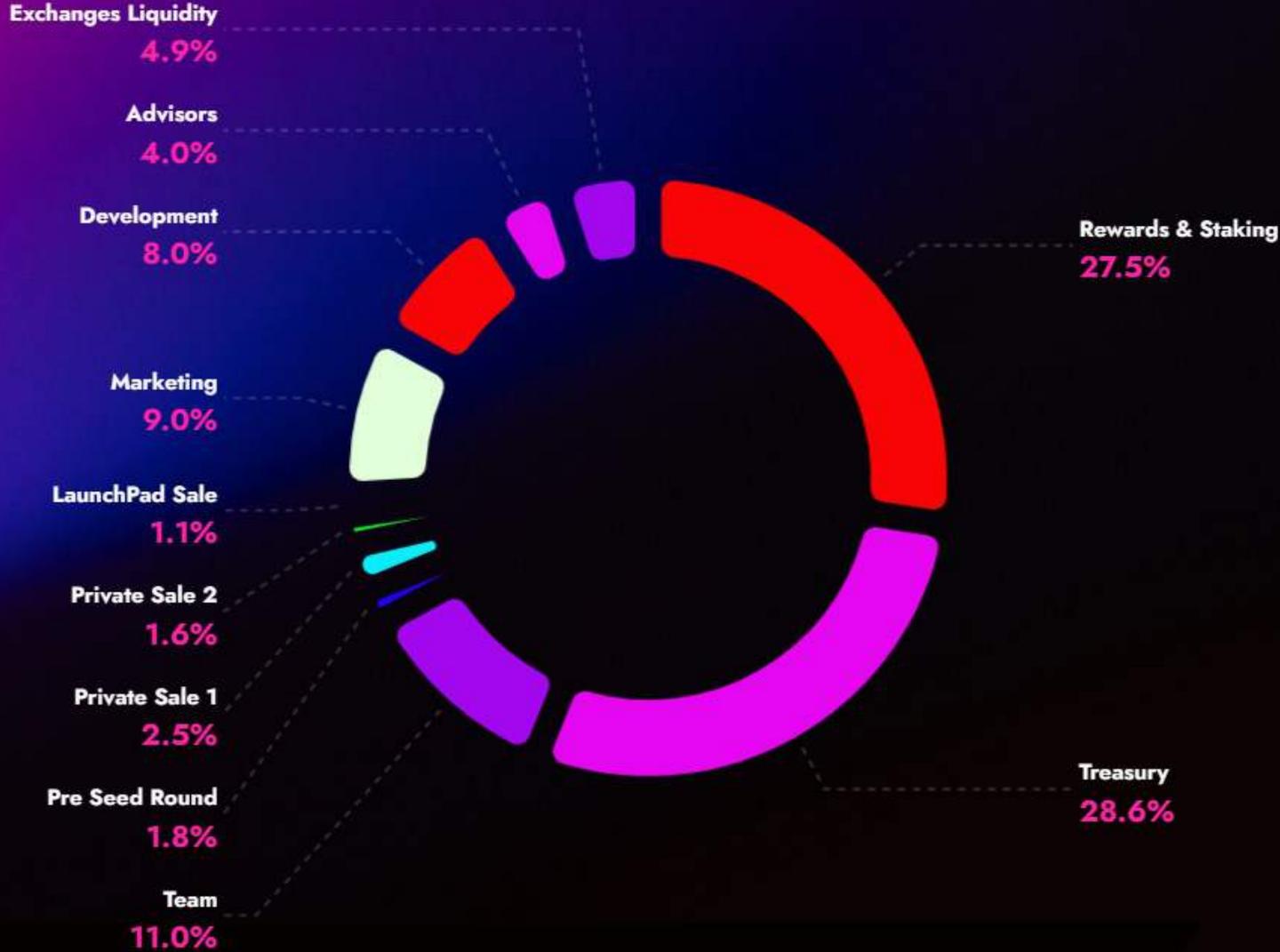
# INFORMATIONS

ZION will be PolyLand's main utility token, it will be the center-piece of the ecosystem, every transaction will be through ZION which has a limited supply of 2.78B

