



VANGUARD VISION STUDIOS

P R E S E N T S

O P E R A T I O N   S A F E   P L A C E  
X  
T H E   C I T A D E L



Launching the Mission-Aligned Gaming Platform  
**Built for Players. Built for Creators. Built for Impact.**

# THE PROBLEM

Gaming lacks true ownership, meaningful impact, and seamless Web3 integration



## The Ownership Gap in Gaming

Web2 gaming dominates but lacks player ownership, creator control, or real-world value.



## The Demand for Meaningful Play

Web3 gaming struggles with onboarding friction, poor content, and speculative models.

# \$516B

## Gaming Market by 2029

A massive opportunity exists for platforms that bridge Web2 accessibility with Web3 ownership and real-world impact.



# OUR SOLUTION

**The Citadel:** A mission-aligned gaming platform built for players, creators, and impact  
& The Home of Operation Safe Place our expansive original flagship IP

## BUILT FOR PLAYERS

Engaging gameplay with true ownership of digital assets and meaningful progression

## BUILT FOR CREATORS

Monetization tools and decentralized ownership models that empower content creators

## BUILT FOR IMPACT

Direct NGO partnerships creating measurable real-world social impact

## The Citadel Platform Unifies:

### Gaming

High-quality game experiences

### Web3 Integration

Seamless blockchain features

### AI Technology

Dynamic content & personalization

### Social Mission

Real-world positive impact

# INTRODUCTION TO OSPD

The flagship title launching on **The Citadel** platform

**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.

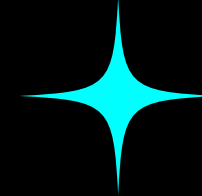
Focusing on community-driven feedback loops and eventual cross-game asset use.



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

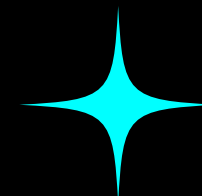
Tower Defense games are great fun and require a lot of strategic thinking.

## CORE MECHANICS



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

## UNIQUE VALUE



Immersive gameplay with play-to-earn mechanics, decentralized ownership, and community-driven feedback loops for cross-game asset utility.

OSPD is just the beginning

expanding into various game modes and future titles within the Operation Safe Place Universe



NEW BUDDY

# ABOUT

INVENTORY

INFUSE

ST

FILTER

WALLET

LAUNCH MISSION

YOUR

## OPERATION SAFE PLACE — DEFENSE —



CREATE LOADOUT

SAVE LOADOUT

LOAD LOADOUT

DELETE LOADOUT



# Select Mission

Pyrothar

Mission 1

Once a guardian.  
Now a weapon.

Pyrothar

Once a guardian. Now a weapon.



NEW GAME

CONTINUE

Select Starting Wave:

< 1 >

Select Difficulty Level:

< Common >

CONFIRM

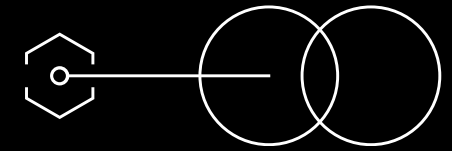
Mission 4

LOCKED





# COMPETITIVE ADVANTAGES



## AI Innovation:

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

## Hybrid Gameplay:

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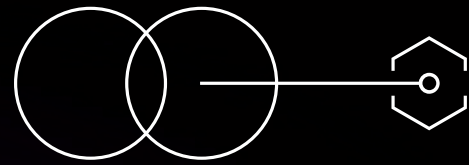
- Unique tower defense + shooter mechanics
- Collectible card game integration
- Multiple gameplay modes

## Social Impact Integration:

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





# 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

# SOCIAL IMPACT MISSION

Gaming with purpose - creating real-world positive change

## EVERY GIRL SAFE

### Our Mission Against Gender-Based Violence

That's why we made this game! We have a vision to keep as many girls safe as we can.

#### OPERATION SAFE PLACE NGO

- Real-life NGO based in South Africa focused on protecting vulnerable children
- Direct partnership ensuring transparent fund allocation to social causes
- Measurable impact through community-driven initiatives

#### HOW IT WORKS

- A portion of all game proceeds donated to Operation Safe Place
- Players can see direct impact of their participation
- Community votes on specific initiatives and funding allocation

GAMING FOR GENDER-BASED VIOLENCE & CHILD TRAFFICKING PREVENTION

#### AWARENESS

Educational content and storylines addressing real issues

#### FUNDING

Direct financial support for protection programs

#### COMMUNITY

Global network of players united for social change



# TEAM AND ADVISORS

# Team and Advisors

## Board of Directors



"Uncle Funk"

