Pitch Deck

www.soulbreach.com

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COSMIC SPELL STUDIOS

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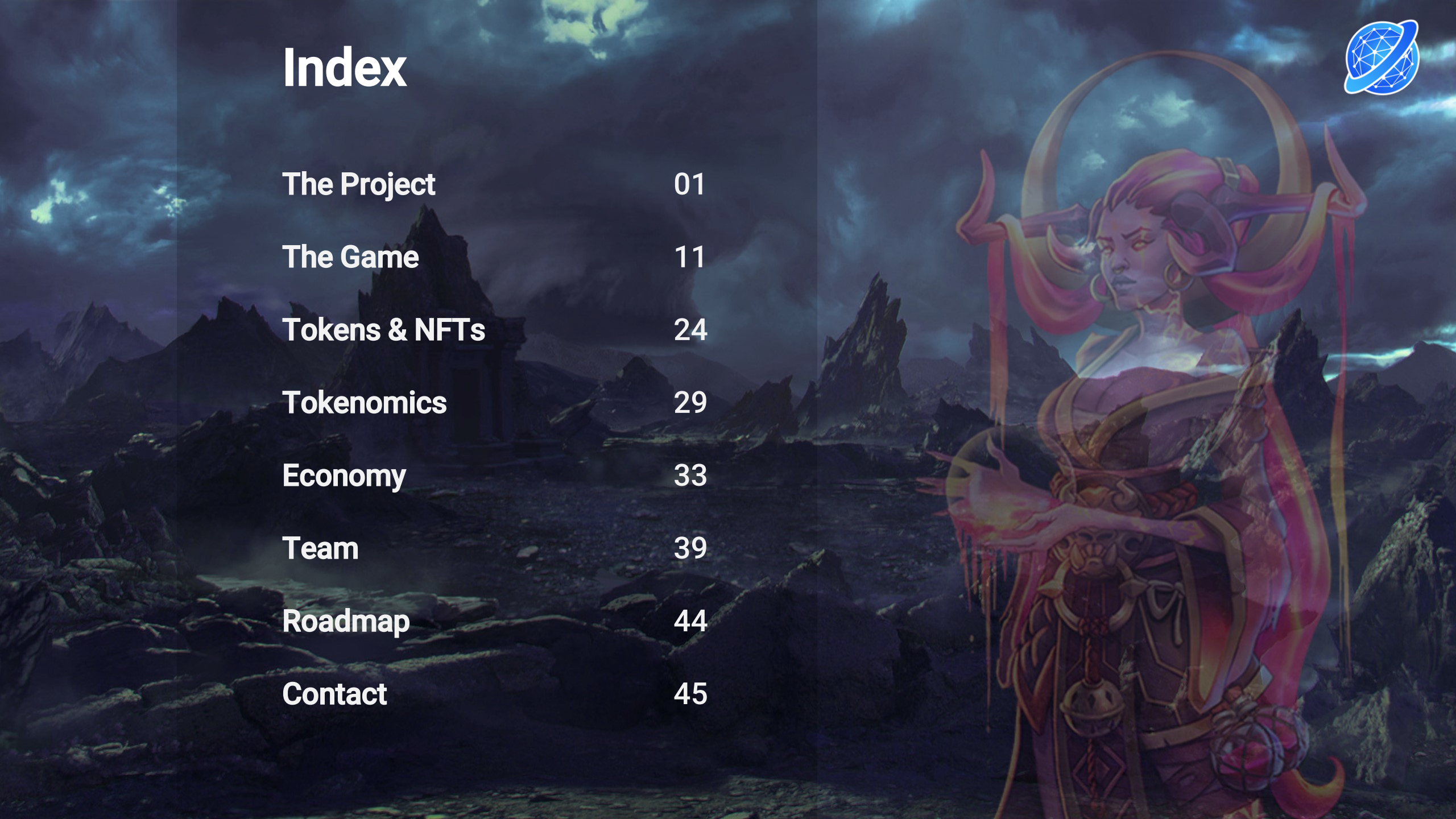


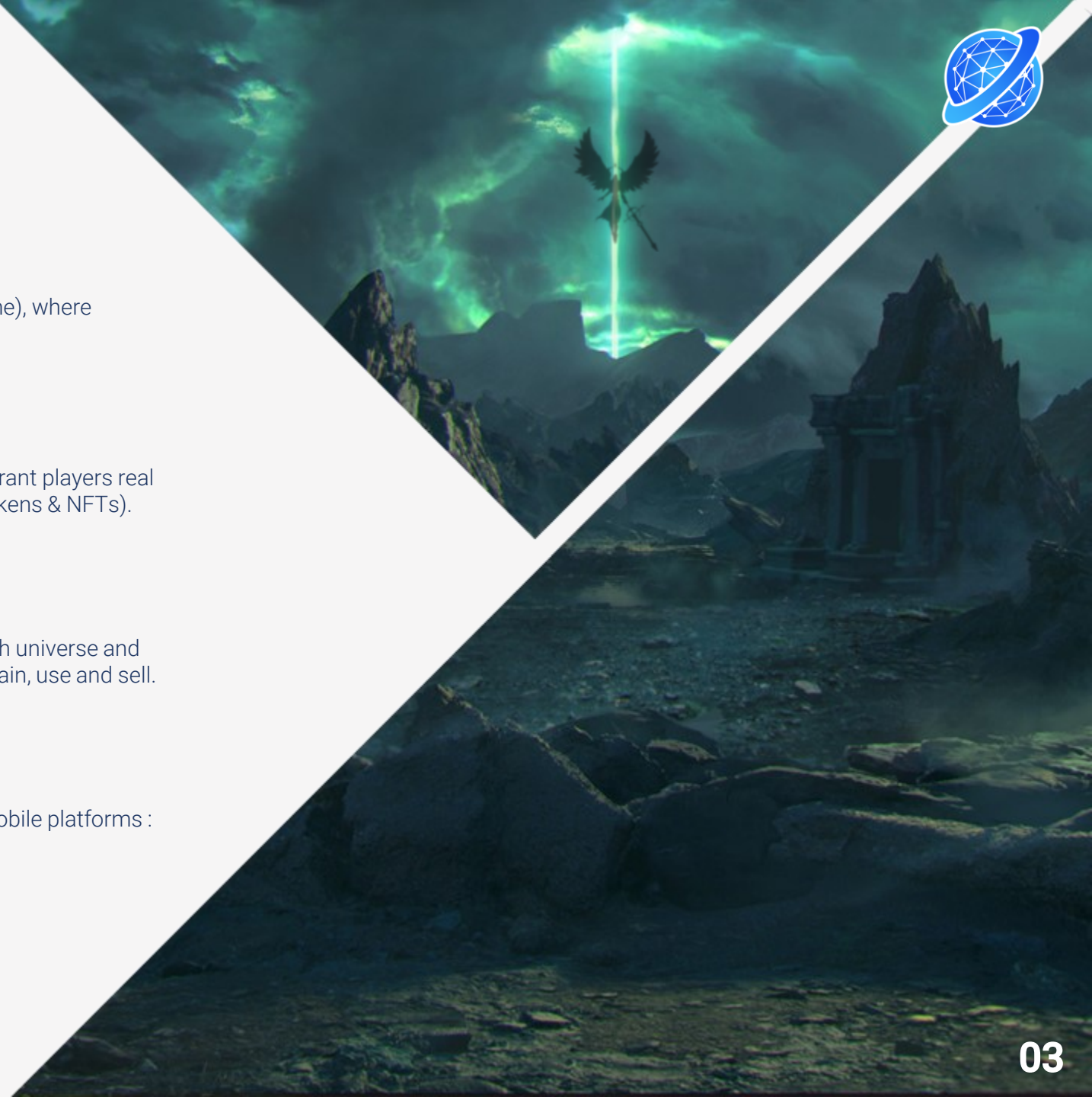
The Project

Sector challenges

Play to Earn gaming ecosystem presents some challenges:

	Problem	Solution
Gameplay	Video games based on blockchain component, with poor gameplay	Strong gameplay, enriched with blockchain infrastructure
Art	Poor artistic component	Art line created by and for gamers
Economy	Unstable economic model	Long-term sustainable economy

Soul Breach



RPG Free to Play

Soul Breach is a Free to Play turn-based combat RPG (role-playing game), where players acquire items and creatures that fight alongside them.

Play to Earn

Soul Breach is born thanks to blockchain technology, which allows to grant players real digital ownership of the items they acquire by playing (in the form of tokens & NFTs).

Ecosystem token

ANIMA is the game's main currency, which brings life to the Soul Breach universe and allows players to power Non-Fungible Tokens (NFTs) that they can obtain, use and sell.

Platform

Soul Breach will be first released on PC, and will later be released on mobile platforms : iOS and Android.

COSMIC SPELL
STUDIOS

Soul Breach developer studio that combines video game development and blockchain technology, formed by to the union of three different companies:

noSpoon tech lab

Video game development studio, founded by a group of serial entrepreneurs, with more than 20 years in the video game industry and a total of more than 80 completed projects.

Their most successful project so far has been Akamon, a digital multiplayer gaming platform that reached 1 million monthly active players and was purchased in 2015 for over $25M.

WORLD ESPORTS CORP

Agency specialized in the eSports sector, with extensive expertise in high-level video game competitions, live stream broadcasts and face-to-face video game events.

WEC has worked with major influencers in the gaming sector, and has achieved great results in terms of media coverage for its clients (among them: Spanish sports organizations and consulting firms).

dekalabs

Software development company from Valencia (Spain), specialized in Blockchain projects.

Dekalabs has been part of the launching of tokens of such notorious projects as ClimateTrade/Climatecoin (project with environmental purposes), Bit2me (exchange platform) or Bnext (digital bank).

Pre-Seed & Seed Rounds

Cosmic Spell has been capitalized with a **$560,000** Pre-Seed Round completed during 2021 Q4.
Currently (2022 Q3), Cosmic Spell is being capitalized with a **$1,000,000** Seed Round.

COSMIC SPELL STUDIOS Philosophy

Our Mission

Create a digital universe, offering an adventure and experience that will last in the memory, with economic opportunities for players.

Our vision

Become the best blockchain video game studio at a national and international level. We want to offer fun and entertainment to players around the world.

Our values

Innovation, quality, passion, fun and the pursuit of excellence.

