INFINITY
games

Gaming studio and web3 ecosystem that enables
the interoperability of the games with a flagship game,
Infinity Heroes

Content

1. Who are we?

Infinity Games is a **blockchain protocol and ecosystem that enables the interoperability of decentralized applications.** Our unique proposal is that graphical models of all digital assets are shared between the ecosystem participants. The same digital assets (NFTs) will be used in different games, and they will keep the same look and feel.

Infinity Games started with a desire to create a decentralized and interoperable application ecosystem with quality and fun blockchain games.

Srdjan Vukmirovic, Founder

- 2011. - Ph.D. in Computer Engineering, Degree in Electrical and Computer Engineering, University of Novi Sad, Serbia.
- Founded "NSWD" Computer services company focused on Cloud Computing and Mobile platforms in 2012.
- "NSWD" has more that 10 years of experience in game development and publishing
- Founded "Prometheus," -a unique NFT marketplace focused on copyrights in 2018.
- Co-founded "Machine Can See" - AI-powered Pseudo-LiDAR technology transforming any (Monocular) camera into an advanced object monitoring system in 2019.
- Co-founded "Cinteraction," which combines the visual, language, and acoustic views of the data acquired to understand emotions in complex, multi-party human interactions in 2020.
- Co-founded "Ethernal", a premium research and development team primarily focused on the Ethereum stack in 2021.
- Founded "Infinity Games" in 2022.

Ante Medic, Co-founder

- Graduated from the Faculty of Organization and Informatics at Varazdin, University of Zagreb as a computer scientist.
- Started a career in IT for one of the most significant Croatia betting companies.
- Founded several successful small businesses.
- In 2018 developed and founded one of the first crypto airdrop portals, "AirdropsMob".
- Co-founded "Prometheus" in 2018. A unique marketplace, entirely built on-chain, where users can get copyrights for their digital assets
- Co-founded the "Infinity Games" ecosystem in late 2022.

2. Why now, and what problems are we solving?

Three main problems we will tackle are:

- Cross-application interoperability
- The quality of the blockchain games

2.1 Cross-application interoperability

One of the hottest problems in the gaming blockchain space is **cross-application interoperability**. The first one who solves it will have a huge advantage. Our main competitors (please find more about them in the competitor's section) are suffering due to this issue. Their ecosystems are closed, and the dynamics of introducing new games and development studios are below par.

We are tackling this problem with our **unique proposal of sharing all graphical models in** the ecosystem. **In combination with the [Infinity Games blockchain protocol](), we are solving the cross-application interoperability problem.**

We can onboard web2 games studios to the web3 environment, but even if the game enters the ecosystem with its collections, it can mint shared assets from the ecosystem with its smart contracts.

2.2 Quality of the blockchain games

A significant problem is the **need for good and quality games**. This was best seen during the 2021/2022 bull run. Projects associated with blockchain games, usually with questionable quality, gained unrealistic hype, which ended with the community completely disassociating with those kinds of projects.

Infinity Games started as a desire to create fun and quality games focused on gameplay. The blockchain component is an add-on, but the important one. Gamers get ownership and complete autonomy over collected assets.

We want to lead by example. Infinity Heroes is scheduled for open beta release in Q1 2024. It already got attention in its early stage, leading us to partner with Immutable X, aiming to publish the game on Immutable Play.

This will pave the path of the Infinity Games ecosystem. We want to create and incubate good, quality, and, foremost, fun games.

3. Infinity Heroes

3.1 About the game

In inity Heroes is a web3 card collection auto chess PvP game. The game will be released for PC and future releases for other platforms (macOS and mobile). Infinity Heroes is a 3D game fully developed in our studio. All characters and assets are developed from scratch and in the house.

The game has two components. One is a card collection game. Users can acquire or buy the packs and collect the cards. For now, there are two types of cards: heroes and units. Characters are divided into four races: humans, elves, orcs, and undead. Heroes are unique, and everyone is different. Users can use duplicate heroes for the hero experience upgrade or trade them if they pull duplicate heroes from the packs. Units are not unique. Users need a specific number of the same unit type to upgrade it. A unit can be upgraded to the 3rd level. Each deck is composed of one hero and six units, and users enter the fight with it.