- Incurable Altruist
- Producer, Production Manager, Event Manager & Multimedia guru
- Built Overcomers, Feed 14k and various other NGO's
- Film Director & Creative Director



"Mrs Funk"

- 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

Andrew Wilmot

Amanda Wilmot



"Fatal"

- Innovative Management Leader
- Strategic Management and Leadership Expert in spearheading high-impact projects
- Director with over 10 years of senior management experience



"Tamsn"

- Clinical Psychologist & Musician
- Founder of The Doxx.
- Full time Web 3.0. Project Manager
- Web3 marketing expert



"OverLord"

- Veteran in gaming and gambling sectors with executive leadership experience.
- Expertise in operational leadership, strategic management, and growth across B2B and B2C environments.

Robert Murray

Joey Sassine

Jason Mcivor



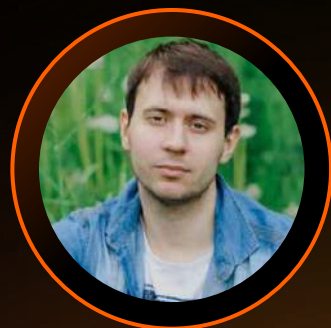


# DEVELOPMENT TEAM



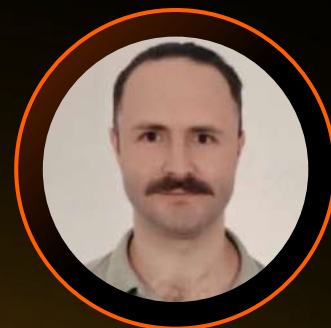
Daniel Poludyonny  
**Head of N-iX Games**

20 years experience as Game Designer, Producer, and Founder



Sergii Gotsman  
**Executive Producer**

Games-as-a-Service and Mobile Games specialist



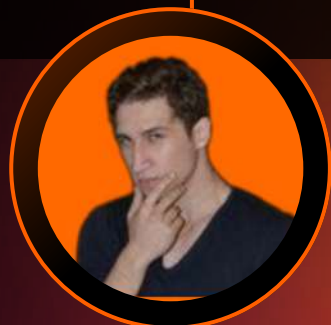
Roman Ivanik  
**Business Development Manager**

Account management and team coordination



Ruslan Murha  
**Producer**

10 years QA to Producer progression



Sviatoslav  
**Game Designer / Level Designer**

9 years holistic game development experience



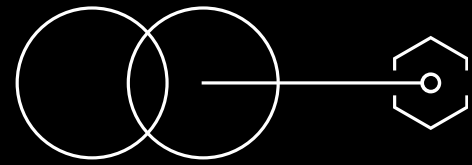
Maryna  
**Lead Concept Artist and Illustrator**

10 years 2D art and concept design



Mariia  
**Senior Unity Engineer**

5 years programming and game mechanics



# DEVELOPMENT PHASES



18-month journey to full platform launch

1

**Q4  
2024**

**Base 2D and 3D  
Game Prototypes**

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

2

**Q1-Q2  
2025**

**Full 2D & Expanded  
3D Development**

Integration of core AI systems including character interaction and dynamic content generation.

3

**Q3  
2025**

**Single Player Story  
Campaign (Alpha)**

Implementation of AI-driven storyline adaptation and quest generation systems.

4

**Q4  
2025**

**Enhanced  
Multiplayer & PvP  
(Beta)**

Deployment of AI-powered game balancing and matchmaking systems.

5

**Q1  
2026**

**Cross-Platform &  
Mobile Integration**

Final cross-platform integration and global launch marketing campaign.



# FINANCIAL PROJECTIONS

Conservative growth projections based on market analysis

## YEAR 1 PROJECTIONS

Target Players: 58,000+

Projected Revenue: \$2.7M

Monthly Growth Rate: 25%

## YEAR 1 PROJECTIONS

Month 1: 5000 PLAYERS | \$50K REVENUE

Month 6: 15,259 PLAYERS | \$152K REVENUE

Month 12: 58,206 PLAYERS | \$582K REVENUE

## REVENUE BREAKDOWN

60%

NFT Card Packs

25%

Marketplace Fees

10%

In-Game Purchases

5%

Partnerships

## RISK MITIGATION STRATEGIES

18-Month Runway

Post-funding operational sustainability

Multiple Revenue Streams

Diversified income sources



# 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.





# TECH STACK



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Java for browser-based version.



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Python for Discord integration.



