



OPERATION SAFE PLACE — D E F E N S E —



Empowering Gamers, Protecting Futures

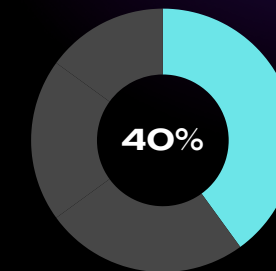
“Unleash the Future of Tower Defense”

EXECUTIVE SUMMARY

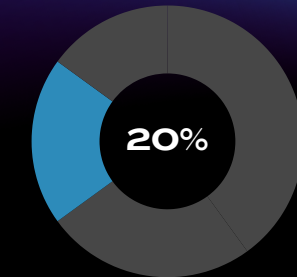
Investment Highlights:

- **Market Opportunity:** Targeting \$516B gaming market by 2029
- **Innovative Product:** AI-powered, third person shooter, tower defense combining Web3 and social impact
- **Technology Edge:** Advanced AI integration for dynamic gameplay and content
- **Traction:** MVP development completed, community building initiated
- **Strong Team:** Industry veterans from King.com, Vulcan Forged, and major gaming studios

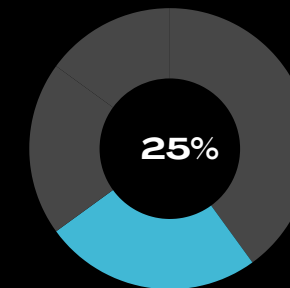
Use of Funds



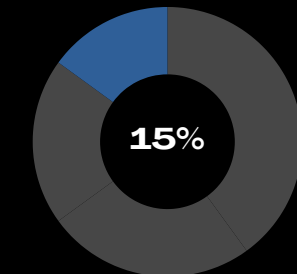
Core Development & AI Integration



Marketing & User Acquisition



Team Expansion



Operations & Infrastructure

Key Metrics

Funding Goal

\$4M

Projected Revenue (Year 1)

\$2.7M

Target Players (Year 1):

58,000+

Development Timeline:

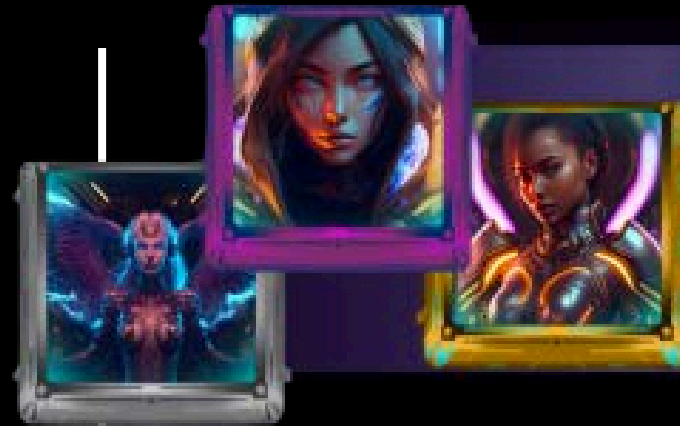
18

months to full launch

INTRODUCTION TO OSPD

Operation Safe Place Defense (OSPD) is the first phase of the Operation Safe Place Universe (OSPU) it is a hybrid Tower Defense and Third-Person Shooter Game with Real Impact, and collectible card game elements.

Focusing on community-driven feedback loops and eventual cross-game asset use.



At its heart, Operation Safe Place Defense is a Tower Defense game, but the development roadmap will evolve it into so much more!

Tower Defense games are great fun and require a lot of strategic thinking.

THE PROBLEM



The Ownership Gap in Gaming

The gaming industry is flooded with traditional games that lack true ownership and social impact.



The Demand for Meaningful Play

Players seek engaging, innovative experiences with real-world value and positive social contributions.

BRIEF DESCRIPTION OF OSPD

OSPD is just the beginning, with the potential for expansion into various game modes and future titles within OGPU. OSPD offers a unique blend of **tower defense**, **third-person shooter**, and **collectible card game mechanics**.

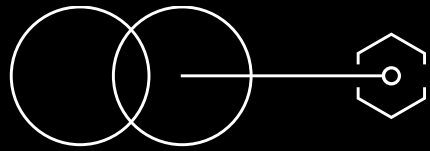
CORE MECHANICS

- Strategically place towers
- Collect digital assets
- Engage in multiplayer battles.