There comes the other component, the fight. Users enter the fight with their deck when the system finds the match. Battlefields are beautifully designed 3D maps that remind of a chess board. The first user who wins three rounds is the winner, and before each round, the user can change the position of their units. This is very important and a key factor for the win. Units, once positioned, will move and fight on their own when the round starts. Each has its mechanics (like ranged or melee attack), and good positioning is crucial for the win.

3.2 Similar games

Although there are few similar games in the web3 space, there are several similar games in a traditional environment. First to mention is the creator of the whole auto battle genre, **Auto Chess**. Auto Chess originally started as a mini-game in Dota 2. The second big game from web2 is **TeamFight Tactics**. They are using characters and lore from the popular game League of Legends. But both games don't have heroes and need eight players to play. Infinity Heroes introduces heroes as leaders for units and player-versus-player matchmaking.

3.3 Open beta release

The open beta release is scheduled for the 2024 Q1. As a preparation for the open beta release, we have engaged in various community engagement campaigns. Our main goal is to gather 10000 users (wallet addresses) through airdrops or other campaigns. We partnered with entities like **Immutable X**, **Seedify**, and **Blackpool Finance** to help us execute a go-to-market strategy and launch the open beta successfully.

It is very important that Infinity Heroes is the first game in our ecosystem. It will be proof of a successful cross-application interoperability, and other games that want to join our ecosystem will have starting content from Infinity Heroes at their disposal.

4. Partners

Partners need to be divided into two groups: strategic partners and games studio partners.

4.1 Strategic partners

Strategic partnerships are a critical component for fostering growth and success. We want to involve collaboration with other businesses or entities that complement the startup's objectives, offering synergies that can enhance market reach or provide access to crucial resources. Our most prominent partners are listed below.

4.1.1. Immutable X

We partnered with Immutable X in December 2023. We have deployed smart contracts on Immutable and implemented **Immutable Passport** into Infinity Heroes. In return, we are getting help publishing Infinity Heroes, with the end goal of publishing on **Immutable Play**.

4.1.2. Blackpool Finance

Blackpool Finance is a VC from Portugal with a focus on web3 games. They have invested in several successful web3 games projects and have expertise in going-to-market strategies, in which we are primarily interested.

Other strategic partnerships are:

- **Republic of Serbia Innovation Fund**
- **Harmonity Group**
- **DMany**

4.2 Games studio partners

We have an agreement with the following companies and development studios that are eager to join our ecosystem:

- **Encrypted Gods**
- **Name Your Demon**
- **Night Life Labs**
- **Rignix Studio**
- **Red Door Digital**
- **Ilex Games**
- **Indie Hero**
- **Cosmic Fractions**

These studios will have a big part in the first stages of DAO, which will assure quality. In the following stages and development, the voting power will be shifted to the community through our dAPP **Infinity Nodes**.

4.3 The benefits for the onboarding partners

Our ecosystem consists of partner development studios, content creators, and end users. All of them may participate in the future decentralized autonomous organization.

Infinity Games will provide onboarding studios with logistical support on several levels. They will get funding from our future token INFY. They can use it for development and play and earn awards.

In addition to the funding, development studios will have access to all graphical models in the ecosystem. **This concept should significantly simplify and speed up the development process**. With vast assets at their disposal, development studios will have more time to concentrate on other aspects like gameplay and usability. This will not only speed up the game development process but should also improve their quality.

Our most significant support for development studios is **access to the player base and community.**