Philosophy

Focus our creativity, efforts and resources on innovation and development, creating a great product that changes the digital world.

Why this alliance?

Cosmic Spell has been configured to gather talent and expertise to establish the fundamental pillars of the Soul Breach Universe:

noSpoon tech lab

Video Game Development

Technology Startup Management

WORLD ESPORTS CORP

Game Design

Competition & Streaming

dekalabs

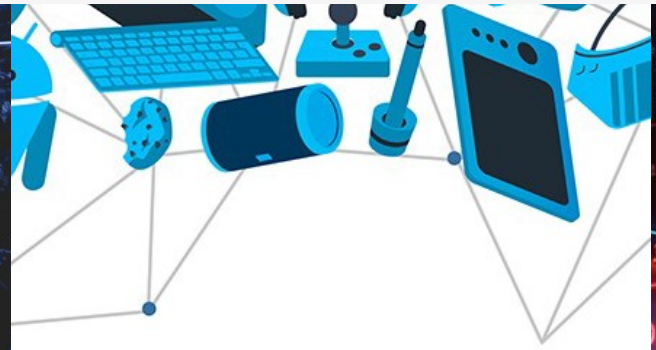
Blockchain Development

Token Launch

ADVISORS

Tokenomics

Domestic economy



What makes us different?

We are video game players

We are gamers and we know the needs of the community. Soul Breach is designed to provide fun to players with very diverse profiles.

Multidisciplinary team

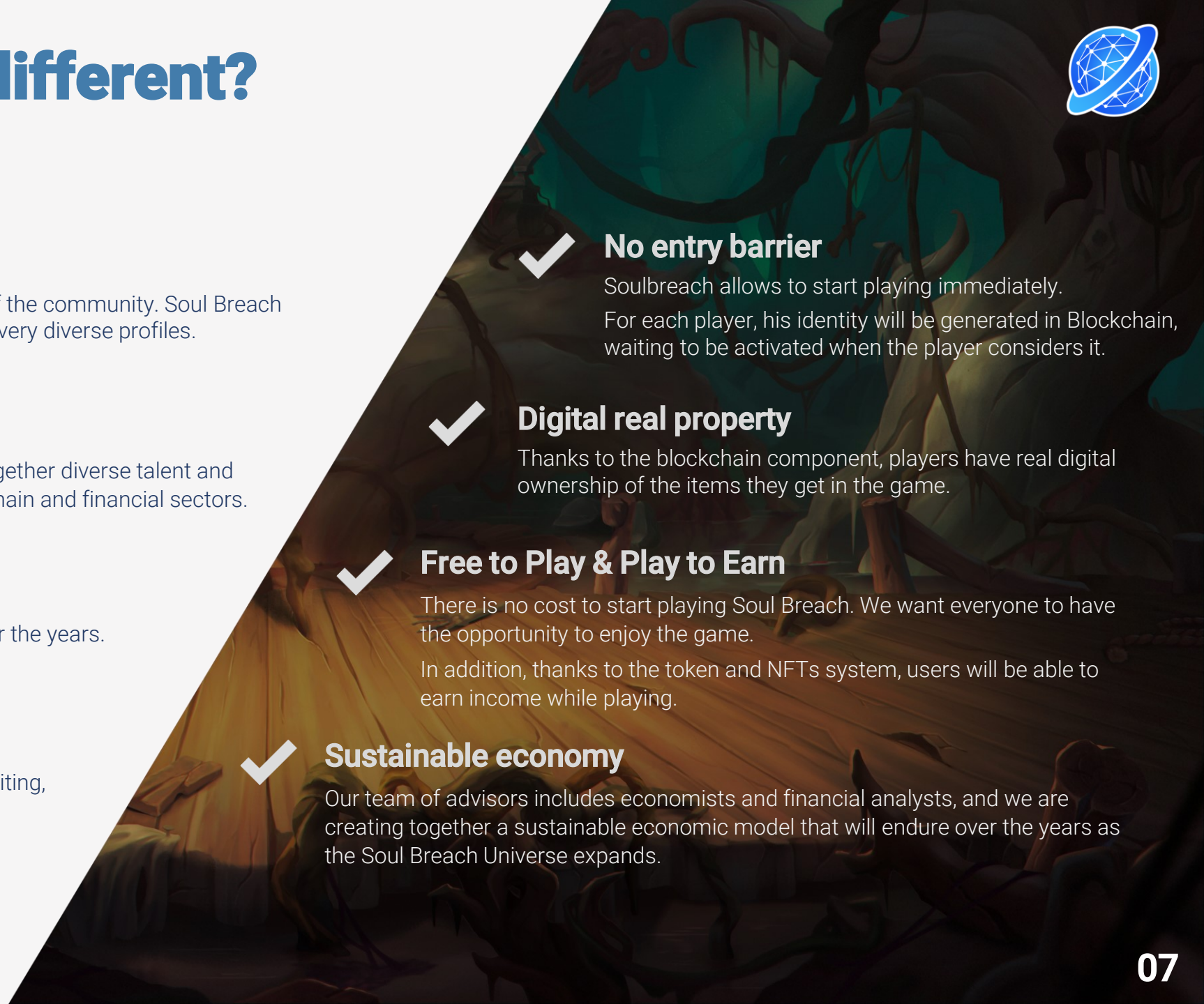
Our team has been formed by bringing together diverse talent and profiles from the gaming, eSports, blockchain and financial sectors.

Expanding Universe

The Soul Breach Universe will expand over the years.

eSport component

Soul Breach is designed to be fun and exciting, beyond the blockchain component.



No entry barrier

Soulbreach allows to start playing immediately.

For each player, his identity will be generated in Blockchain, waiting to be activated when the player considers it.

Digital real property

Thanks to the blockchain component, players have real digital ownership of the items they get in the game.

Free to Play & Play to Earn

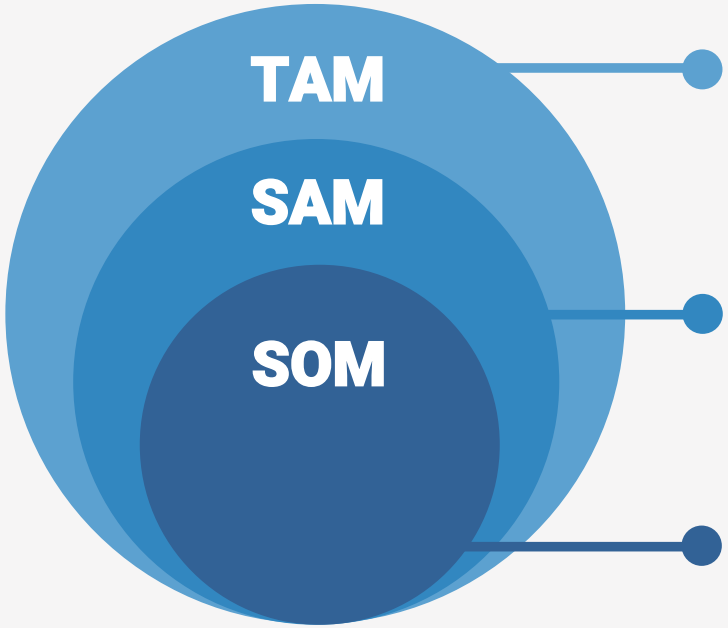
There is no cost to start playing Soul Breach. We want everyone to have the opportunity to enjoy the game.

In addition, thanks to the token and NFTs system, users will be able to earn income while playing.

Sustainable economy

Our team of advisors includes economists and financial analysts, and we are creating together a sustainable economic model that will endure over the years as the Soul Breach Universe expands.

Play to Earn market



178 B $

Targetizable Available Market

Video Game Industry Revenue

Source: Statista

123.7 B $

Serviceable Available Market

PC & Mobile Video Game Revenue

Source: NewZoo

20 B $

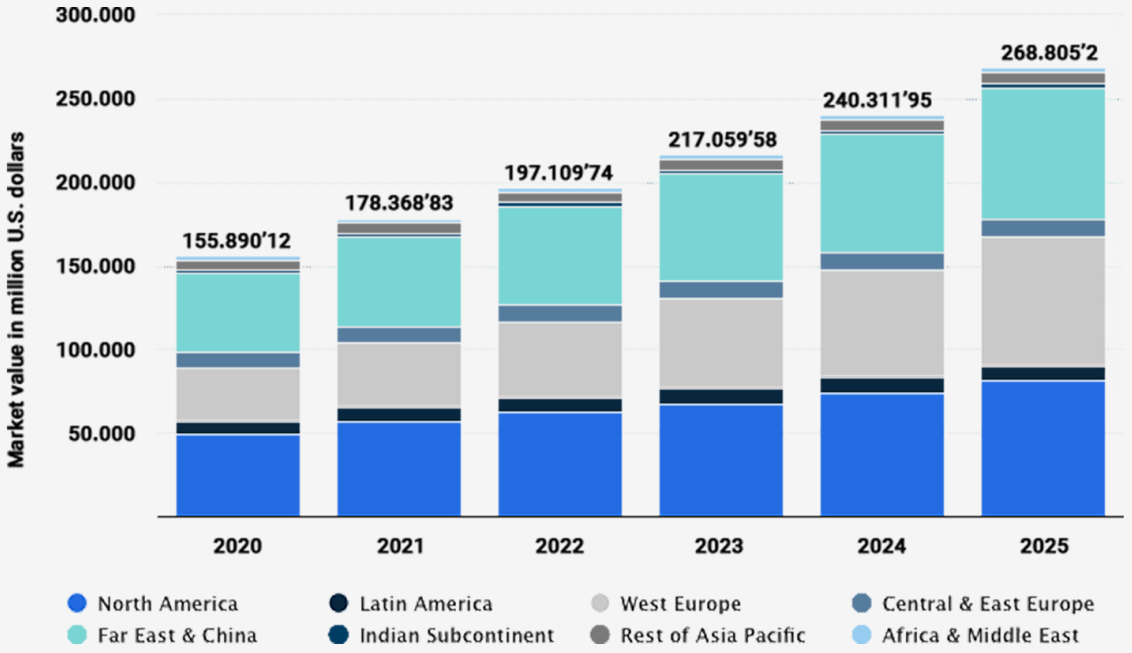
Serviceable Obtainable Market

Play to Earn Market

Source: Coin Market Cap

* *2021 Figures*

Video Game Industry Revenue



Source: Statista 2021

"Play-to-earn Gaming would take over 90% on the gaming market in 5 years."