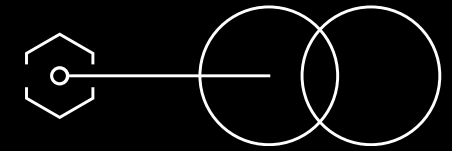
UNIQUE FEATURES

Immersive gameplay with play-to-earn mechanics and decentralized ownership.





COMPETITIVE ADVANTAGES



AI Innovation:

- Dynamic content generation
- Personalized gameplay experience
- Advanced NPC interactions

Hybrid Gameplay:

- Unique tower defense + shooter mechanics
- Collectible card game integration
- Multiple gameplay modes

Social Impact Integration:

- Direct NGO partnership
- Measurable real-world impact
- Community-driven initiatives



KEY GAMEPLAY MECHANICS

Strategic tower defense with customizable turrets and mechs.
Collectible digital assets that enhance gameplay and offer true ownership.

AI-Enhanced Gameplay Systems

- Smart matchmaking based on player skill and style
- Adaptive difficulty scaling using machine learning
- Personalized tutorial and assistance systems

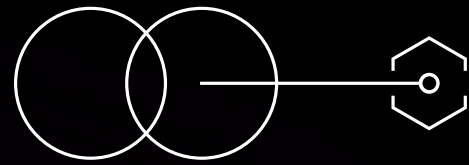
WIP - Actual Game Footage

UNIQUE FEATURES

Play-to-earn mechanics where players earn digital assets through gameplay.

Decentralized ownership of in-game items.





AI INTEGRATION FEATURES



AI-Driven Characters

Advanced Large Language Models power dynamic character interactions

Characters develop unique personalities and storylines based on player choices

Enhanced immersion through naturally evolving dialogues and relationships

Dynamic Content Generation

AI-powered quest and mission generation system

Personalized storylines adapt to player preferences and playstyle

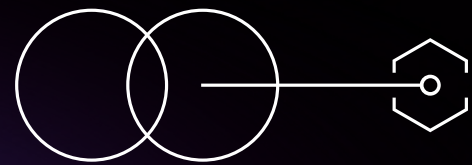
Continuous stream of fresh, engaging content

Intelligent Game Balancing

Real-time analysis of gameplay data for optimal balance

Dynamic adjustment of difficulty, rewards, and challenges

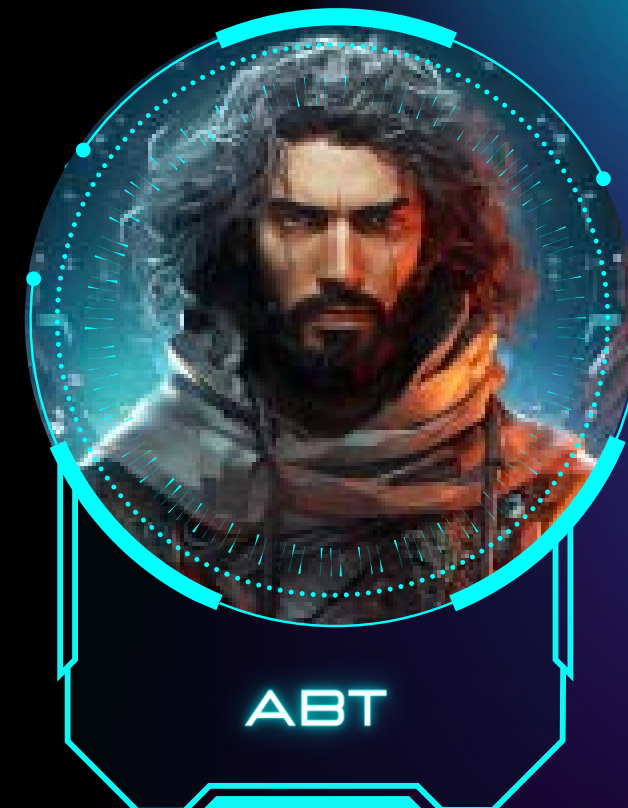
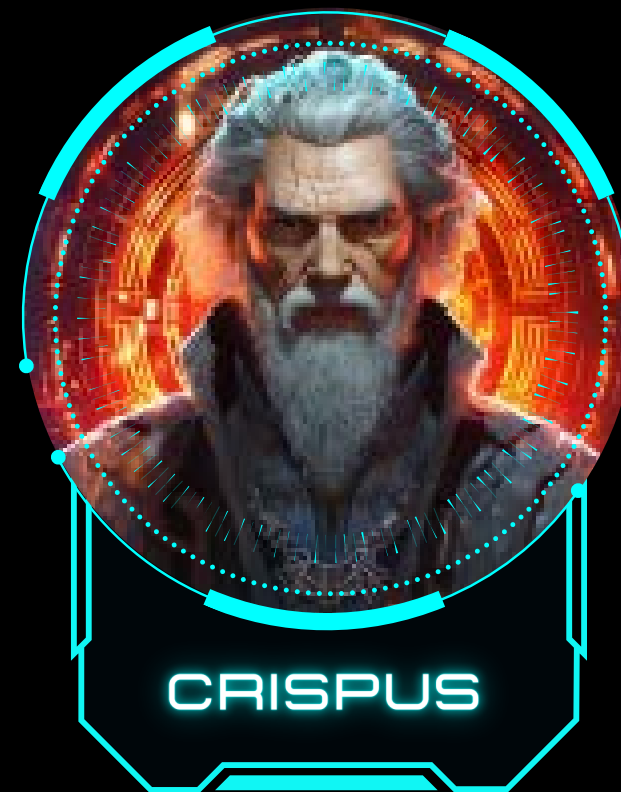
Machine learning algorithms ensure fair and engaging matches



