

SPACE MAVERICKS



The title screen for the video game "Space Mavericks". The background is a dark, star-filled space with a prominent purple nebula at the top. A bright blue horizontal light streak passes through the center of the title text.

SPACE MAVERICKS

A PHRENOLOG GAME

ANGRY BIRDS WITH GUNS... ... IN SPACE!

Space Mavericks is a unique real-time multiplayer game that recreates the classic artillery style of aiming and shooting by adjusting the angle and power.

It is a game that mixes artillery games like Worms and Angry Birds with MOBAs like League of Legends or Dota.

Choose from several commanders with unique special abilities and get into space battle arenas using different strategies.



COMMANDERS & SPACESHIPS

Every Commander & spaceship has a unique set of skills and abilities. Choose the Commander that fits your playstyle!



HIGHLIGHTS



Artillery/
Action



Real-Time



Multiplayer



Cross-
Platform



Competitive

UNIQUE GAME FEATURES



- Unlike most artillery games, the game is played in real-time
- The game is set in space, and shots are affected by planets' gravity forces
- Projectiles can damage and explode planets and stars
- A variety of commanders and spaceships that have different kinds of skills, attributes, shots and specials
- A diversity of multiplayer modes and tournaments prepared with rank systems for the competitive scenario (not P2W!)
- Rich stories and giant bosses
- Fast, fun and competitive!

MONETIZATION

Usage of traditional monetization streams to support the economy like in-app purchases and Ads



**LEADERBOARD &
TOURNAMENTS**



ADS



**MARKETPLACE
ROYALTIES**



IN-GAME PURCHASES

in-game currency, cosmetics (NFT), battle pass, unlocking commanders

ROADMAP

COMPLETED	STAGE 1	STAGE 2	STAGE 3	STAGE 4
ACHIEVED MILESTONES	Q1-2 2024	Q2-3 2024	Q3-4 2024	LIVE-OPS
CORE MECHANICS	6 MONTHS	6 MONTHS	6 MONTHS	QUARTERLY
<ul style="list-style-type: none">• Multiplatform MVP• Cross-platform Multiplayer• 4 Commanders• 20+ Unique shoots• Meta Game Design• Spaceship Generator• Token Flow• Crypto Game Campaign	<ul style="list-style-type: none">• Fundraising Partnerships with web3 gaming communities• Improvement of game infrastructure	<ul style="list-style-type: none">• Token Airdrop Campaign (Jun-Aug)• Free mint (Jul-Sept)• <u>Alpha Launch (Sept)</u><ul style="list-style-type: none">◦ Music & SFX◦ BOT System◦ New UI◦ Tutorial• <u>Alpha Launch: NFT Sale (Sept)</u><ul style="list-style-type: none">◦ Set of cosmetic NFTs• <u>IDO & Listing (Sept)</u>	<ul style="list-style-type: none">• <u>Beta Launch (Nov)</u><ul style="list-style-type: none">◦ Battle Pass◦ PvE Mode◦ Ranked Mode◦ Advanced Party & Comms• <u>Crafting System (Nov)</u>• Marketplace (Nov-Dec)	<ul style="list-style-type: none">• Commanders• Collectibles (Skins, Effects, etc.)• Bosses• Tournaments





CEO & Co-Founder
Mohamed Aissaoui

Mohamed is a senior Business Development Manager and passionate gamer. He previously co-founded Frei Studios.



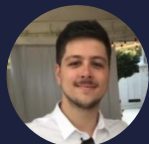
CTO & Co-Founder
Yuri Machado

Yuri is a previous CTO and co-founder of [NextOs](#), worked as Game Dev Lead @ [Compass](#), and as a Senior Game Producer with [AWS](#).



CBDO & Co-Founder
Yunus Emre Unal

Yunus previously co-founded Frei Studios. He is an experienced Business Development Manager in the web3 space.



Gabriel Segati
Sen. Unity Developer

9+ years of experience in game development



Joao Santos
Sen. Unity Developer

10+ years of experience in game development



Murilo Chayel
Lead Technical Artist

Advanced Shader Dev, prev. Lightfarm Studios



Isa de Alencar
UI/UX Designer

prev. OSF Digital, NextOS



Joshua Gayta
Social M. Manager



Zabi Ullah
Partnerships M.
prev. CM @ Seedify



Christopher Tin
BD Manager
prev. Merit Circle



Joshua Dela Cruz
Comm. Manager

We're advised by great people.