reddit

Alexis Ohana

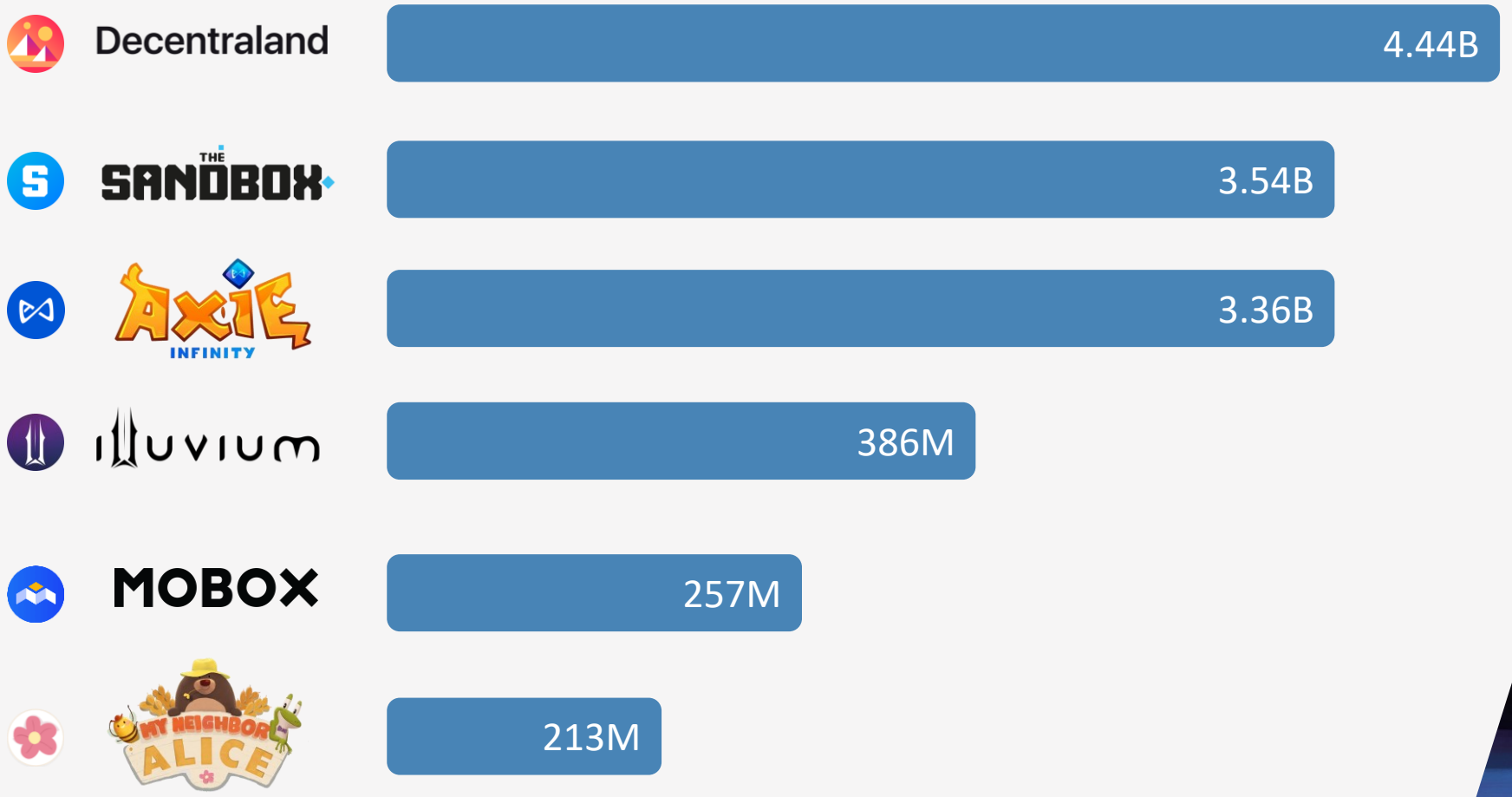
Reddit co-founder

"The metaverse's initial TAM only in China, will be approximately $4 trillion, as it replaces the mobile internet with a more immersive experience."

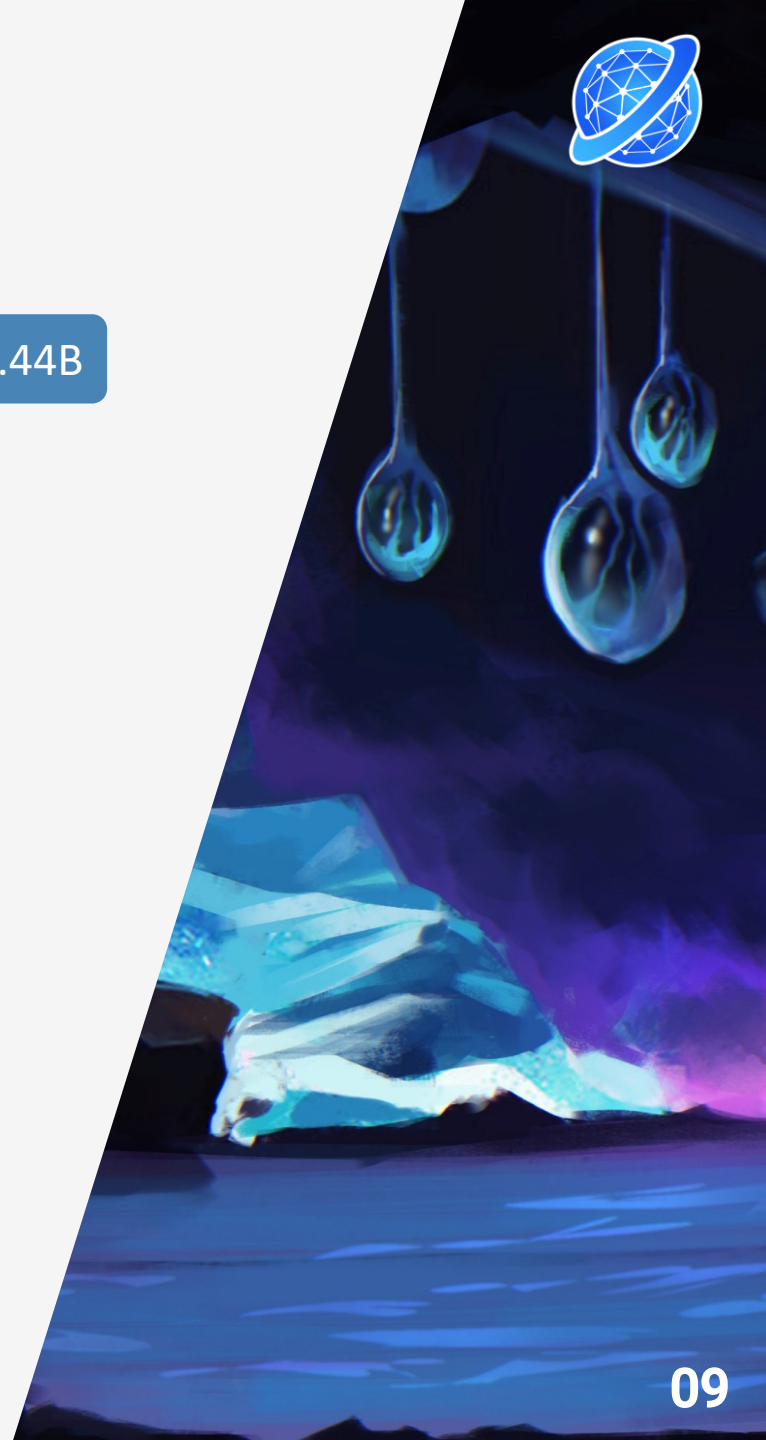
Morgan Stanley

Morgan Stanley

Competition: market capitalization ($)



Updated April 2022 https://coinmarketcap.com/view/play-to-earn/



Competence: analysis

	Soul Breach	Decentraland	Axie Infinity	The Sandbox	Illuvium	My Neighbor Alice	Mobox
Blockchain	BNB Chain	ETH	ETH	ETH	ETH	ETH	BNB Chain
Nº of Tokens	1	1	2	1	2	1	2
Platform	PC, Android & iOS	PC (Browser)	PC, Android & iOS	PC, Android & iOS	PC, Android & iOS	PC (Windows)	PC, Android & iOS
Fiat Payments	✓	✗	✗	✗	✗	✗	✗
Art Quality & Detail	▮▮▮	▮▮	▮▮	▮▮	▮▮▮	▮▮	▮
NFT artist Limited Edition	✓	✓	✗	✓	✗	✗	✗
PVP Competition	✓	✓	✓	✓	✓	✗	✗
Official Staking	✓	✗	✓	✗	✓	✗	✗
Easy Gameplay	✓	✗	✓	✗	✗	✓	✓

The Game

Main elements of the game

Hero

The Hero is the incarnation of the player himself, who participates in combat by empowering creatures and summoning spells.

Players can customize the appearance of the hero, alternating between various collectible skins (which can be converted into NFTs).

Creatures

Creatures are the most important element of the game. Players can obtain creatures during their adventures, which are added to their collection and fight alongside them.

Most creatures can be converted into NFTs, which players can trade with.

