ANIME VILLAGE™

GAMING | MANGA | AI

WHO IS ANIME VILLAGE?

WE ARE A BAND OF STORYTELLERS, GAME DEVELOPERS, AND MARKETERS...

...WHO MELD ORIGINAL MANGA TALES WITH TECHNOLOGY TO CREATE IMMERSIVE MOBILE GAMES AND JRPGS...

...WHILE CREATING MORE CONNECTED EXPERIENCES BY ALLOWING GAMERS TO TRANSFER THEIR UPGRADES AND EARNINGS BETWEEN ALL GAMING ENVIRONS.

THE CHALLENGE

A KEY ISSUE IN GAMING IS THE QUALITY AND DEPTH OF STORYTELLING.

WHILST ADAPTING EXISTING LORE AND CONSISTENTLY DELIVERING FRESH CONTENT REMAINS A DAUNTING TASK.

THE SOLUTION

REPS* PROVIDES A SOLUTION IN THE FORM OF ENGAGING, IMMERSIVE MANGA TALES...

...WHICH OUR GAMES CLOSELY FOLLOW, CREATING A COHESIVE EXPERIENCE WITH FREQUENT UPDATES AND NEW CHARACTERS.

*REPS: READ | EXPLORE | PLAY | STREAM – OUR PRORIETARY MARKETING AND SALES STRATEGY!

OUR APPROACH

REPS FOLLOWS A SET PRODUCT LAUNCH SEQUENCE WHILE IT BUILDS OUR COMMUNITY AS WE GET SET TO RELEASE OUR MOBILE GAME AND JRPG. HERE'S HOW IT WORKS...

R — OUR ORIGINAL MANGA* IS UTILIZED AS A MARKETING TOOL TO DEVELOP OUR BRAND AND FANBASE, THEN...

E — WE KEEP GROWING OUR AUDIENCE AS WE DROP OUR MOBILE GAME THAT INTRODUCES NEW CHARACTERS. THIS LEADS US TO...

P — OUR JRPG, WHERE YOU CAN USE THE UPGRADED WEAPONS AND GEAR YOU BOUGHT AND EARNED IN THE MOBILE GAME. FINALLY...

