

Elevator Pitch: What is War Portal?

It is a collection of rich characters and games suiting Casual Gamers and Core Gamers alike. Creative works intended to make way into indie game collaborations, comics, books, and eventually larger projects of scope under these licenses, all while aiming to deliver on the World's First Print On Demand Trading Card Game. Players can print the cards at home when paired to an online system that populates the legality of their deck when competing in participating stores, while digital is intended to make way into Esports making it one of the lowest cost of entry to the series of growing popular trading card games and Esports.

Forget your past life, prove yourself worthy via the War Portal.

War Portal is a collection of games specifically designed for each type of gamer in mind. The War Portal Universe sharing a massive wealth of characters and stories created over a 4-year span with collectible cards that see play in three formats illustrated by some of the world's leading artists. With goals in creating a digital library that is both a form of ID for player's decks, it also serves as a tool for allowing players to print the cards at home to be able to compete in physical store locations while also owning them online both lowering cost of entry and cost to compete for players in an international market.

Games to compare to success. Magic The Gathering, Pokemon, Hearthstone, Dragon ball Super, and more. The benefits to following the creations of the founder Matthew Jordan Ennis, is that all character's are original and owned by the creator. This does not limit the potential cross between Intellectual property use in the game if the opportunity arises, and the system of play is largely abstract universes connected through portals allowing any type of reality to be imagined, a part of the system of play.

Each Character designed by some of the world's leading artists. Rich stories encompass the worlds and characters written over the course of the Founder's life with intentions to bring them to books, movies, comics and more. While the Game's Universe landed a Highly ranked Trademark and Internet hosting name, the name War Portal Suggests infinite possibilities and scope beyond the origins of any single work within. Characters travel through portals linking them to different character's universes with an aesthetic that allows and explains both high Fantasy worlds built by magic, and worlds not much unlike our own. Just as Marvel and DC comics have their own "universes" the intent of creative content under the name War Portal both suggests and is without limits.

War Portal's Engagement on social media often has a CTR rate of over 10 and sometimes higher than 20.5 with an average CTR rate for most companies provided below. War Portal is more than 2x as engaging (100 % Greater) than it's top competitors as of 2017 through 2022 marketing standards and more than 4 times the collective of all industries sharing the most engaging content on the internet in arts and entertainment with international appeal.

2022. <https://www.webfx.com/blog/marketing/whats-good-click-rate-ctr-industry/>

War Portal is intended for international appeal and sales with awareness populated first in the United States, Australia, Parts of the United Kingdom, And Canada. It is however intended as an international Product without borders.

Three games each belonging to a largely different demographic shares the assets and art in most cases owned by the sole proprietor or shared rights under by the War Portal Trademark, with most of the art being owned outright. Over 300 Unique landscapes, Characters, and assets are complete with many pieces of art taking well over 30 hours to complete, as well as packaging prototypes, Manufacturing Distribution, and data research conducted.

War Portal was a project which has evolved over the span of 4 years, with the first art being produced in 2017. While War Portal is a game first, it is a universe of Characters that will span many games designed with replay ability E sports, and longevity in mind. Be sure to check out other massive success stories in card games to compare products. Proof that more than one can reign supreme, I as the founder play 4 of the following games myself and invested in them. Magic the Gathering, Hearthstone, Artifact, Pokemon TCG, Dragon Ball Super TCG.

Our hyper casual game War Stuff (classic) also is designed to maximize casual play on the app store with data driven choices in UX design, online purchases, and what makes players come back and buy more, even if it's a 99-cent purchase. (Check Candy Crush)