Equippable ítems

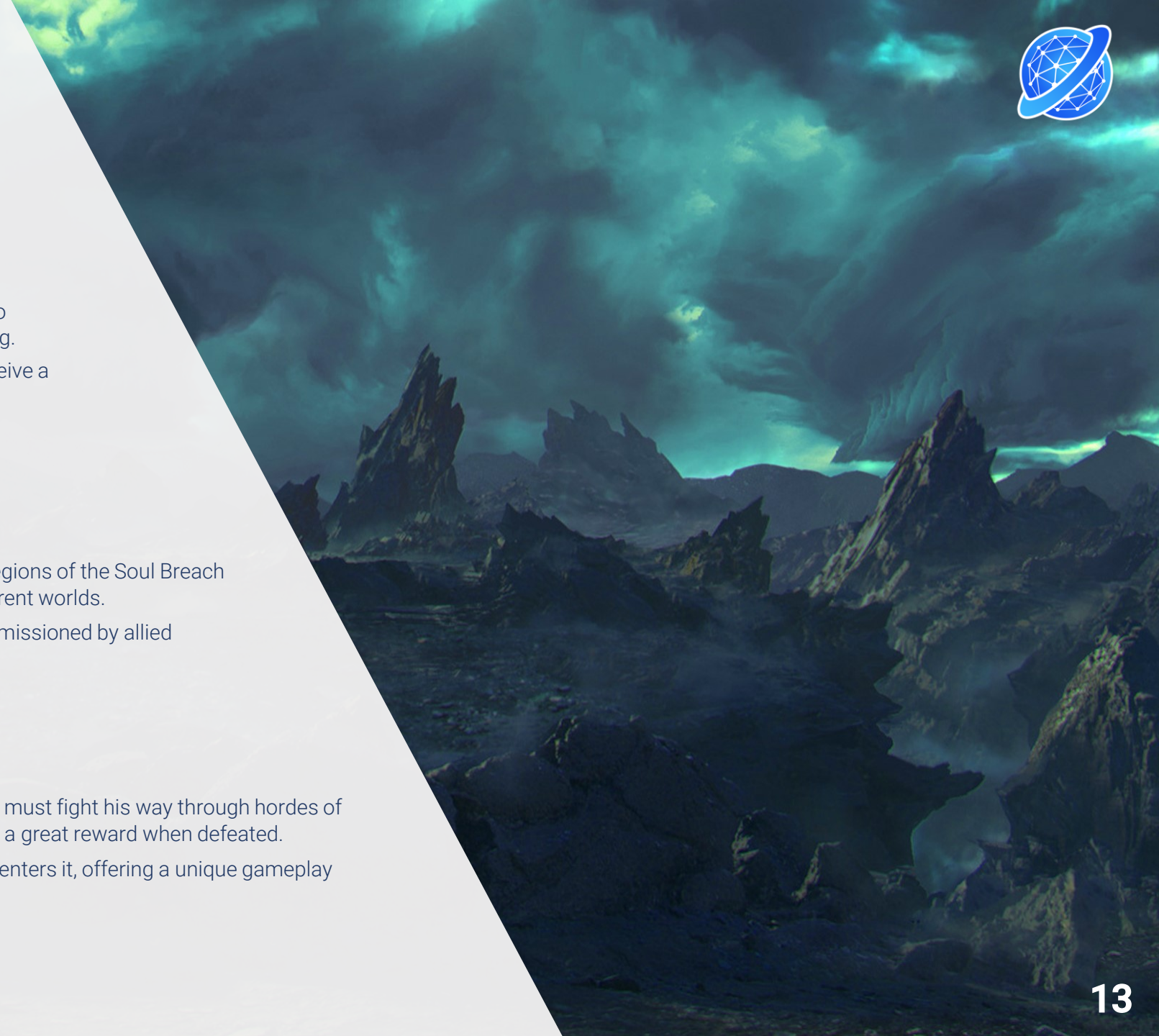
Players also acquire various items that allow them to empower creatures and the hero.

As with the creatures, most equippable items can be converted into NFTs.

Gems

During his adventures the player will obtain primordial gems, which can be broken releasing a creature that will be added to his collection.

Game Modes



Arena (PVP)

The main competitive mode, the arena will allow players to engage in single combat, fighting to climb the PVP Ranking.

At the end of each season, the first ranked players will receive a great reward in the form of ANIMA (tokens).

Adventure (PVE)

In the adventure mode, the player will travel through the regions of the Soul Breach Universe, exploring the kingdoms and civilizations of different worlds.

During their adventures, players will carry out quests commissioned by allied characters, earning rewards upon completion.

Dynamic Dungeon (PVE)

Classic RPG dungeon crawling approach, where the player must fight his way through hordes of creatures until he reaches the final enemy, which will grant a great reward when defeated.

Each dungeon will be dynamically generated as the player enters it, offering a unique gameplay experience each time.

Gameplay: battle configuration

The player will be able to define his game strategy by configuring his battle team, consisting of four creatures from his collection as well as the items with which he will equip and empower each of the characters (along with the hero's appearance).

Gameplay: exploration of kingdoms and regions

PRE-ALPHA
IN DEVELOPMENT CONTENT
NOT FINAL

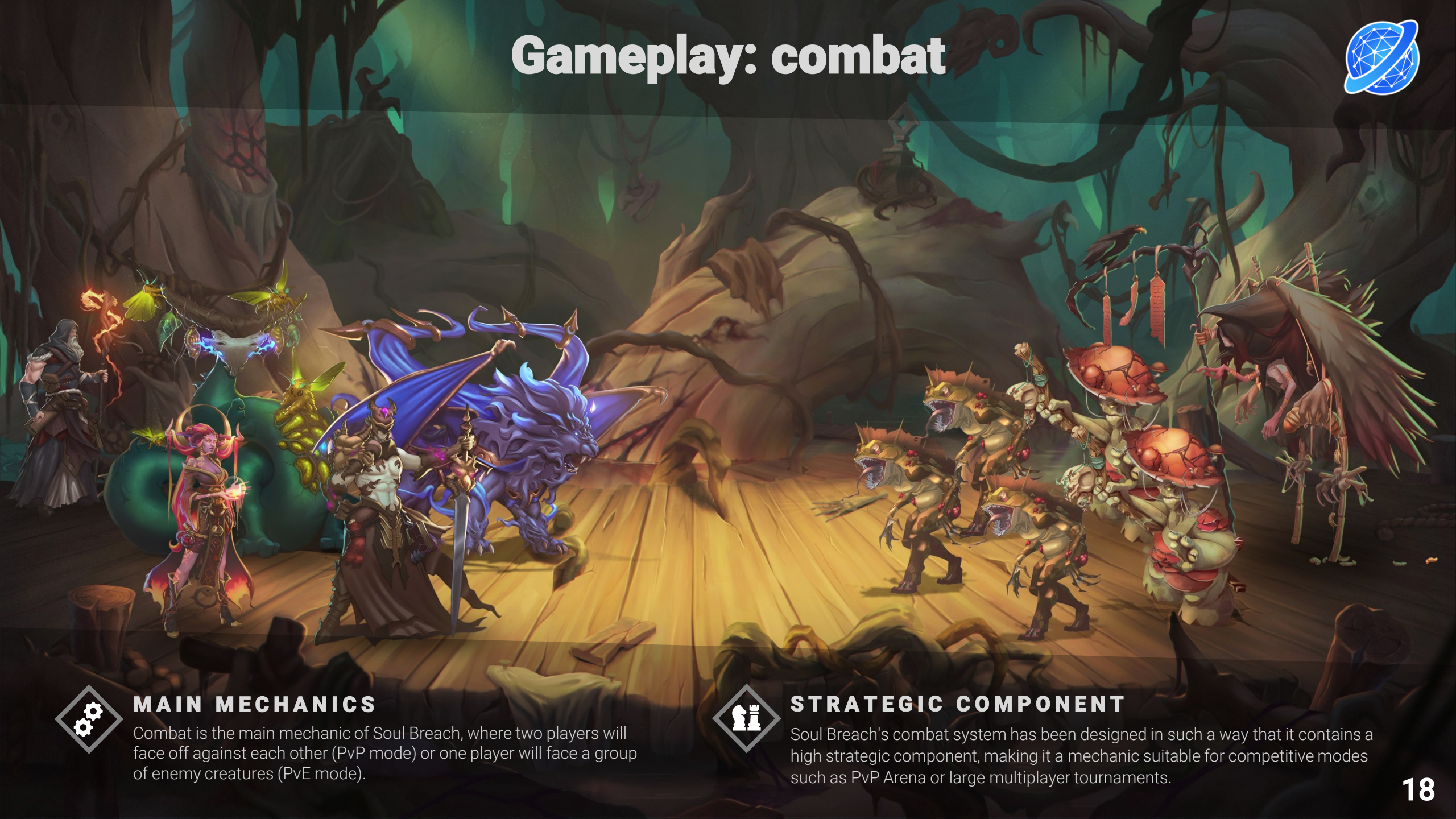
During his adventures, the player will explore the different kingdoms and regions of the Soul Breach universe.

Gameplay: breaches between planes

Gameplay: characters & missions

During his adventures, the player will interact with allied characters who will help him on his journey and offer to participate in quests in exchange for great rewards.

Gameplay: combat



MAIN MECHANICS

Combat is the main mechanic of Soul Breach, where two players will face off against each other (PvP mode) or one player will face a group of enemy creatures (PvE mode).

STRATEGIC COMPONENT

Soul Breach's combat system has been designed in such a way that it contains a high strategic component, making it a mechanic suitable for competitive modes such as PvP Arena or large multiplayer tournaments.

Gameplay: dungeons and rewards

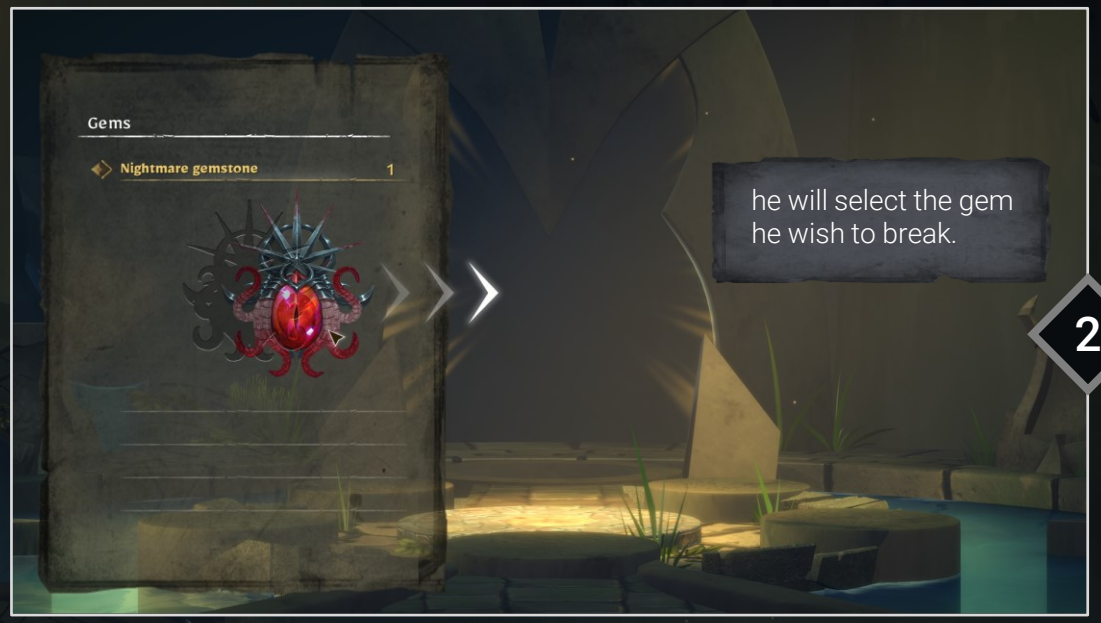
Delving into the heart of the dungeons, the player will have to face the most powerful enemies of the game, who guard the best rewards of the Soul Breach Universe.