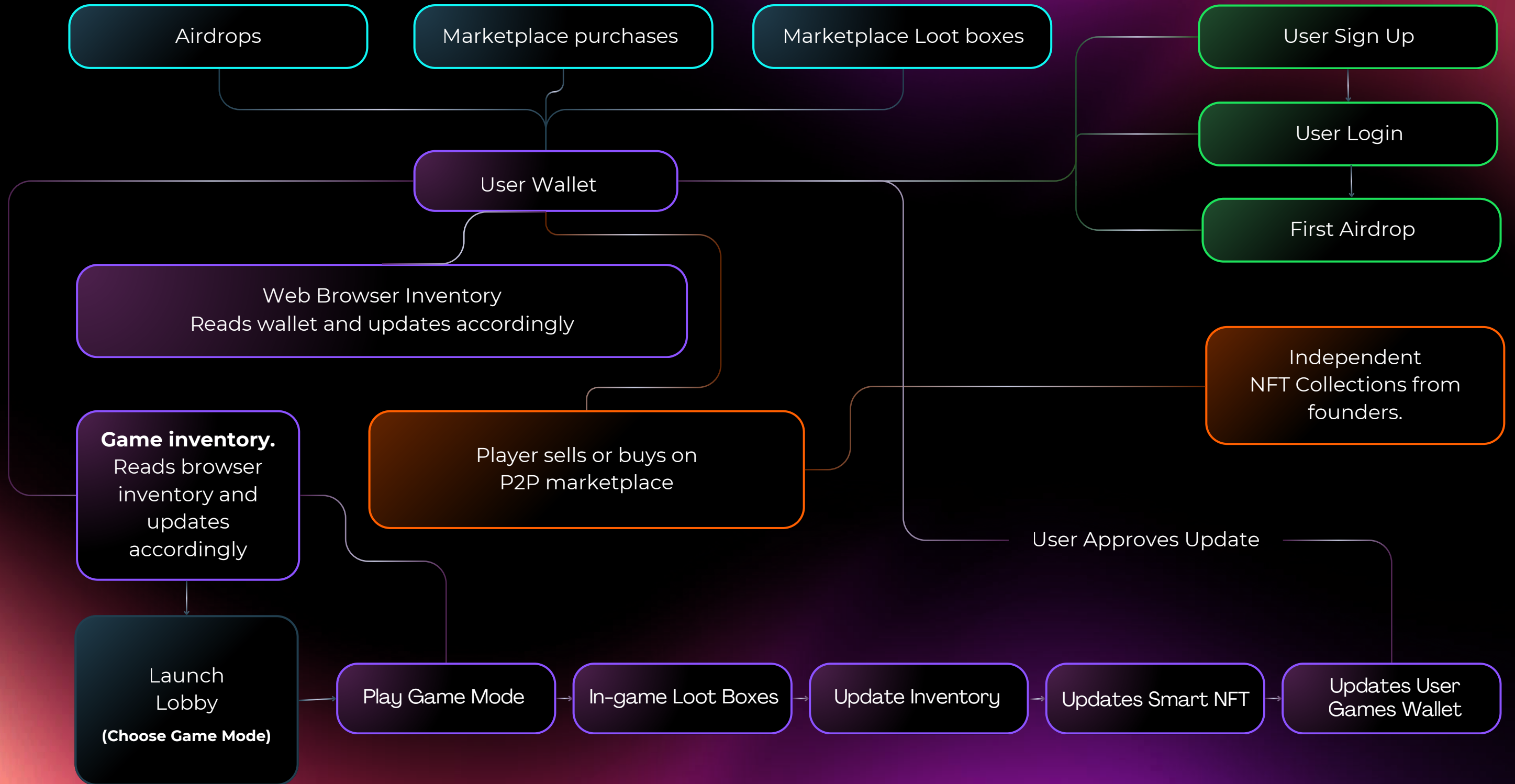
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Unreal Engine for 3D first /  
third person versions.

Blockchain  
Integration

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

- Blockchain Integration: Third Web





↑↓ All Filters

Get a Free NFT

Collections

Price

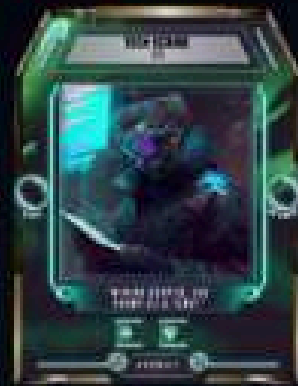
Card Rarity

Card Type

Card Level

Clear all Filters

TECH SCRIBES  
#1000



TECH SCRIBES  
#1001



TECH SCRIBES  
#1007



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.



## 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







# 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





# CONTACT



hello@operationsafeplace.com



[https://www.x.com/Osp\\_td](https://www.x.com/Osp_td)



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



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