Already onboard studios will greatly benefit from adding new quality studios to the ecosystem. It will increase the market for their products, and it will bring new content for their already established products.
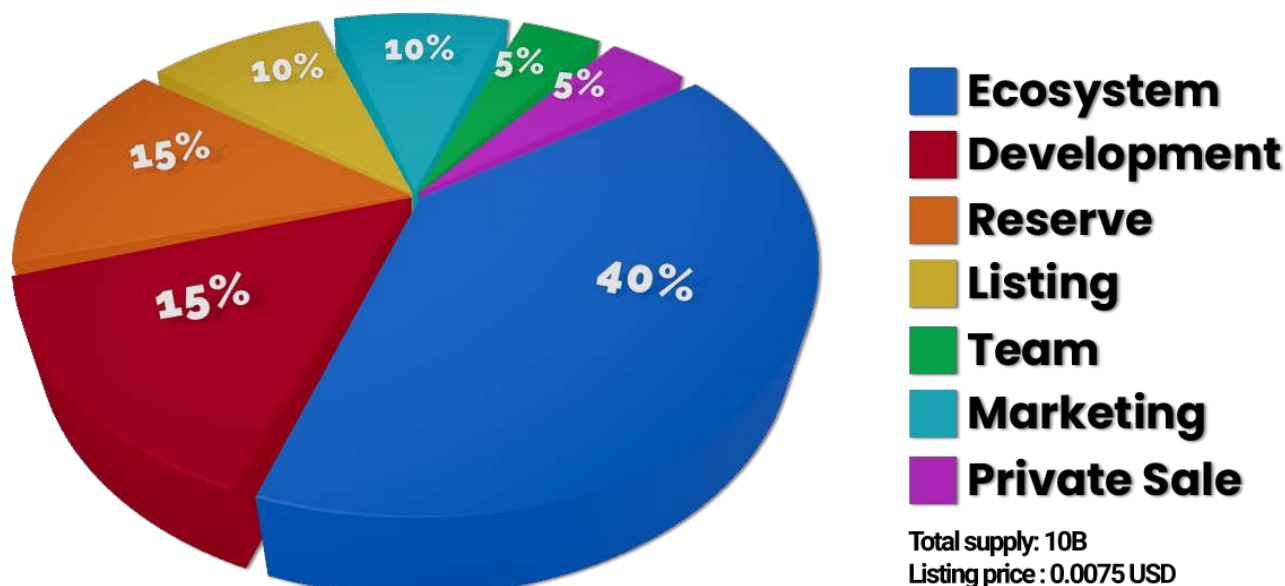
5. Business Model

Infinity Games

Business Model

KEY PARTNERS	KEY ACTIVITIES	VALUE PROPOSITIONS	CUSTOMER RELATIONSHIPS	CUSTOMER SEGMENTS
• Blockchain networks: Immutable X and Polygon. Both networks are the most prominent gaming blockchains to help us publish the games and logistics • Financial institutions: Blackpool Finance . They will help us with our go-to-market strategy • Gaming development studios	• Develop quality blockchain games • Develop an open gaming ecosystem for cross-application interoperability	• Quality blockchain games • Games interoperability • Games development studios in the ecosystem are getting logistic support for faster and easier development • Development studios are getting user base • Gamers are the owners of the digital assets	• Application • Platform • Customer support	• Gamers (end users) • Gaming development studios
	KEY RESOURCES • A team composed of university professors with highly skilled developers • Technology • Strategic partnerships		**CHANNELS** • Social media (Discord, Twitter, Telegram, Reddit) • Platform	

COST STRUCTURE	REVENUE STREAMS
• Human resources and arhitecture • Infinity Heroes game development • Platform design and development (running costs) • Marketing • Fixed expanses	• In-game purchases • Digital assets sales • Marketplace fees • Fee from digital assets from ecosystem sales

6. Tokenomics

Ecosystem
Development
Reserve
Listing
Team
Marketing
Private Sale

Total supply: 10B
Listing price : 0.0075 USD

7. Competitors

Gala Games - Their advantage is secured funding and advanced project development. Our most significant advantage over them is an infrastructure for the open ecosystem, which they need. They don't have new games and new quality content because of this reason.

Sandbox - Similar to Gala Games. Secured financial construction and advanced project development with lots of partnerships. But, again, new content is strictly connected to their platform and the single metaverse. Our infrastructure will allow interoperability for an open ecosystem. Our blockchain protocol and infrastructure will allow us a constant inflow of new and quality content, which Sandbox desperately needs.

Treasure - Their most significant advantage is similar to previous competitors. It is clear that they lack quality and fun games. Their games are below par and inclined with the current low standard of the blockchain games space. Our first game, Infinity Heroes, has significantly better potential.

8. Market Research

8.1. Planet IX

Planet IX is an NFT-based strategy game, and the users goal is to restore a fallen planet to its former green-blue glory while uncovering its mysteries. The Planet IX map consists of 1.6 billion PIX, all individual NFTs you can collect. The PIX is acquired using our own ERC-20 utility token called IX Token (IXT), launched on November 20, 2021. As users progress in the game, you can form territories, develop new technology, raid other players, and gain ownership of in-game corporations with different functions and perks. Everything users collect has actual ownership. The game is mainly based on yields users gain by owning digital assets.