Gameplay: primordial shrines

Built before the arrival of men, the shrines will allow the player to break the primordial gems and free the creatures trapped inside.

Gameplay: gem breaking

1



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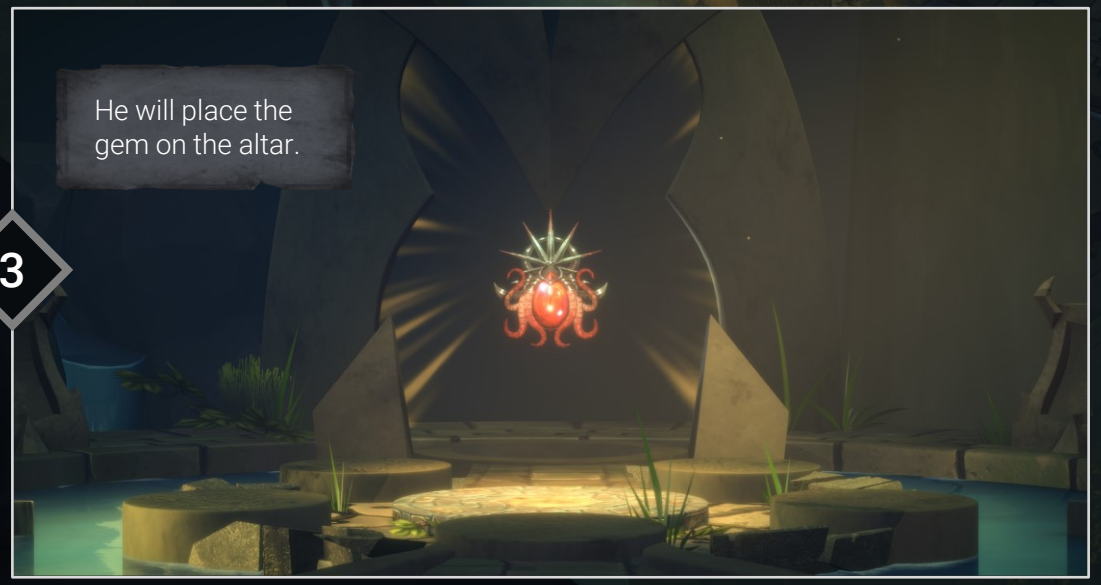

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4

Future development

Blocks of new content

Soul Breach will be provided with new content on a regular basis, in the form of: new regions, collectible creatures, equippable items, hero skins, etc.

Multiplayer Tournaments

Large internally generated tournaments, convenient for participants while allowing them to compete for great prizes.

Multiplayer Raids (PVE)

Game mode in which several players participate together joining forces to defeat the most powerful enemies.

Clan System

It will allow players to ally with their friends by creating a brotherhood, interacting and cooperating in various ways.

Mercenary Mode

Mechanic that will allow the temporary assignment of NFTs to other players, in exchange for a part of the rewards obtained.

Nightmare Mode

This game mode will consist of a colossal increase in the difficulty of Soul Breach, granting much greater rewards.

Artisan Mode

Players will be able to master one or more professions, so they will be able to produce powerful items in the form of NFTs.

Governance Mode

System that will allow the most committed players to participate in decisions about the direction of Soul Breach.

Metaverse

At a later stage we aim to create a Metaverse of our own, in which players will enter and interact with each other while exploring the wider Soul Breach Universe.

Organic Marketing

Soul Breach has several functionalities that will in themselves provide great promotional power:

PVP Ranking Rewards

At the end of each month, a reward in the form of ANIMA will be given to the top ranked players in the PVP arena ranking.

Tournaments

With the launch of multiplayer tournaments, we will establish a competition mode in which a multitude of players will be able to participate in a self-generated tournament, competing for big prizes in the form of ANIMA.

Events

We will also attend in-person events, so we can interact face-to-face with Soul Breach enthusiasts, learn from their feedback and collaborate together to improve the game.

Token & NFTs

ANIMA Token

Ecosystem Token that gives life to the Soul Breach universe, which has been designed to provide it with great utility.

ANIMA is developed on the BNB Chain (Binance's Blokchain), which has a high level of security and a very low transaction cost.

Name	ANIMA
Type of token	Utility
Protocol	BEP-20 & ERC-20
Max Total Supply	5.000.000.000
Initial Supply	750.000.000
Exchange starting price	$0.02
Initial Market Cap	$15.000.000
Fully Diluted Market Cap	$100.000.000

Utility of ANIMA

1 **In-game purchases**

ANIMA can be used for in-game purchases, ranging from power-ups to cosmetic items.

2 **Enhancement of NFTs**

ANIMA can be used to acquire soul essences, which are needed during the last stage of upgrading the most powerful NFTs.

3 **Purchase of NFTs on the secondary market**

Players will be able to trade with each other on the secondary market, using ANIMA as a means of payment when buying an NFT from another player.

4 **Staking System**

At the time of ANIMA's launch, the staking system will be enabled, allowing a continuous supply of tokens to users.

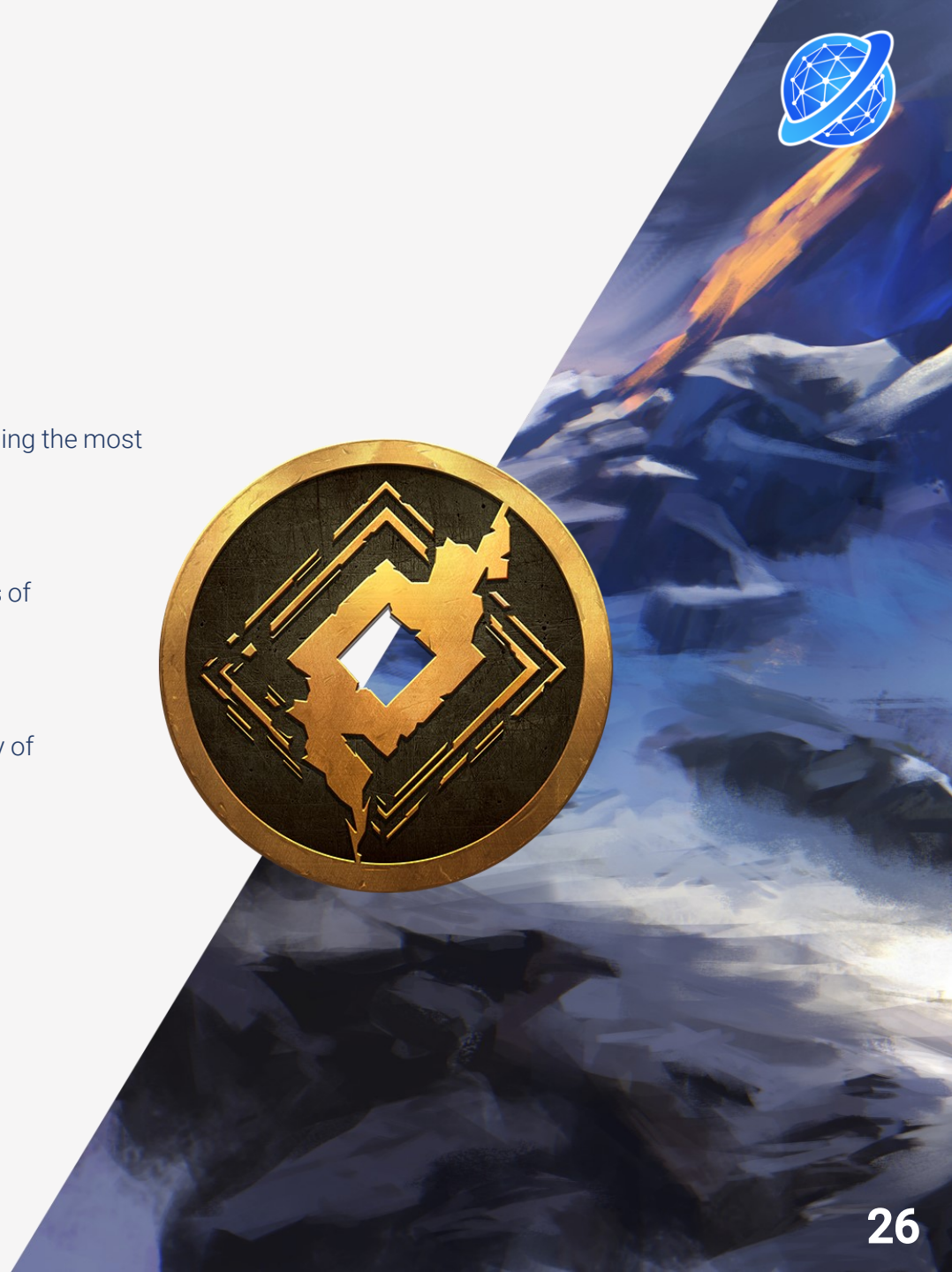
5 **Tournament registrations**

With the launch of the multiplayer tournament mode, players will be able to register for tournaments by paying the entry fee with ANIMA.

6 **NFTs Creation**

ANIMA can be used to convert collectible items into NFTs.

Additionally, the artisan mode will allow players to craft NFTs. The most powerful of these will require the use of ANIMA during the crafting process.



NFT system

BNB Chain

Soul Breach non fungible tokens (NFTs) will be developed on the BNB Chain (Binance Blockchain), being this the main implementation Blockchain. Additionally and depending on the type of token, some of the NFTs may also be available on the Ethereum Blockchain. The non-fungible token system will be developed under the standards: BEP-721 and BEP-1155 (and their counterparts in the Ethereum Network, the ERC-721 and ERC-1155 standards).

NFTs Creation

Most of the collectible items in the game can be transformed into NFTs, which can be traded in the secondary market.