- + Token Name: **ZION**
- + Token Supply: **2 777 777 777**
- + Chain: Polygon (MATIC)
- + Circulating Supply at **TGE**
- + Token Offered in Public Sale: **194 M**
- + Token value at Public Sale: **\$0.04**
- + Market Cap at launch: **\$612K**



# ZION TOKEN ALLOCATION



| ROUND               | % SUPPLY    | TOKENS       |
|---------------------|-------------|--------------|
| Pre Seed Round      | 1.8%        | 50 000 000   |
| Private Sale 1      | 2.5%        | 70 000 000   |
| Private Sale 2      | 1.6%        | 75 000 000   |
| Launchpad Round     | 1.1%        | 30 000 000   |
| Treasury            | 28.6%       | 833 333 333  |
| Rewards & Staking   | 27.5%       | 694 444 444  |
| Team                | 11%         | 305 555 555  |
| Marketing           | 9%          | 249 999 999  |
| Development         | 8%          | 222 222 222  |
| Exchanges Liquidity | 4.9%        | 136 111 111  |
| Advisors            | 4%          | 111 111 111  |
| <b>TOTAL</b>        | <b>100%</b> | <b>2.78B</b> |

# TOKEN FUND RAISE

\*Vested tokens are released linearly per block unless otherwise stated

| ROUND               | % SUPPLY    | TOKENS       | PRICE    | RAISING IN \$       | VESTING                                      | TGE SUPPLY                    |
|---------------------|-------------|--------------|----------|---------------------|--|-------------------------------|
| Pre Seed Round      | 1.8%        | 50 000 000   | \$0.01   | \$ 500 000          | 6 months lock, 12 months vesting + 5% at TGE | 2 500 000                     |
| Private Sale 1      | 2.5%        | 69 444 444   | \$0.0175 | \$ 1 215 278        | 6 months lock, 18 months vesting + 5% at TGE | 3 472 222                     |
| Private Sale 2      | 1.6%        | 44 444 444   | \$0.025  | \$ 1 111 111        | 6 months lock, 12 months vesting + 5% at TGE | 0                             |
| Launchpad Round     | 1.1%        | 30 555 556   | \$0.04   | \$ 1 222 222        | 12 months vesting                            | 2 546 296                     |
| Treasury            | 28.6%       | 794 444 444  | N/A      | -                   | 12 months lock, 24 months vesting            |                               |
| Rewards & Staking   | 27.5%       | 763 888 889  | N/A      | -                   | Token issuance schedule                      |                               |
| Team                | 11%         | 305 555 555  | N/A      | -                   | 6 months lock, 18 months vesting             |                               |
| Marketing           | 9%          | 249 999 999  | N/A      | -                   | 6 months lock, 12 months vesting             |                               |
| Development         | 8%          | 222 222 222  | N/A      | -                   | 6 months lock, 6 months vesting              |                               |
| Exchanges Liquidity | 4.9%        | 136 111 111  | N/A      | -                   | 2 months lock, 3 months vesting + 5% at TGE  | 6 805 556                     |
| Advisors            | 4%          | 111 111 111  | N/A      | -                   | 6 months lock, 12 months vesting             |                               |
| <b>TOTAL</b>        | <b>100%</b> | <b>2.78B</b> |          | <b>\$ 4 048 600</b> |  | <b>15 324 074 /<br/>0.55%</b> |



# EQUITY FUND RAISE

Our goal is to have multiple strategic investors / partners to bring added value to PolyLand.

- **VALUATION: 12M**
- **EQUITY OFFERED:  
10%**
- **GOAL: \$1 200 000**

# FUNDING ROUNDS (EQUITY + TOKEN)

Total Funding Goal: \$ 5,248,600

## EQUITY SALE

Jan 2023

**Round Sale:** Equity  
**Funding Goal:** \$1.2 million  
**Equity Sold:** 10%  
**Valuation:** \$12M  
**Access to Round:**  
Venture Capitals, Business Angels,  
Strategic Investors...