S — ONCE WE ESTABLISH SUFFICIENT BRAND EQUITY, WE'RE READY TO LICENSE OUR IP FOR THE PRODUCTION OF LIMITED ANIME SERIES.
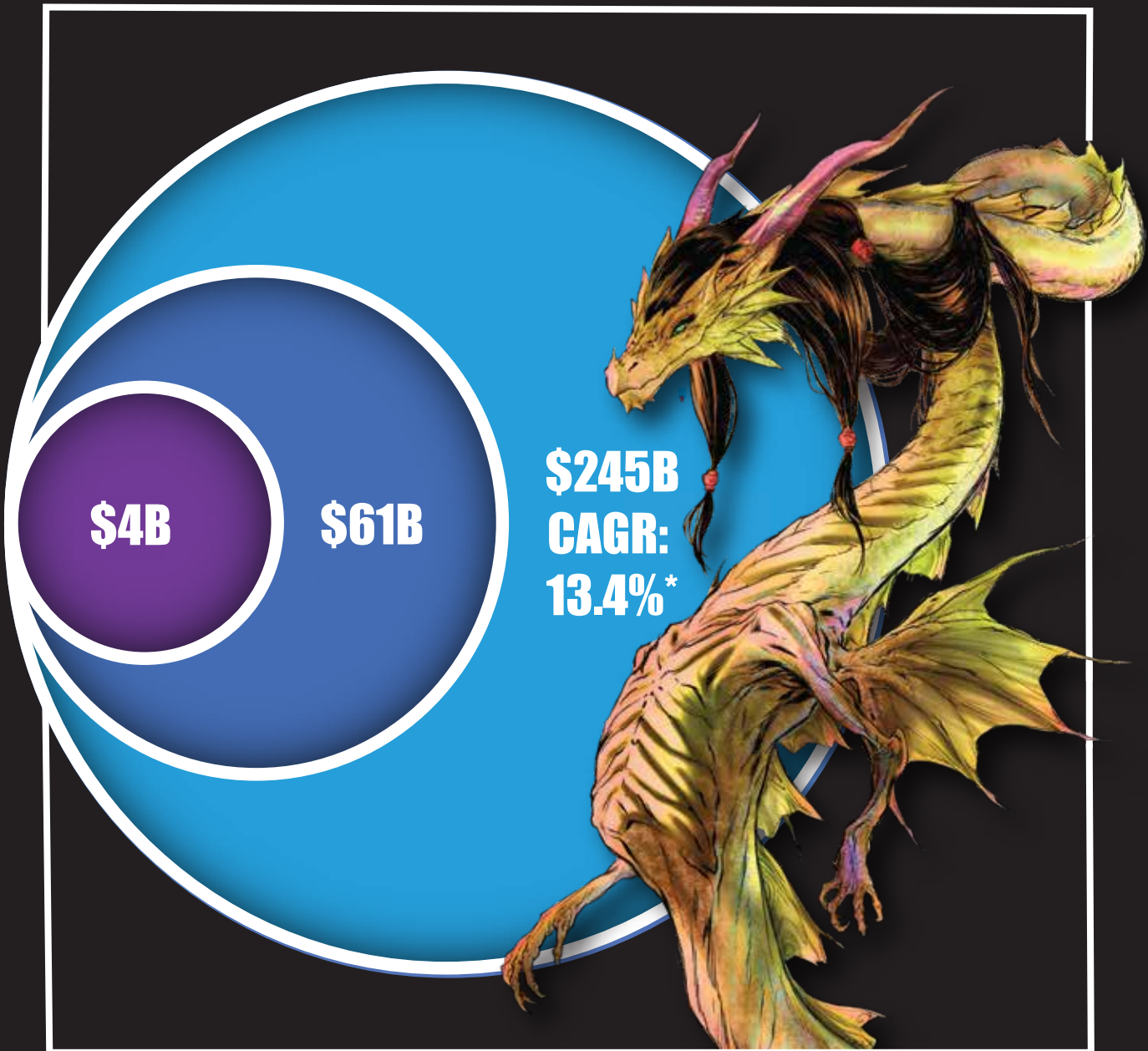
* ADAMANTO: UNBREAKABLE, CH. I. OVER 65,000 DOWNLOADS AND ONLINE READS.

ADDRESSABLE MARKET

$245B
CAGR:
13.4%*

$61B

$4B

TAM	VIDEO GAMING INDUSTRY
SAM	SERVICEABLE AVAILABLE MARKET
SOM	ANIME VILLAGE OBTAINABLE MARKET

- *TAM:* TOTAL ADDRESSABLE MARKET
- *SAM:* SERVICEABLE AVAILABLE MARKET
- *SOM:* SERVICEABLE OBTAINABLE MARKET

* VIDEO GAME MARKET SIZE, SHARE AND GROWTH REPORT, 2023

TARGET MARKETS

PRIMARY MARKET

DEMO/AGE: MALES, AGED 13-34
REGION(S): U.S., WHERE MOST OF ANIME LICENSING, DISTRIBUTION, AND MERCHANDISING ACTIVITIES ARE CONCENTRATED

SECONDARY MARKET

DEMO/AGE: FEMALES, AGED 13-34, MALES, AGED 35+
REGION(S): CANADA, MEXICO

TERTIARY MARKET

DEMO/AGE: LESS EMPHASIS ON YOUNGER AGE BRACKETS, WITH 60/40 MALE/FEMALE SPLIT
REGION(S): CARIBBEAN NATIONS, CENTRAL AMERICA, INDIA, UNITED ARAB EMIRATES

GO-TO MARKET

01 — **CHAPTER I, ADAMANTO** (MANGA, 22 PGS.)

02 — **VOLUME I, ADAMANTO** (MANGA, 264 PGS.)