MAIN STORY CHARACTERS



Operation Safe Place (OSP) is set in a dystopian future where AI overlords and demonic entities threaten humanity. A diverse group of heroes must navigate through time and dimensions to rescue loved ones and prevent the extinction of humanity.



NFT CLASS CARDS (CONCEPT)



NFT TURRET CARDS (CONCEPT)



TECH STACK



Java for browser-based version.



Python for Discord integration.

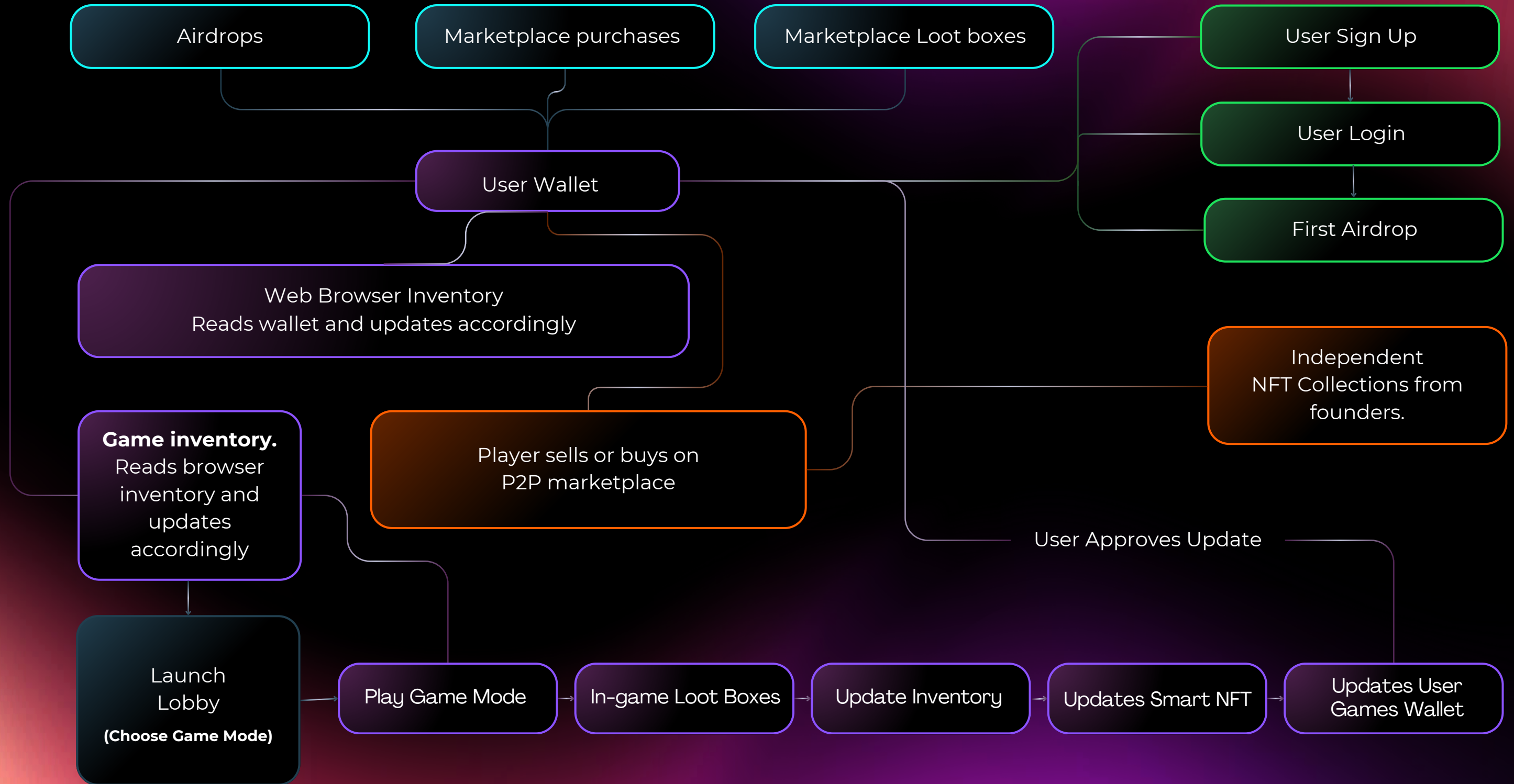


Unreal Engine for 3D first /
third person versions.

Blockchain
Integration

- Leveraging relevant chain for in-game assets and marketplace.

- Blockchain Integration: Third Web



↑↓ All Filters

Get a Free NFT

Collections

Price

Card Rarity

Card Type

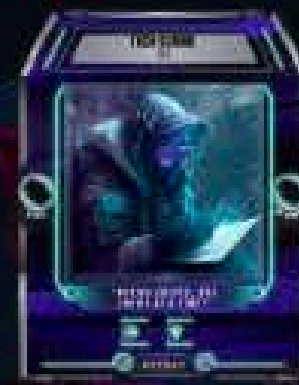
Card Level

Clear all Filters

TECH SCRIBES
#1000



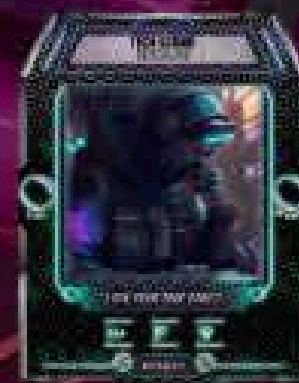
TECH SCRIBES
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TECH SCRIBES
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TECH SCRIBES
#1009



IN GAME CURRENCY (COURAGE)

- Earn \$Courage through in-game quests and activities.
- Use \$Courage to purchase NFTs, in-game assets, and participate in our discord marketplace.

Benefits of Decentralized Ownership

- True ownership of digital assets, enhancing player engagement and value.

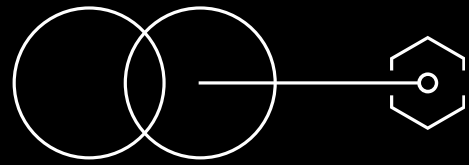
FUNDRAISING AND AWARENESS

for Gender-Based Violence and Child Trafficking

A portion of proceeds will be donated to Operation Safe Place, our real-life NGO in South Africa. **“Every Girl Safe”**

That's why we made this game!

We have a vision to keep as many girls safe as we can.



DEVELOPMENT PHASES AND KEY MILESTONES



1

**Q4
2024**

Base 2D and 3D
Game Prototypes

2

**Q3-Q4
2025**

Full 2D and
Expanded 3D Game
Development,
integration of core AI
systems including
character interaction
and dynamic
content generation

3

**Q1
2026**

Single Player Story
Campaign (Alpha
for 3D),
Implementation of
AI-driven storyline
adaptation and
quest generation