When a collectible item is acquired in the game it will generally not be an NFT, but the player will be able to transform it into an NFT through a simple process (using ANIMA).

NFTs Marketplace

There will be a secondary market that will allow players to trade the various Soul Breach NFTs.

A 4% commission will be charged on each transaction.

Creatures

Equippable items

Cosmetic elements

(Soul Breach NFT categories)

Exclusivity and scarcity of NFTs

Soul Breach has several functionalities that in themselves have great promotional power:

Random attributes

When a new collectible (which can be transformed into an NFT) is generated, it will acquire a random configuration of attributes. Consequently, two NFTs with the same name will generally differ in terms of the attributes they offer.

Limited editions

Some NFTs in the game can be purchased in the store for a specific period of time (e.g. some editions of cosmetic items).

After this time, this NFT will no longer be sold internally, and can only be purchased on the secondary market if there are sellers offering it.

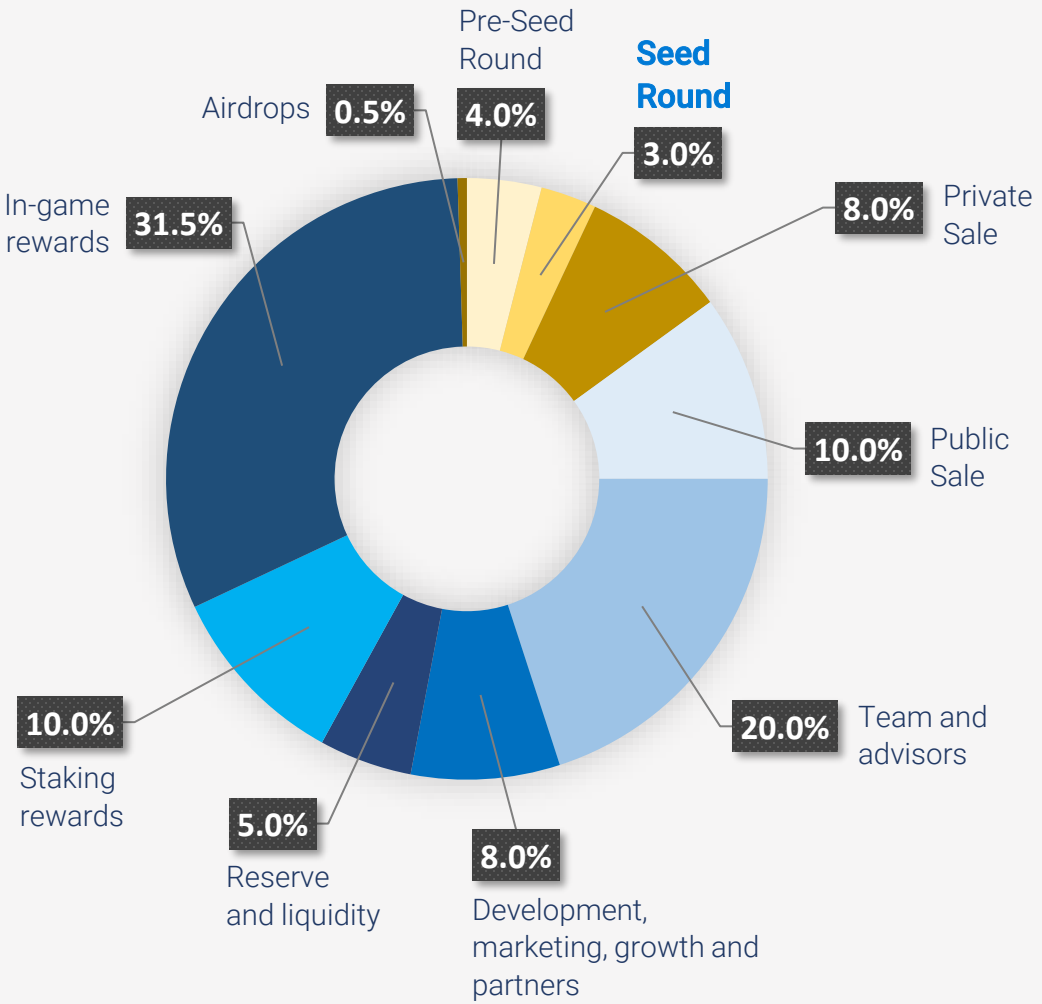
No reissue

Through this mechanism, after a certain date, some collectible elements of the game will no longer be generated, so that no new NFTs of that type can be created.

Tokenomics

ANIMA Distribution

ANIMA has a fixed total supply of 5.000.000.000.000.



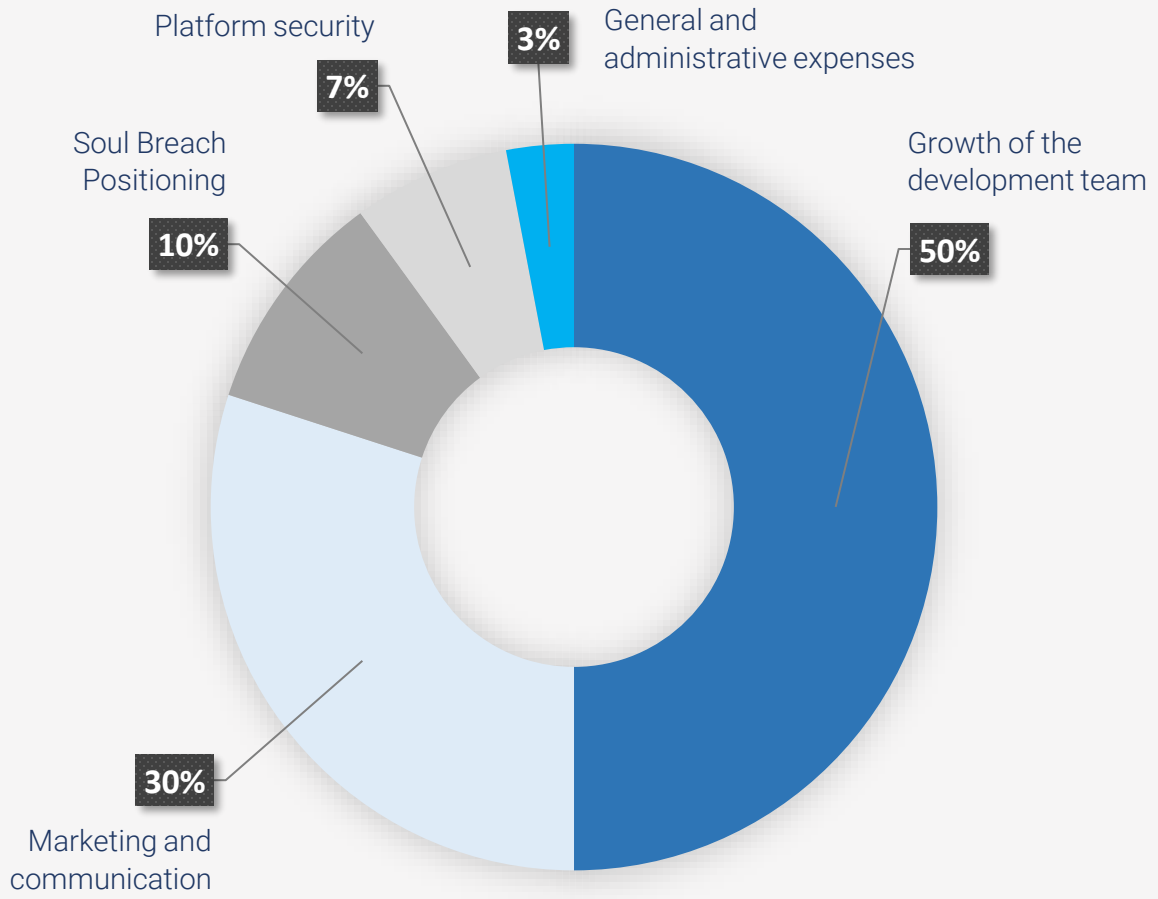
Concept	Percentage of total	ANIMA
Pre-Seed Round	4%	200.000.000
Seed Round	**3%**	**150.000.000**
Private sale	8%	400.000.000
Public sale	10%	500.000.000
Team and advisors	20%	1.000.000.000
Development, marketing, growth and partners	8%	400.000.000
Reserve and liquidity	5%	250.000.000
Staking rewards	10%	500.000.000
In-game rewards	31.5%	1.575.000.000
Airdrops	0.5%	25.000.000

Token Sales

Phase analysis

Concept	Private Sale	Public Sale
Phase date	July 2022 to March 2022	April 2023
Token	ANIMA	ANIMA
Type of token	ERC-20 & BEP-20 | Utility	ERC-20 & BEP-20 | Utility
Token price	**$0.005**	**$0.02**
Collection target	$2.000.000	$10.000.000
Total tokens to be sold	400.000.000 (8% of the total)	500.000.000 (10% of the total)
Minimum purchase	$100.000	*(According to Exchange conditions)*
Accepted payment	USD, EUR, Stable coins	USD, EUR, Stable coins
Vesting time	Until the release of Soul Breach (Estimated in Q4 2023)	None: unlocked in Q2 2023
Unlocking	Incrementally during the first 2 years of the game	Immediate

Planned use of funds



Vesting & unlocking calendar

Token distribution		2023				2024				2025				2026			
		Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
4.00%	Pre - Seed	🔒	🔒	🔒	🔒	Incremental (3 years)											
3.00%	Seed	🔒	🔒	🔒	🔒	Incremental (2 years)											
8.00%	Private Sale	🔒	🔒	🔒	🔒	Incremental (2 years)											
10.00%	Public Sale		Instant														
20.00%	Team & Advisors	🔒	🔒	🔒	🔒	Incremental (3 years)											
8.00%	MKT & Partners	🔒	🔒	🔒	🔒	Incremental (3 years)											
5.00%	Reserve & Liquidity		Instant														
10.00%	Staking		Linear (4+ years)														
31.50%	Play to Earn	🔒	🔒	🔒	🔒	Linear (6+ years)											
0.50%	Airdrops		Strategic														

ANIMA Listing (April)

Soul Breach PC (December)

