LITLAB GAMES

WHERE ALL GAMERS MONETIZE

TEAM

DANYIL SHATKO | CEO
- Entrepreneur and success exit in eSports with AppGrade.
- Former eSports player and coach in teams such as FCBarcelona, Valencia CF or ASUS Gaming.

JAVIER CELORRIO | COO
- Senior architect at the UPV and specialist in 3D modeling.
- Professor in DeFi at Tutellus.
- Strategic management of tokenization projects with own technology.

TONI CAÑAS | CTO
- Strong technical background in computer science and programming (Vueling, Volskwagen and Cirsa in the last 20 years)
- Unity Team Lead at Zitro Interactive.

JAVIER FLORES | PRODUCER
- More than 20 years of experience in digital environments.
- Worked on Ubisoft (PC & console), MGA (gambling) and Tangelo (casual).
- Software Program Manager at Wallbox Chargers.

DAVID DE LEÓN | ART DIRECTOR
- More than 5 years experience in artistic workflow at video games development.
- Worked on Hotel Transylvania, Virtway, among others.
- Winner of Playstation talents awards.

IVÁN SALA | STRATEGIC FUNDRAISING MANAGER
- Business Administration and ESADE MBA.
- Founder of several technology and service start-ups.
- Entrepreneurial spirit, great skills for business organization and strategy.
- +10 years in tech start-ups and fundraising.
- +€15M fundraised.

ABOUT US

LitLab is the first Gambling eSport Company launching games based in crypto economy

POKER OF THE 21ST CENTURY

Problem

Gambling
The new generations are not feeling attracted by the classical gambling games (poker, roulette, blackjack...)

eSports
Gamers can not monetize their skills and time just playing games

Solution

LitLab is the first gambling-eSport publisher where the gamers can win money

MARKET

Gambling
Online Gambling Market is expected to reach $100 billion in 2026.
- In 2020, the online gambling revenue was $67 billion.
- 70% of the online betting revenue came from mobile gambling.

eSports
Revenue in the Online Games segment is projected to reach $24 billion in 2021.
- By 2025, it is expected to be $1.2 billion online game players.

Crypto
Access to one of the most liquid markets in the world, with a market cap over $2 Trillion and a growth of 20x+ in four years.
- Friction avoidance through an uncensorable way of participation into the project.
- Public ICOs closed in less than an hour.

OUR FIRST GAME

Cyber Titans is a cross-platform game of the autochess genre, like Riot's TeamfightTactics (+ 80M active players), with a high component of chance inspired by poker

WHY DO WE USE A CRYPTO BASED ECONOMY?

Liquidity
Based on on-chain data we can easily measure the impact of the market of crypto currencies.

The market has grown from 15 Billion $ to 2 Trillion $ in 4 years and keeps pushing.
The access to that liquidity makes the customer target way wider than the traditional gaming market niche.

Unified currency worldwide
Another peculiarity is that the friction suffered from traditional markets is totally avoided as the assets that can be monetized are global and uncensorable.

Capacity to create our own economy in our metaverse
Creating a native token will lead the economy around the game, making possible to control the policy of inflation/deflation, in order to make better performances.

This will help the game to engage the community, boost games in order to acquire new players and even demonstrate that eSports can be monetized.

BUSINESS MODEL

Rake

POKER BASED SYSTEM

Scaled commission fee taken by organizing each Cyber Titans match. All players in a match bet the same amount of token and the winners give 5% of their winnings.