Assad Dar

CVO @ Medieval Empires
(Moon Gaming)



Furkan Reha

Head of Strategy @
DVerse, Ex. Seedify



Jan Berkefeld

Blockchain Expert
Ex. Accenture and Atos



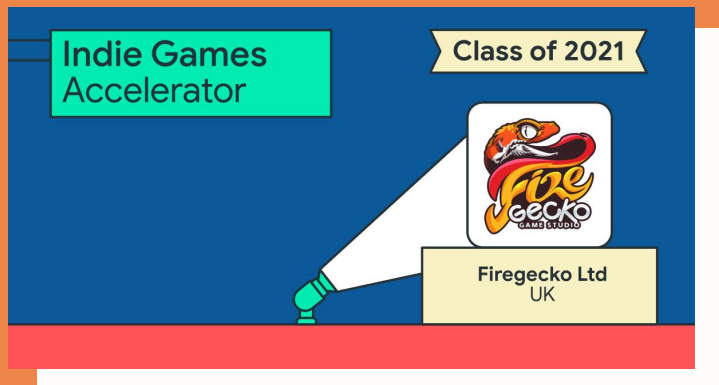
Said Aissaoui

CEO @ Brandpur, Angel
& Mentor



Simon Jödecke

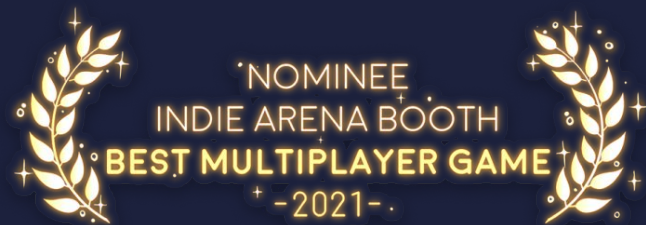
CMO @ Jägermeister
Germany, Angel



RECOGNIZED BY GOOGLE

Google identified FireGecko as a high-potential indie game studio among thousands of applications and invited us to join the **Indie Games Accelerator Program**.

It is an exclusive program designed to support studios in releasing successful games. A select group with the most passionate game developers and industry experts to take games to the next level!



The entertainment component of games will continue to be a driver of players' engagement, retention, and monetization.

Even in the early stages of the MVP version, the core mechanics were recognized at **Indie Arena Booth** placing Space Mavericks as one of the best multiplayer games of 2021.



INDIE ARENA
BOOTH



OUR PARTNERS & INVESTORS



Immutable



SeedHunter

SP^{RES}

x



VIETNAM
BLOCKCHAIN
ASSOCIATION



Nefta



BITWARD



BRAINBOX
VENTURES



Twenty Won
Ventures



wombat

MVRK AIRDROP CAMPAIGN PHASE 1 - RECAP

JUNE 12ND - JULY 7TH



Around 76k transactions (each one had a 0.02 MATIC fee)



1,057 active wallets that have done at least one transaction



2,144 total wallets that have connected



Around 3k \$MATIC staked by users to get additional multiplier



Around 71 average transactions per active wallet over this time period



Peak transactions-per-day was on July 3rd with 5,006 TPD

PARTNER ASSETS WE HAVE INTEGRATED



TESTIMONIALS



IndiGG (Game Night)

"Our community had a BLAST playing Space Mavericks in one of our game nights. Its a great casual game to hangout with friends over discord VCs, chase & destroy ships while sharing plenty of giggles & screams."



Merit Circle (Game Night)

"The game is very unique and gets very competitive, our community surely enjoyed this fast-paced artillery game and we're excited to see what's next!"



Kenneth (Ex. Seedify)

"Best team I worked with in terms of commitment and hardwork!!
Grinded up from below 1k followers now 33.5k!"



PathDAO (Game Night)

"The game is good, we like how you have a mobile version ready even before the official launch! We may consider hosting our own community tournament once you guys has custom room feature"



Ancient8 (Game Night)

"Our community had an absolute blast with non-stop laughter and enjoyment."

SCREENSHOTS



CURRENT ROUND: SEED

350K of 520K filled.

Tag	# of Tokens	% of Supply	Price	Raise	FDV	% TGE Unlock	Cliff (M)	Vest After Cliff (M)
Angel COMPLETED	40,000,000	4.0%	\$0.0050	\$200,000	\$5,000,000	7.5%	2	12
Seed	80,000,000	8.0%	\$0.0065	\$520,000	\$6,500,000	7.5%	2	12
Private	110,000,000	11.0%	\$0.0080	\$880,000	\$8,000,000	10.0%	2	10
KOL	30,000,000	3.0%	\$0.0080	\$240,000	\$8,000,000	15.0%	1	6
Public	60,000,000	6.0%	\$0.0100	\$600,000	\$10,000,000	15.0%	1	6