In the graph below, we can see the historical growth of unique wallets (users). Significantly, Planet IX had the most significant growth from November 2022 to January
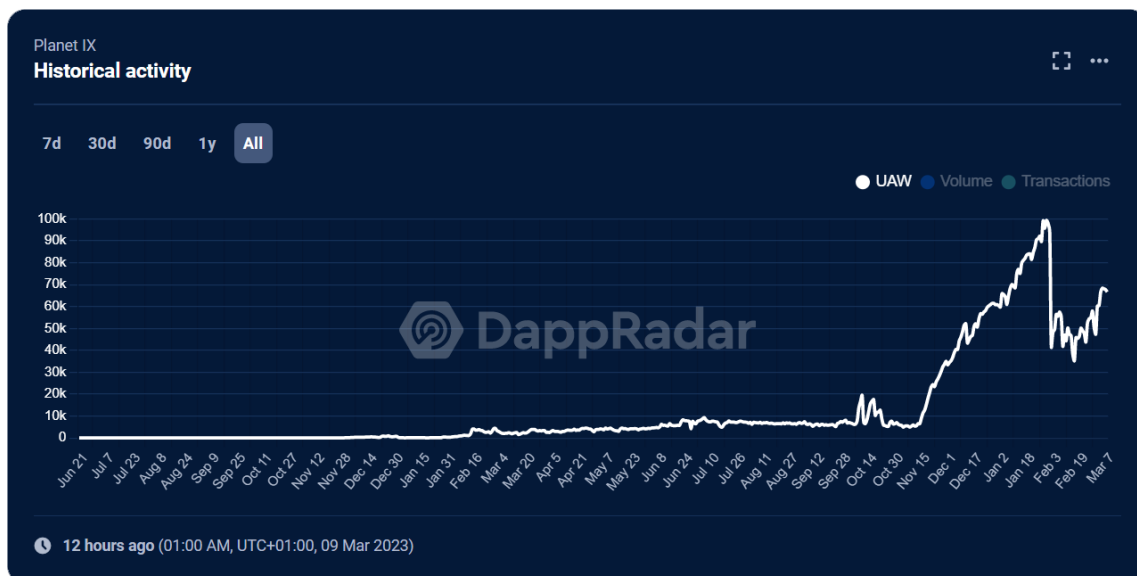
2023, deep in the bear market. This is the working proof that success with blockchain games is more than possible in the bear market.

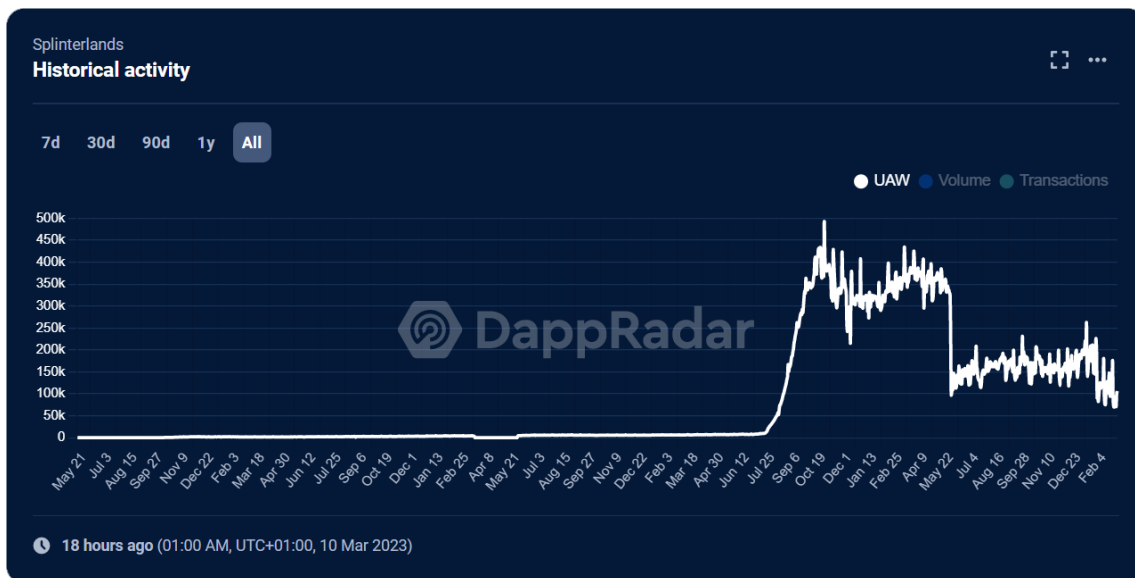*Planet IX, historical data of the user's growth*

By dappradar.com, on March, 2023, in the last 30 days, Planet IX had 127.65k unique active wallets and 6.67M transactions, which generated a volume of 3.01M USD.