4

**Q2
2026**

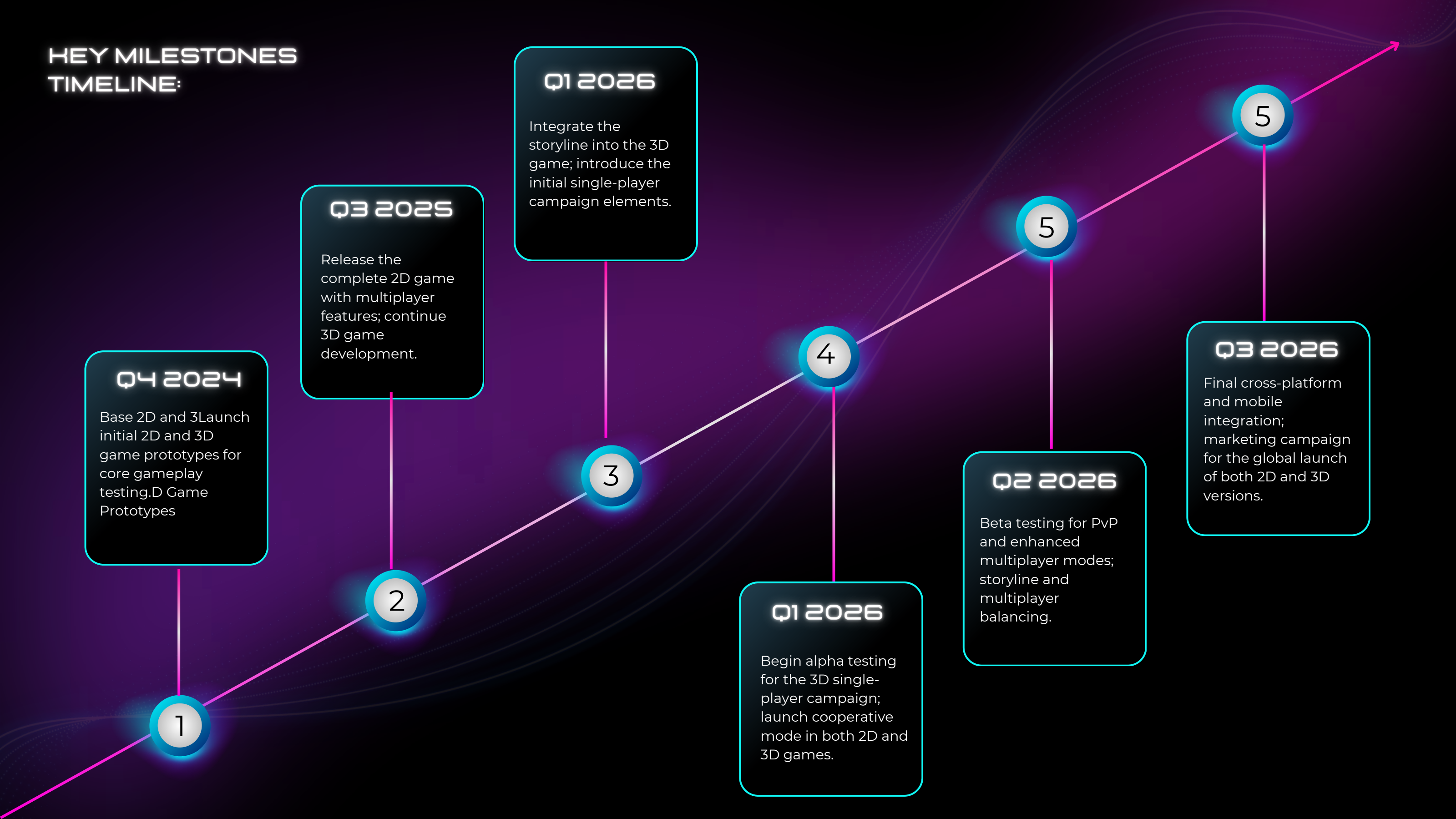
Enhanced
Multiplayer and PvP
Development (Beta
for 3D), Deployment
of AI-powered game
balancing and
matchmaking
systems

5

**Q3
2026**

Cross-Platform and
Mobile Integration

KEY MILESTONES
TIMELINE:



Q4 2024

Base 2D and 3D Launch initial 2D and 3D game prototypes for core gameplay testing.

Q3 2025

Release the complete 2D game with multiplayer features; continue 3D game development.

Q1 2026

Integrate the storyline into the 3D game; introduce the initial single-player campaign elements.

Q1 2026

Begin alpha testing for the 3D single-player campaign; launch cooperative mode in both 2D and 3D games.

Q2 2026

Beta testing for PvP and enhanced multiplayer modes; storyline and multiplayer balancing.

Q3 2026

Final cross-platform and mobile integration; marketing campaign for the global launch of both 2D and 3D versions.

PARTNERS & STUDIOS



TEAM AND ADVISORS

TEAM AND ADVISORS

Board of Directors



Andrew Wilmot
“Uncle Funk”

FOUNDER / CREATIVE DIRECTOR

Incurable Altruist

Producer, Production Manager, Event Manager & Multimedia guru

Built Overcomers, Feed 14k and various other NGO's

Film Director & Creative Director



Amanda Wilmot
“Mrs Funk”

FOUNDER / COO

Entrepreneurial Philanthropist

Founder of Overcomers Organisation, Overcomers 414 and various other NGO's

Founder of Only Believe Gaming & Operation Safe Place NPC

Experience: Film Producer, Financial Director & Advertising Account Director



Joey Sassine
“Tamsn”

CO-FOUNDER / WEB3 DIRECTOR

Founder: The Doxx

Clinical Psychologist & Musician

Full time Web 3.0. Project Manager

Web3 marketing expert



Robert Murray
“Master Rob”

CO-FOUNDER / CEO

Innovative Management Leader

Strategic Management and Leadership

Expert in spearheading high-impact projects

Director with over 10 years of senior management experience

ADVISORS



David Blomquist

Veteran in the gaming and gambling sectors with exec. leadership roles at King.com and in igaming ventures. Expertise in operational leadership, strategic management, and growth. Proven success in driving initiatives across B2B and B2C environments, navigating complexities of regulated markets and global SaaS platforms.