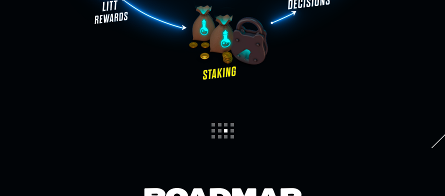
GAME
€100 VS €100

WINNER
€190 €0 €10

Sponsorship
eSports model

In-app purchases
Titan, arena and animation skins with NFT

TOKEN WORKFLOW



ROADMAP

2022

Q1
- CONCEPT / IDEA / GAME DESIGN
- DEVELOPMENT BEGINS
- WHITEPAPER

Q2
- OWN BLOCKCHAIN
- GAMEPLAY 1.0
- SYNCRHONIZATION BETWEEN GAME AND BLOCKCHAIN

Q3
- ICO $LITT
- OWN EXCHANGE
- GAMEPLAY 1.1
- PC ALPHA VERSION

Q4
- GAMEPLAY BETA
- P2E GAMES
- GAMES WITH BETS
- TOURNAMENTS
- SPECTATOR MODE

2023

Q1
- GAMEPLAY 2.0
- SOCIAL REWARDS
- PRIVATE CLUBS
- NFTs RELEASES
- ESPORTS BEGINS

Q2
- NFT MARKET PLACE
- 1st WORLD CHAMPIONSHIP
- API RELEASE
- SDK ALPHA
- NEW GAME MODES

PARTNERS

THE BREACH STUDIOS
At The Breach Studios they have multiple development teams working on a number of game projects with different target platforms and at different scales.

The Blockchain House is the universal platform connecting blockchains together and powering fast and efficient decentralized solutions.

COMPETITORS

	Cryptocurrency	Possibility of earning money	Enjoyable gameplay	Sustainable game and economy
CYBER TITANS	✓	✓	✓	✓
NFT games	✓	✓	✗	✗
Poker	✗	✓	✗	✓
eSports	✗	✗	✓	✗

KEY METRICS

	2022	2023	2024
MAU	25,000	1,250,000	5,500,000
Monthly Played Money	$0.75M	$85M	$400M
Played/month	$30	$68	$72
Revenue per player /month	$1,5	$3,4	$3,6
Generated token	50M	125M	175M

FINANCIALS

P&L Forecast

P&L projected	Y1	Y2	Y3
Rake	€450,000	€51,000,000	€240,000,000
Sponsorship	€100,000	€3,000,000	€10,000,000
In-app purchases	€0	€1,500,000	€5,000,000
Total revenue	€550,000	€55,500,000	€255,000,000
Cost of sales	€300,000	€800,000	€2,500,000
OPEX	€2,143,000	€8,010,400	€45,932,980
EBITDA	-€1,893,000	€46,689,600	€206,567,020
EBITDA %	-344%	84%	81%

Expenses			
Payroll	€900,000	€2,504,000	€3,094,800
Social security	€315,000	€876,400	€1,083,180
Other employee expenses	€50,000	€120,000	€250,000
Consultants	€244,000	€2,200,000	€12,000,000
Customer Success	€100,000	€500,000	€3,000,000
Marketing & Partnerships	€400,000	€1,000,000	€25,000,000
Rent	€36,000	€350,000	€600,000
Legal & Professional Fees	€63,000	€385,000	€605,000
Office Supplies	€10,000	€25,000	€50,000
Others	€25,000	€50,000	€250,000

FUNDRAISING

Token

ANGEL ROUND	SEED ROUND	STRATEGIC ROUND
3% LitLab tokens	5% LitLab tokens	8% LitLab tokens
60% discount	45% discount	30% discount
36 months vesting	30 months vesting	24 months vesting
✓	✓	

28% Staking/pool (54 months vesting)

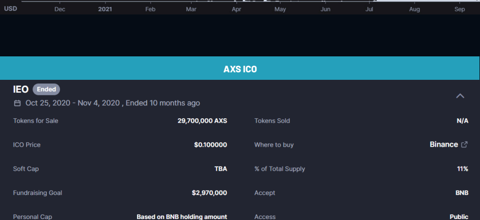
Ticket

> €250K	< €250K
10% SAFE	10% SAFE(O)
Simple agreement for future equity	Simple agreement for future earn out

CRYPTO GAMING SUCCESS CASE

Axie Infinity ($AXS)
- +$2.6B Market Cap
- x1500 Token value since ICO (public sale)

$AXS price evolution



AXS ICO

IEO Ended
Oct 25, 2020 - Nov 4, 2020 , Ended 10 months ago

Tokens for Sale	29,700,000 AXS	Tokens Sold	N/A
ICO Price	$0.100000	Where to buy	Binance
Soft Cap	TBA	% of Total Supply	11%
Fundraising Goal	$2,970,000	Accept	BNB
Personal Cap	Based on BNB holding amount	Access	Public

Token revenue per month

THANKS FOR VIEWING!

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