03 — **N. AMERICA/ CAMPAIGNS** (VIDEO/INFLUENCER)

04 — **ADAMANTO: UNLEASHED** (MOBILE GAME)

05 — **ADAMANTO: BODO*** (JRPG)

HEARKEN, NOBLE FOLK! A SAGACIOUS STRATEGY UNFOLDS, WHERE THE ART OF MANGA, A TAPESTRY WOVEN WITH TALES OF YORE, DOTH SERVE AS A BRAND BEACON. AYE, A WISE PLAN TO LAUNCH A MOBILE GAME AND JRPG

* ADAMANTO: BODO (MVP) SCHEDULED FOR 2025.

MOBILE GAME

ADAMANTO: UNLEASHED IS A FREE IOS AND ANDROID PVP/PVE TURN-BASED MOBILE FIGHTING GAME FEATURING CHARACTERS AND ENVIRONMENTS PULLED STRAIGHT FROM THE MANGA.

THE GAME INCLUDES MONTHLY UPDATES, WHICH WILL LAUNCH NEW CHARACTERS AND WEEKLY GACHA DRAWS FOR ENHANCED WEAPONS AND RARIFIED ITEMS. PLAYERS CAN UPGRADE THEIR CHARACTERS AND WEAPONS VIA THE IN-GAME CURRECLY - MEKKA COINS.
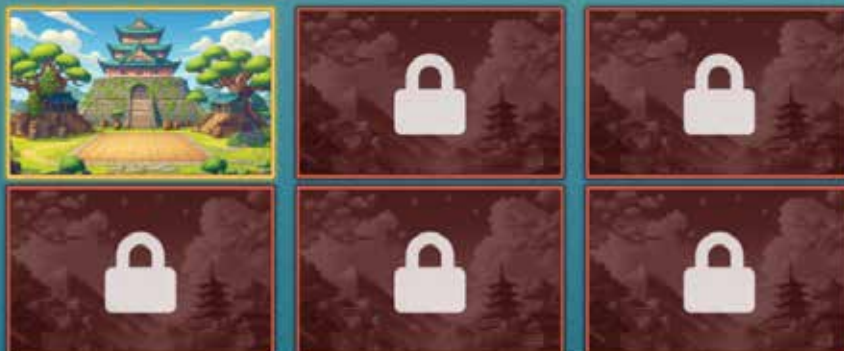
MOBILE GAME

SELECT YOUR CHARACTER

SHIN'ICHI

NINJA

???

???

???

< BACK

NEXT >

SELECT YOUR CHARACTER

SHIN'ICHI

The master Bushi and bladesmith wields unparalleled skill, and when adorned with the Nexus of Adamanto, his abilities magnify a hundred-fold. The forge's mystical embrace intertwines with Shin'ichi's innate mastery, creating a lethal fusion that trancends the Realms.

SHIN'ICHI

???

< BACK

NEXT >

SELECT YOUR ARENA

< BACK

BATTLE >

CHARACTERS

ADAMANTO: UNLEASHED IS LAUNCHING WITH FOUR PLAYABLE CHARACTERS (SHIN'ICHI, LORD KAMI, HINA, HINATA), WHO WILL FACE VILLAINS FEATURED IN THE FIRST THREE CHAPTERS INTRODUCED IN THE MANGA.

WE'LL BE LAUNCHING NEW PLAYABLE CHARACTERS ON A MONTHLY BASIS IN UNISON WITH THE RELEASE OF THE MANGA CHAPTERS, ALONG WITH ARENAS THAT CORRESPOND WITH THE BOOK'S NARRATIVE.