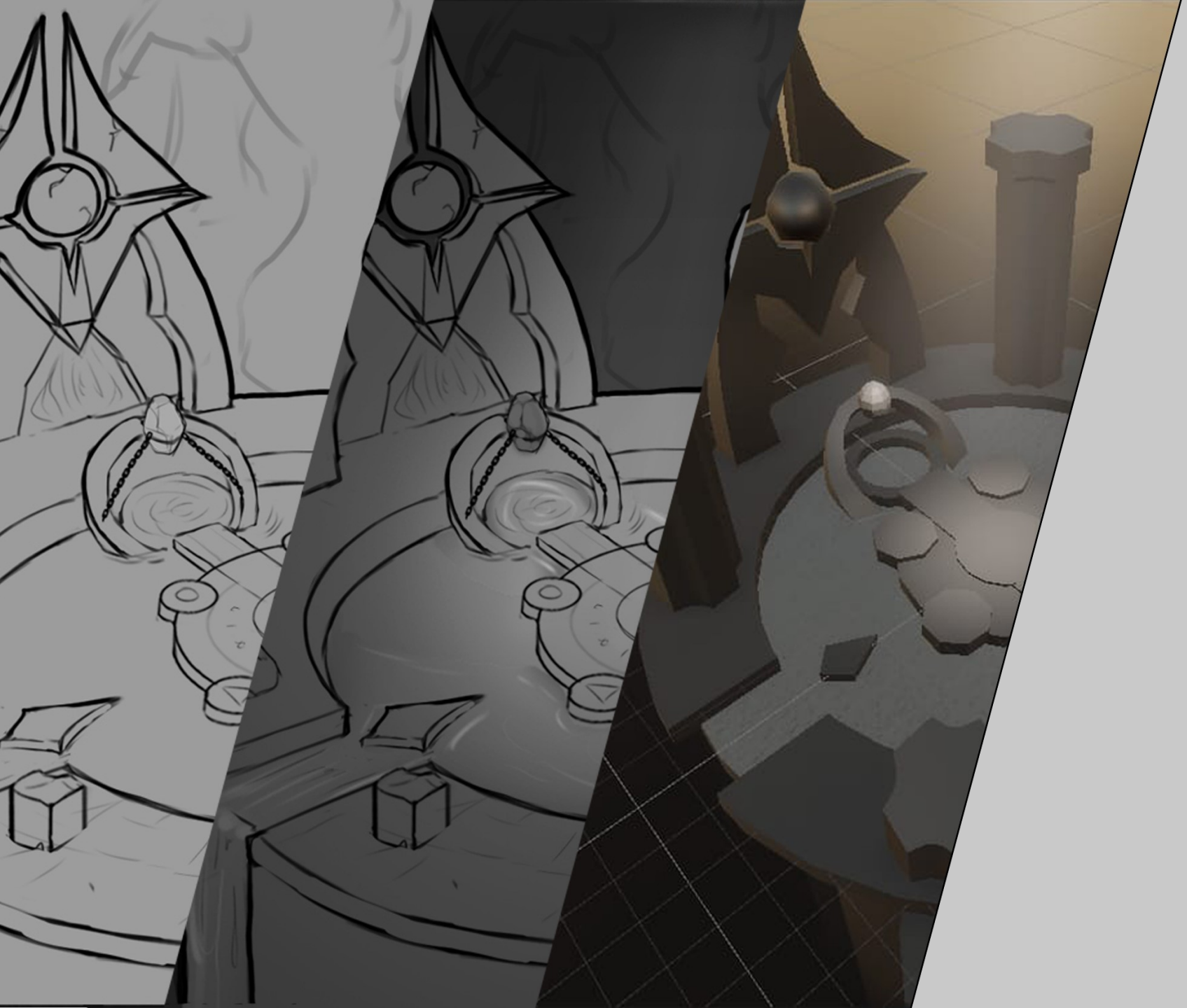
1º Torneo Mundial (December)

(November)

(November)

Incremental Unlocking

To strengthen ANIMA's economy, most allocations will be unlocked using an incremental algorithm, so that each month 5% more tokens than the previous month are released.



Economy

Reward allocations

42% of ANIMA's total is distributed to the three reward allocations destined to the Soul Breach community.

31.5%

In-game rewards

Main allocation (31.5% of the total), which will be mostly used to the monthly PVP Ranking rewards and Special Tournaments.

Each month, 12,500,000 ANIMA (0.5% of the total) will be distributed to the highest ranked players. At a token starting price of $0.02, this monthly reward will be equivalent to $250,000.

10%

Rewards for staking

Users who block a certain amount of their tokens will be rewarded for strengthening the Soul Breach ecosystem by obtaining a continuous supply of ANIMA as a reward.

Additionally, 25% of the total income from the Treasury will be allocated to staking rewards (a mechanism similar to the distribution of dividends among ANIMA owners).

0.5%

Airdrops

In order to progressively promote the adoption of ANIMA, several airdrop campaigns will be carried out, which will be previously announced through Soul Breach's official channels.

In this way, a total amount of ANIMA with an initial value of $500,000 will be distributed among the Soul Breach community.

Revenue streams

There are 4 constant revenue streams, which will capitalize Soul Breach's treasury:

In-game purchases

Players will be offered the possibility to make internal purchases, boosting their journey through Soul Breach Universe.

Main payment method: **ANIMA** | Alternative payment method: **fiat money**

NFTs Creation

The different Soul Breach collectibles can be converted into NFTs, making them able to be traded.

Main payment method: **ANIMA**

NFT marketplace commissions

A small commission will be charged on each sale (around 4%), which will go to the treasury.