Matthew Buxton

19+ years in gaming with unicorns such as (Rovio, King, Miniclip, Jagex). Founder of MYSTiC GAMES. Creator of Call of the VoYD.



Jason Mcivor

Former CMO at Vulcan Forged. Expertise in gaming and crypto marketing. Focus on partnerships, transparency, and long-term value creation.

DEVELOPMENT TEAM



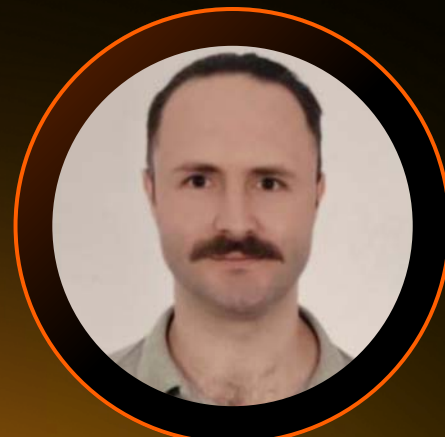
Daniel Poludyonny
Head of N-iX Games

Daniel has 20 years of experience in the field as a Game Designer, Producer, Founder, and now Head of N-iX Games. Daniel oversees the business strategy and supervises service delivery.



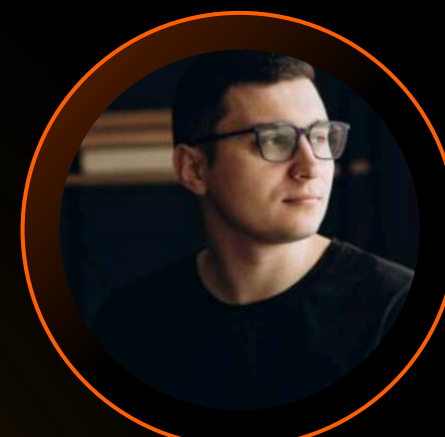
Sergii Gotsman
Executive Producer

Sergii has a track record in game dev product management, focused on Games-as-a-Service, Mobile Games, and Games Marketing. He owns the day-to-day project management process.



Roman Ivanik
Business Development Manager

Roman is responsible for business development and account management. Works closely with both teams to ensure efficient communication and smooth and pleasant cooperation.



Ruslan Murha
Producer

Total 10 years of experience - 3 years as QA, 4 years as QA Lead and 3 years as Game Producer. Started as a game tester and progressed through the ranks to Producer roles. Hands-on experience on PC AAA, mobile, and VR projects.

DEVELOPMENT TEAM



Sviatoslav

Game Designer / Level Designer

with 9 years of experience in video game development. He focuses on a holistic approach to development, combining gameplay, level design, narrative, and progression systems to create immersive game worlds.



Maryna

Lead Concept Artist and Illustrator

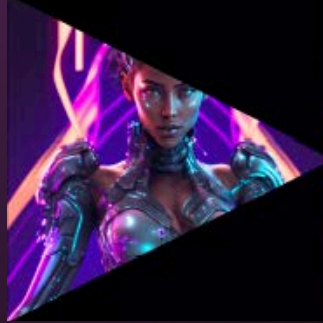
10 years in 2D art during which she was creating concept art (character design, armor, weapon, buildings etc.) illustrations and marketing materials, icon design. Expertise in horror theme and brutal action.



Mariia

Senior Unity Engineer

5 years of experience in programming, specializing in game mechanics development, tool creation, and feature implementation. Passionate about continuous learning and adapting to new technologies and methodologies.



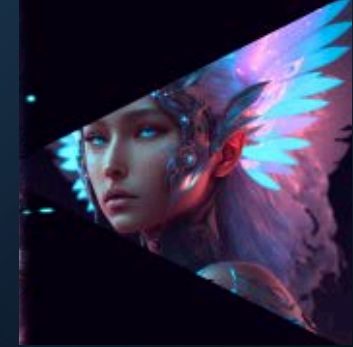
Marketing Plan

- Focus on both Web 2 and Web 3 tactics including Digital Marketing Campaigns and Community Building.
- Active engagement on platforms like Discord, Twitter, Instagram, TikTok, and YouTube.