ヒーローたち | HEROES

SHIN'ICHI
MASTER BUSHI
& BLADESMITH

HINA
KINOICHI
EXTRAORDINAIRE

HINATA
THE YIN TO
HINATA'S YANG

LORD KAMI
THE GOD OF
IRON

悪役たち | VILLAINS

THE EMPRESS
BEAUTY & A
BEAST
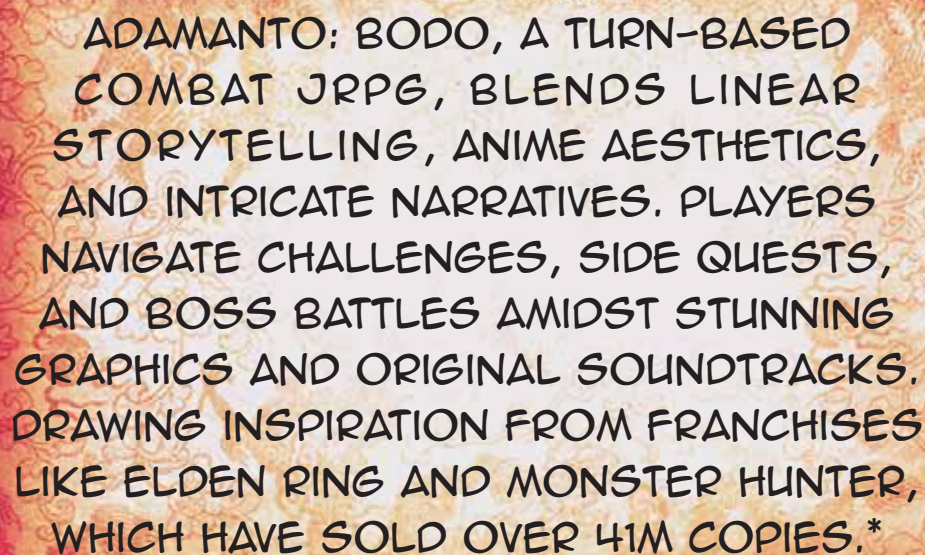
HI NO SHIHAI-SHA
THE EMPRESS'
ALTER EGO

ONIWABAN
NINJA
ASSASSINS

DRYADS
OVERSEERS
OF DADIA

JRPG

ADAMANTO: BODO, A TURN-BASED COMBAT JRPG, BLENDS LINEAR STORYTELLING, ANIME AESTHETICS, AND INTRICATE NARRATIVES. PLAYERS NAVIGATE CHALLENGES, SIDE QUESTS, AND BOSS BATTLES AMIDST STUNNING GRAPHICS AND ORIGINAL SOUNDTRACKS. DRAWING INSPIRATION FROM FRANCHISES LIKE ELDEN RING AND MONSTER HUNTER, WHICH HAVE SOLD OVER 41M COPIES.*

ADAMANTO: BODO BY THE NUMBERS...

45 RECURRING CHARACTERS & CLANS

36 TITANS, DEMI-GODS & CREATURES

41 WEAPONS, ARTIFACTS & ITEMS

46 LEVELS OF GAMEPLAY

1 HELLUVA GOOD TIME!

LAUNCH SCHEDULE

2023: Q4
- ADAMANTO: UNBREAKABLE, VOL. I IN PRODUCTION
- ADAMANTO: UNLEASHED PLANNING/PRODUCTION

2024: Q1
- ADAMANTO: UNBREAKABLE, VOL. I COMPLETE

2024: Q2-Q4
- ADAMANTO: UNLEASHED LEVELS 1-5 COMPLETE

2025: Q1
- ADAMANTO: UNBREAKABLE, VOL. II PRODUCTION
- ADAMANTO: UNLEASHED ADDITIONAL LEVELS

OSCAR JIMENEZ (THE FLASH, AQUAMAN, WOLVERINE), IS THE MASTER BEHIND ADAMANTO'S VISUALS. OSCAR HAS WORKED WITH GRANT MORRISON (JLA), CHRIS CLAREMONT (X-MEN) AND GARTH ENNIS (THE BOYS), CEMENTING HIS STATUS AS ONE OF THE INDUSTRY'S MOST RESPECTED ARTISTS AND CHARACTER DESIGNERS.

MARVEL

DC

THE ART OF ADAMANTO

HONSHU, JAPAN.

AUTHENTIC CHARACTER AND ENVIRONMENTAL DESIGNS BREATHE LIFE INTO GAMES, CREATING EXPERIENCES THAT RESONATE WITH PLAYERS.