## PRIVATE SALES

Feb 2023

**Round Sale:** Tokens (\$ZION)  
**Funding Goal:** \$2.8 million  
**Tokens Sold:** 163 M  
**Avg. Price per Token:** \$0.0175  
**Access to Round:**  
Venture Capitals, Business Angels,  
Strategic Investors...

## LAUNCHPAD

March 2023

**Round Sale:** Tokens (\$ZION)  
**Funding Goal:** \$1.2 million  
**Tokens Sold:** 30.5 M  
**Price per Token:** \$0.04  
**Access to Round:**  
Venture Capitals, Business Angels,  
Strategic Investors...

# USE OF FUNDS

**GAME  
DEVELOPMENT**  
**35%**

**BLOCKCHAIN  
DEVELOPMENT**  
**15%**

**MARKETING**  
**25%**

**DESIGN**  
**25%**

# REVENUE STREAMS



## ROYALTY FEES

A 7.5% Royalty fee is taken on all Polyland asset sales on the secondary market.



## WORLDS ENTRY FEES

Some games will require an entry fee. Entry fees paid by players will be split between the reward pools and company revenue.

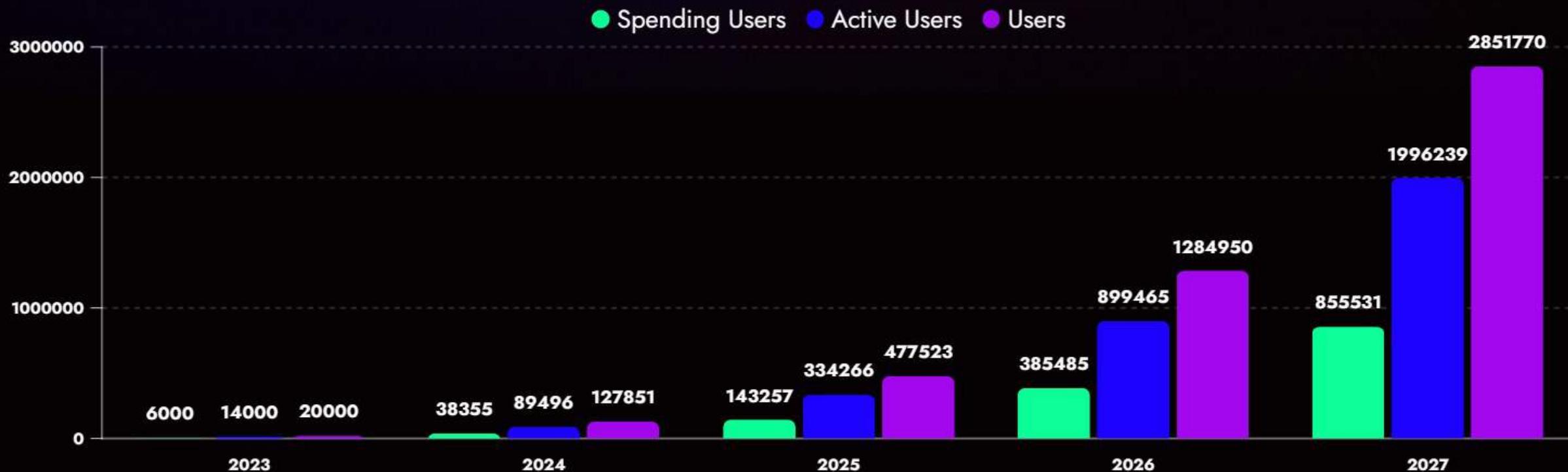


## NFT SALES

All the revenues from the primary market go to PolyLand and Partners involved in the creation of the items. These include PolyEstates, Lands, Polycars and any other in-game asset.