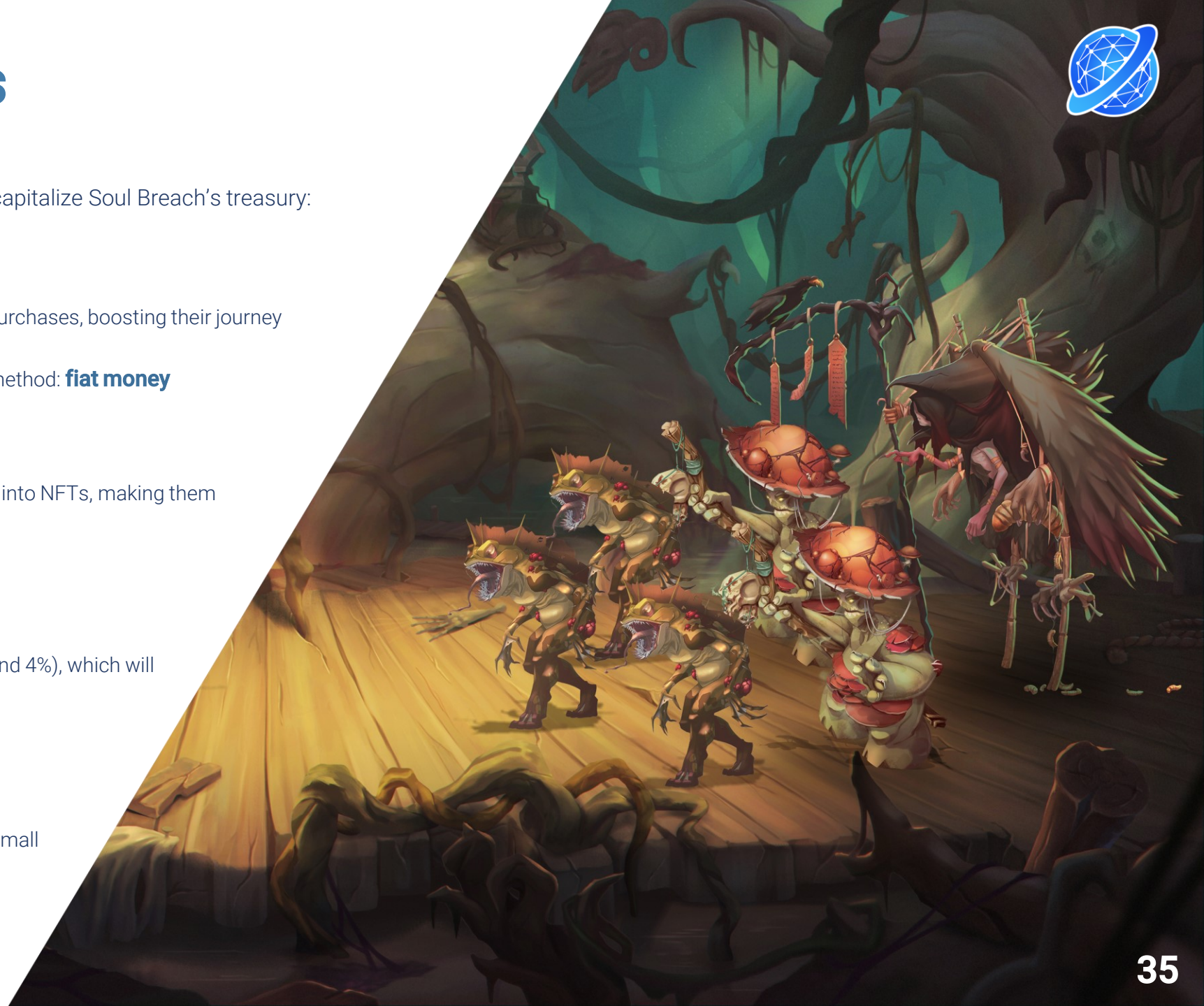
Single payment method: **ANIMA**

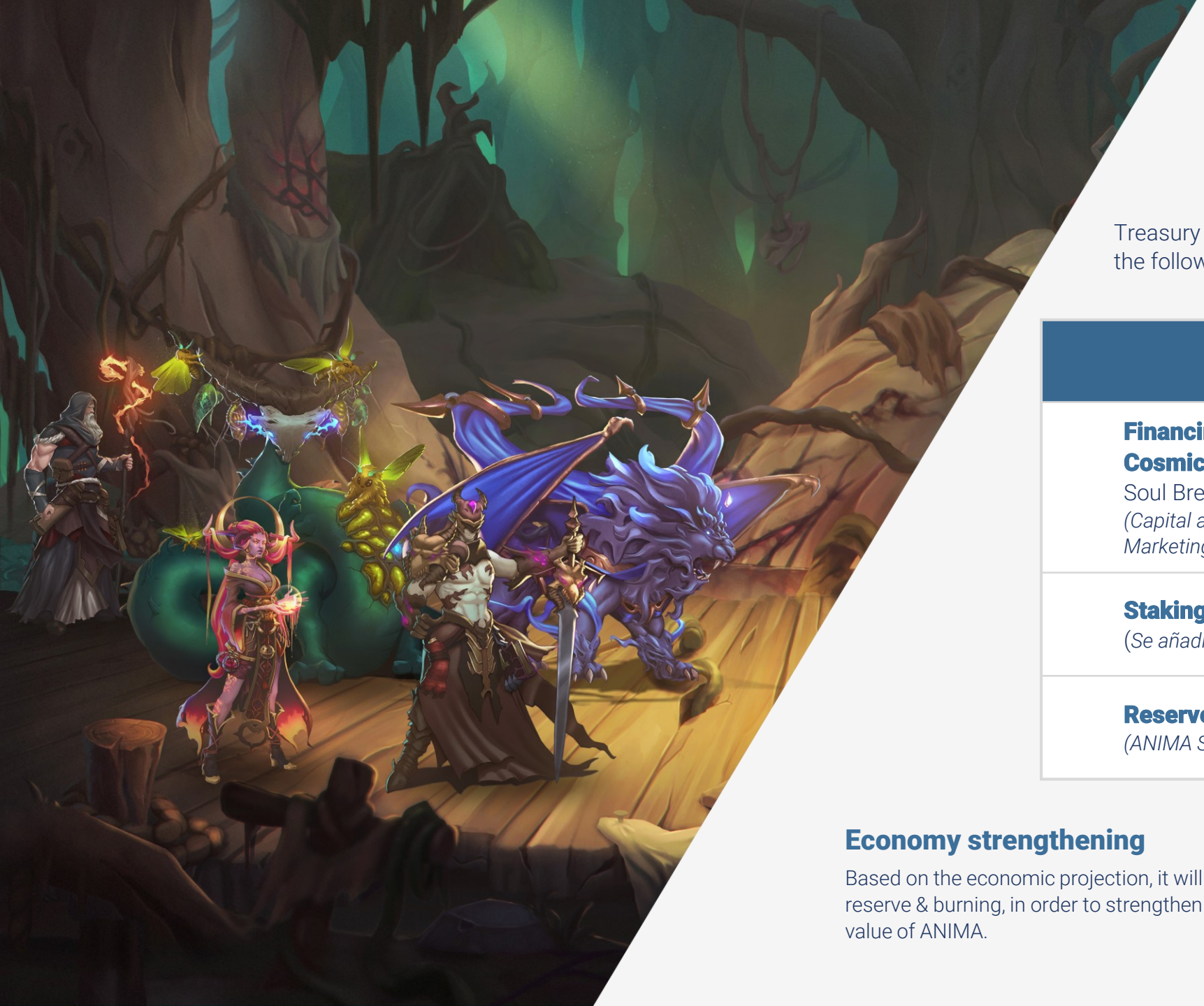
Tournament registration fees

From the multiplayer tournaments release onwards, a small registration fee will be fixed (around 4%).

Main payment method: **ANIMA**

Alternative payment method: **fiat money**





Treasury

Treasury funds will be distributed monthly on the basis of the following estimates :

Concept	% Assigned
Financing and growth of Cosmic Spell Soul Breach Universe Empowerment *(Capital allocated mainly to Development and Marketing)*	50%
Staking rewards *(Se añadirá a la partida inicial de tokens)*	25%
Reserve & token burn *(ANIMA Strengthening)*	25%

Economy strengthening

Based on the economic projection, it will be possible to increase the amount allocated to the token reserve & burning, in order to strengthen Soul Breach's economy enhancing at the same time the value of ANIMA.

Sustainable Play to Earn economy

Soul Breach aims to generate a solid and sustainable economic model, which allows players to obtain a source of income while exploring the Soul Breach Universe. Some of the mechanisms used will be as follow:

Price regulation

The costs of the different in-game purchases will be adjusted according to ANIMA's price, in order to maintain a stable economic model over time.

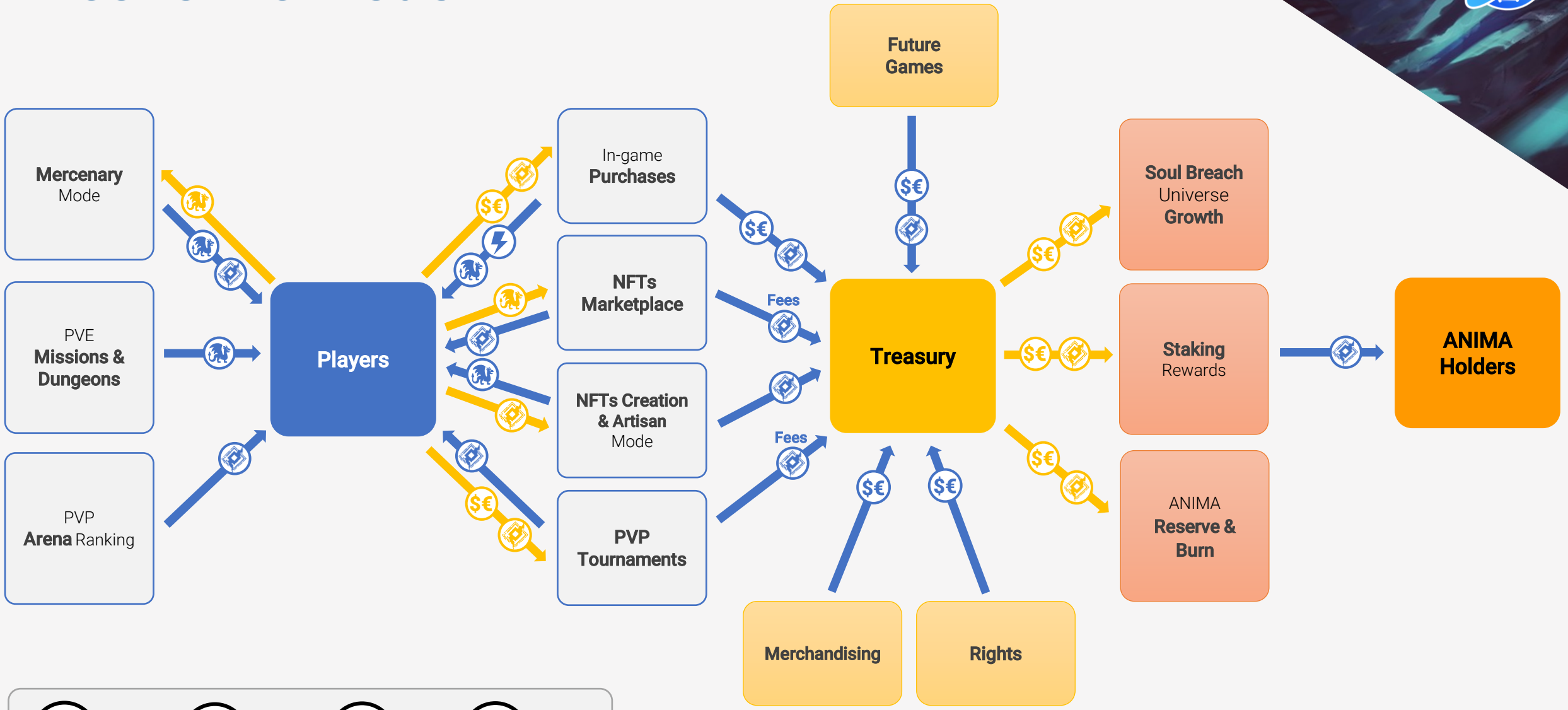
ANIMA reserve & burn

Soul Breach's Treasury will be nourished through various channels, and 25% of the total Treasury funds will be used for the ANIMA reserve and burn.

NFTs Reduction

A mechanism will be implemented, which will allow Soul Breach players to "destroy" a set of low-value NFTs, obtaining a new NFT that will be added to their collection.

Economic model



Swamp Creatures
Vol.1
Frog Humanoid
A
Such a sharp teeth
Corruption bulbs
Mushroom Shaman
B
Magician staff
Mud Undead
Different bones from the swamp
Drop eye
Bloody & infected water

Team

Soul Breach executive team

Héctor Fuentes

CEO & Design Lead

Sergio Checa

Producer

Juan Manuel Martín

Game Technical Lead

David Ortega

Blockchain Lead

Antonio Lorente

Art Director

Yaiza Moreno

UI/UX Lead

Alejandro Losa

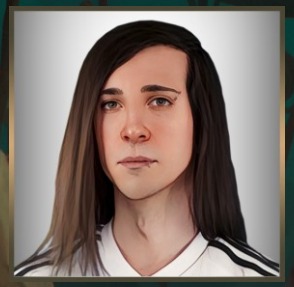
CMO & Investment Lead

Sergio Benet

CCO

As of April 2022, the Soul Breach team has more than 20 members and continues to grow and recruit talent.

Main Advisors



Diego Fuentes

Streamer &
Professional Player

Carles Pons

Enterpreneur

Marcos García

Enterpreneur

José Mas

Character Animator

Arturo Guerrero

Financial Director

Fernando Alonso

Economist

Jesús Cruz

Business Consultant

Salvador Martínez

Lawyer

Partners

noSpoon tech lab

WORLD ESPORTS CORP

dekalabs

ATH 21 a metricson company

GLOBALDIGITAL SPORTS CONSULTING

rgb arquitectos

ziraN

Dinaup

Roadmap

Roadmap

Q4 2021
- ✓ Pre-Seed Round ($560K)
- ✓ Game design > 80%
- ✓ Early concept art

Q1 2022
- ✓ Production start
- ✓ Whitepaper & Deck
- ✓ Work team creation

Q2 2022
- ✓ Art Elements
- ✓ Soul Breach website
- ✓ Social media release

Q3 2022
- Seed Round ($1M)
- Technical Demo PC

Q4 2022
- Private Sale Start
- Blockchain development Start
- **ANIMA Release**

Q1 2023
- Private Sale End
- Marketing campaign
- Blockchain development End

Q2 2023
- Closed Beta PC
- Public Sale
- **ANIMA Release**

Q3 2023
- Open Beta PC
- Influencers actions

Q4 2023
- **Soul Breach PC Release**
- Beginning of Metaverse development

Q1 2024
- Mercenary Mode
- Nightmare Mode

Q2 2024
- Multiplayer Tournaments
- Affiliation system

Q3 2024
- Soul Breach iOS Release

Q4 2024
- 1º World Championship
- 1ª Expansion
- Artisan Mode

Contact

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CMO & Investment Lead

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