THE TEAM

GARY PHILLIPS
FOUNDER, CEO
MBA | MS | MULTIPLE EXITS
GLOBAL CEO & COO
GROWTH & FINANCE

BRYAN SOROKA
FOUNDER, CHIEF LORE OFFICER
GLOBAL CHIEF, CREATIVE
OFFICER | BRAND GURU
CREATIVE CONTENT

OSCAR JIMENEZ
CHIEF CREATIVE OFFICER
MANGA, CHARACTER DESIGN
(EX MARVEL, DC)

STEVE CHESLOCK
CHIEF FINANCIAL OFFICER
MBA | CPA | CMA GLOBAL CFO
OPERATIONS &
FINANCE

GREG PHILLIPS
ADVISOR
ENTREPRENEUR, FOUNDER: PLOW
DIGITAL & PLOW GAMES |
INDUSTRY LEADER IN AR | VR | 3D

MICHAEL KELLY
ADVISOR
PUBLISHING & LICENSING
(EX HASBRO)

SADANAND VGK
ADVISOR
COMMUNITY MANAGER
GAMING | ESPORTS
WEB 3 | BLOCKCHAIN

AKSHAT MEKOL
ADVISOR
DIRECTOR PREWINS PTE. LTD.
FOUNDER PARROTOPIA
WEB3 | BLOCKCHAIN | GAMING

ERINROSE SULLIVAN
ADVISOR
STRATEGY | GAMING
WEB3 | METAVERSE
(EX EA, UBISOFT & ORANGE)

DEVELOPMENT

- ALEX N.: UNITY DEVELOPER
- JOSH B.: LEAD UNITY DEVELOPER
- BRIAN D.: SOFTWARE ENGINEER, UNITY
- ADAM G.: SOFTWARE ENGINEER
- SCOTT K.: BACKEND DEVELOPER
- TYLER Y.: WEB PROGRAMMER
- CHELSEA B.: ARTIST/ANIMATOR
- YASMINE M.: 3D ANIMATOR
- OSCAR J.: MANGA ARTIST
- MARISSA R.: PM

REVENUE MODEL

MANGA

- RENTALS/ SALES
- PUBLISHING RIGHTS (AGREEMENTS PENDING)
- DIGITAL FORECASTED FOR Q1, '24

MOBILE GAME

- GACHA SYSTEM: PREMIUM DRAWS FOR CHARACTERS AND RARE/UP GRADED WEAPONS/GEAR
- MARKETPLACE: WEAPONS, GEAR AND POWERUPS
- BUNDLES: LIMITED ADDITION/SPECIAL OCCASSIONS/INDUSTRY EVENTS

JRPG

- GAME DOWNLOADS
- IN-GAME PURCHASES
- DLCS

ANIME

- LICENSING
- MERHANDISE

PROGRESS

COMPLETED

- PRE-ALPHA VILLAGE 555 POC (DOWNLOADABLE)
- ADAMANTO (MANGA): VOL. I, COMPLETE SCRIPT
- ADAMANTO (MOBILE GAME) DESIGN DOC
- ADAMANTO (JRPG) GAME DESIGN DOC (GDD)

IN THE WORKS...

- ADAMANTO: UNLEASHED (MOBILE GAME)
- ADAMANTO: UNBREAKABLE, VOL. I (MANGA)
- ADAMANTO GLOBAL PUBLISHING DEAL
- (UN)DEAD RECKONING (SUPERNATURAL MANGA)

PARTNERS: INVESTORS & DEVELOPMENT

PLAYFAB

PLOW

THREEDEE
HIGH-QUALITY
PROCEDURAL-MODELER

unity

OFFERING

PRIOR ROUNDS

ANGEL ROUND:
- CONVERTIBLE GRID NOTE: $500K
- EQUITY FINANCING: $20K
- INVESTORS: NEWCO LLC, PLOW GAMES

SEED-1 EQUITY FINANCING:
- EQUITY FUNDING: $300K
- INVESTORS: GCG INVESTMENTS, INDIVIDUALS

CURRENT ROUND

SEED-2
- EQUITY FINANCING AND MATCHING TOKEN WARRANT

I'M *SUKI*, BTW...ANIME VILLAGE'S AI POWERED VIRTUAL GUIDE. I'M ALWAYS AROUND TO HELP POINT YOU IN THE RIGHT DIRECTION IN OUR VIRTUAL SPACES AND BEYOND.

THANK YOU!!

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