# USER PROJECTION

**334 266** Active Users projected by 2025



# REVENUE PROJECTION

**\$32 573 112** in Gross Revenue generated by 2025

● Share Revenue ● Gross Revenue



# ROADMAP

**Q3 2022****Q4 2022****Q1 2023****Q2 2023**

Interactive Website Update

Marketplace Development

ZION Official Launch

Marketing Campaign Start

Leaderboard Launch

PolyCity Special Events and Opening

ZION Private Sale Funding

NFT Sale

BattleLand Development

Alpha Launch

ZombieLand Beta &amp; Final Testing

ZombieLand New Map Creation

ZombieLand Environment

ZION Blockchain Connection

PolyCity Beta &amp; Testing

JungleLand Development

# CORE TEAM



**Ethan Cohen**  
CEO & Founder

*E-commerce, Real Estate Fund,  
Gaming*



**Thomas Mignon**  
COO

*Ex VC & ZAG Entertainment  
Miraculous (Movie) ,Truffle Capital*



**Quentin Herbrecht**  
CMO

*Dogami, Everai, Winkyverse,  
Mechachain, Pokmi, Yes or No*



**Nicolas Bougartchev**  
Head of Partnerships

*Ex Oxya Origin, Tikehau Capital,  
Colony Capital*



**Dominique Buttiens**  
Lead Environment Artist

*Ex Ubisoft, Disney, Dekogon  
Games: Star Wars, For Honor, Hyperscape*



**Quentin Gabriel**  
Lead Art Director

*Ex Ubisoft, Blizzard, Insomniac Games  
Games: Assassins Creed, Spider Man*



**Kevin Cassidy**  
Lead Character Artist

*Ex Marvel, Warner Bros, Amazon Studio  
Movies: Spider Man, Venom, Star Wars*



**Mishael Stanley**  
Game Economy

*Game Economy specialist  
traditional / crypto*

# TEAM



**Ammad**

UE Game Dev



**Tyhonya**

UE Game Dev



**Will**

UE Game Dev



**Patrick**

UE Game Dev



**Sam**

UE Game Dev



**Yura**

UE Game Dev



**Ali**

Environment Dev



**Mohammad**

Environment Dev



**Thalia**

3D Architect



**Dan**

3D Designer



**Eric**

3D Designer



**Chad**

3D Animator



**Liver**

Community Manager



**Ronan**

Community Manager

# OUR ADVISORS



Quentin Herbrecht  
**CEO of Markchain**

*Token sales, VCs,  
Launchpads, Marketing  
strategy*



Pierre de Conihout  
**CEO ERA2140**

*Market analysis  
Strategy & Communication  
Partnerships*



Florian Buffard  
**COO ERA2140**

*Market analysis  
Strategy & operations  
Gameconomics*



Christophe Barraud  
**Chief Economist**

*The world's best forecaster of  
US & Eurozone markets according to  
BloomBerg*



Quentin Issele

*Liquidity Providing  
Market Making  
Lobbying*

# BACKED BY

Outlier Ventures



ERA 2140  
VENTURE STUDIO



# IN GAME PARTNERSHIPS



landz.io

READY  
PLAYER  
ME



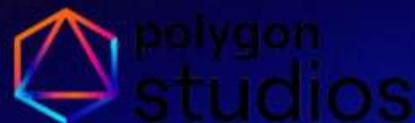
NEXT  
DANCER

GameStop<sup>®</sup> NFT

HUGO BOSS

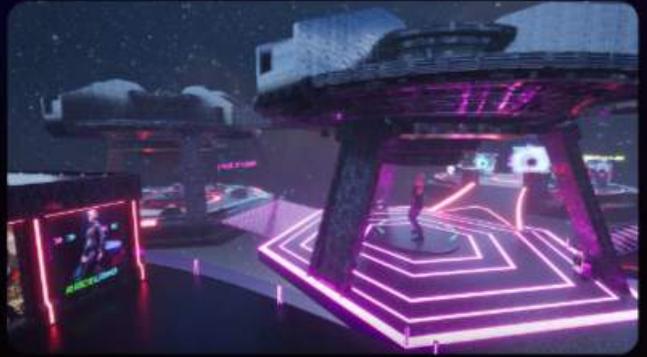
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