Partnerships and Collaborations

- Collaborations with key influencers and gaming communities.



Player Retention and Engagement

- Content Updates and Events
- Loyalty and Reward Programs
- Cross-Game Integration

REVENUE STREAMS

Primary Revenue Stream: **NFT Card Pack Mints**

- Minting and Selling Card Packs

Secondary Revenue Stream: **Player-to-Player Marketplace**

- Marketplace Transactions
- Upgradeable and Tradeable NFTs

Additional Revenue Streams

- In-Game Purchases
- In-Game Product Placement & Billboards



OPERATION SAFE PLACE — D E F E N S E —

WIP - Actual ingame footage

AI TECHNOLOGY IMPLEMENTATION

Core AI Systems

- Large Language Models for character interaction and story generation
- Machine learning for gameplay optimization and balancing
- Neural networks for dynamic content creation and adaptation

Technical Infrastructure

- Cloud-based AI processing for scalable performance
- Real-time data analysis and response systems
- Secure API integration for AI service management

Development Resources

- Dedicated AI development team
- Partnerships with leading AI technology providers
- Continuous model training and optimization



Risk Assessment & Mitigation Strategies

MARKET RISKS:

WEB3 MARKET VOLATILITY

- Risk: Cryptocurrency market fluctuations affecting NFT values
- Mitigation: Dual currency system, focus on gameplay value over speculation

PLAYER ADOPTION

- Risk: Web3 gaming skepticism from traditional gamers
- Mitigation: Optional Web3 features, focus on core gameplay experience

TECHNICAL RISKS

- AI Integration Challenges
- Risk: Performance issues with AI-driven content
- Mitigation: Staged rollout, robust testing, fallback systems

BLOCKCHAIN SCALABILITY

- Risk: Network congestion affecting gameplay
- Mitigation: Layer 2 solutions, hybrid on/off chain architecture

Risk Assessment & Mitigation Strategies

OPERATIONAL RISKS:

DEVELOPMENT TIMELINE

- Risk: Potential delays in feature implementation
- Mitigation: Modular development approach, clear MVP definition

TEAM SCALING

- Risk: Challenges in hiring specialized AI/Gaming talent
- Mitigation: Established partnerships with tech providers, competitive compensation

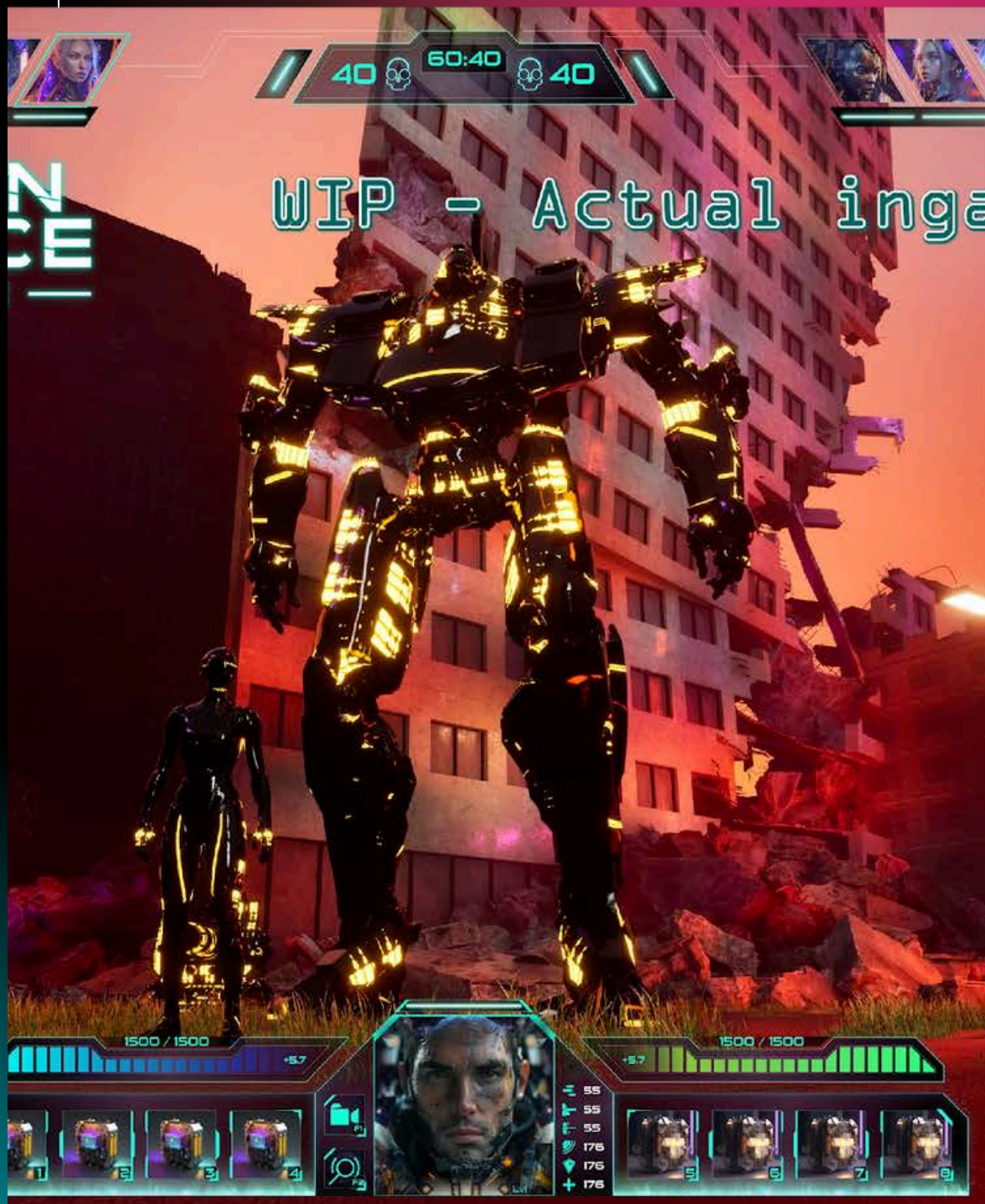
CONTINGENCY PLANNING

DEVELOPMENT MILESTONES:

- Regular roadmap reviews
- Feature prioritization flexibility
- Resource allocation buffers

FINANCIAL PLANNING:

- 18-month runway post-funding
- Multiple revenue stream development
- Operational cost optimization strategies



PRESENTATION OUTLINE

Strategic tower defense with customizable turrets and mechs.

Collectible digital assets that enhance gameplay and offer true ownership.

AI-Enhanced Gameplay Systems

- Smart matchmaking based on player skill and style
- Adaptive difficulty scaling using machine learning
- Personalized tutorial and assistance systems

FINANCIAL PROJECTIONS

- Projected monthly revenue and cumulative revenue over the first 12 months.
- Revenue from in-game purchases, marketplace transactions, and NFTs (Organic Marketing).

FUNDRAISING GOALS

Seeking \$4 million in a combination of equity and tokens.

Month	Players (Monthly)	Monthly Revenue	Cumulative Revenue
1	5,000	\$50,000	\$50,000
2	6,250	\$62,500	\$112,500
3	7,812	\$78,120	\$190,620
4	9,765	\$97,650	\$288,270
5	12,207	\$122,070	\$410,340
6	15,259	\$152,590	\$562,930
7	19,074	\$190,740	\$753,670
8	23,842	\$238,420	\$992,090
9	29,802	\$298,020	\$1,290,110
10	37,252	\$372,520	\$1,662,630
11	46,565	\$465,650	\$2,128,280
12	58,206	\$582,060	\$2,710,340



STRETCH GOALS

Goal

1

\$100K

Base 2D and 3D
Game Prototypes

Goal

2

\$500K

Full 2D and
Expanded 3D Game
Development

Goal

3

\$1.5M

Single Player Story
Campaign - Alpha
for 3D

Goal

4

\$2.1M

Enhanced Multiplayer
and PvP Development
- Beta for 3D

Goal

5

\$2.5M

Player vs. Player
(PvP) Multiplayer

Goal

6

\$4M

Full Expansion
with Cross-
Platform

SUMMARY OF KEY POINTS

- OSPD is set to revolutionize the gaming industry with its unique blend of tower defense, third-person shooter, and collectible card game mechanics
- Our innovative play-to-earn mechanics and decentralized ownership model offer real-world value to players.
- We are committed to making a positive social impact through our partnership with Operation Safe Place NGO.
- Join us in revolutionizing the gaming industry and making a real-world impact.





CONTACT



hello@operationsafeplace.com



<https://www.x.com/OpSafePlace>



<https://discord.com/invite/operation-safe-place-td>



<https://home.ospgame.com/>