8.2. Splinterlands

Splinterlands is a collectible trading multiplayer card game. The game has developed storytelling based on a mystical world. It runs on the Wax and Hive blockchain, offering fast transactions and complete transparency.

By dappradar.com, it was the second biggest dApp in the games category in March. It has more than 100k daily unique active wallets, which generates 1.2M transactions.

The graph below shows the most prominent growth in the last bull run by the end of 2021. But, we can also notice that they retained the user base even in the bear market.

Splinterlands, historical data of the user's growth

8.3. Gods Unchained

Gods Unchained is a product from ImmutableX, one of the most prominent layer 2 blockchains. Gods Unchained is a card collection game where users can store their digital assets on the blockchain. The game started in 2019, but it gained the most users in 2021 during the last cryptocurrency bull run. In the graph below, we can see users grow, but also transaction volume, which is significant considering the not-so-big numbers of daily active users.
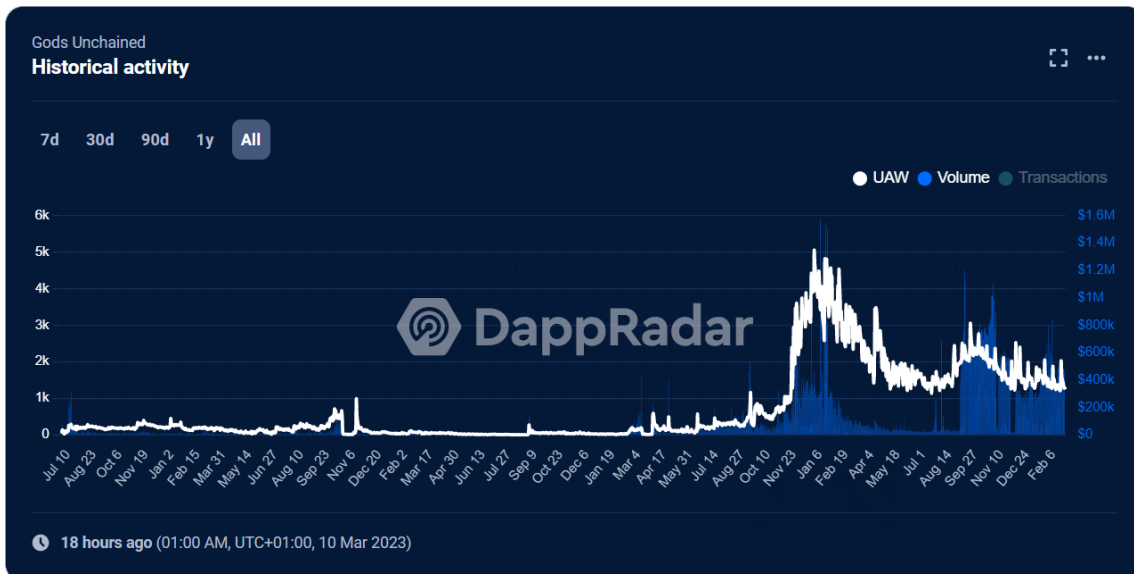
Gods Unchained, historical data of the user's growth and transaction volume

According to dappradar.com, in March 2023, Gods Unchained had 5.02k weekly unique active wallets, which generated 109.61k transactions and 2.43M USD in volume.

8.4. Illuvium

Illuvium is a decentralized gaming studio that merges online gaming with crypto-currency. They create uniquely functional, evolving, and high-production-value NFTs playable in a universe of play-to-earn gaming titles.

Illuvium game is a collectible NFT RPG game and auto-battler rolled into one. An open-world RPG experience in the overworld, where you mine, harvest, discover, capture, and fight over 100+ "Illuvials", deadly beasts who rule this alien world—each possessing hybrid synergies and unique abilities.

According to Kieran Warwick, Illuvium co-founder, they have 1.5M registered users but have given access to only 40k users. Illuvium has a governance token released in 2021, with a current market capitalization of 280M USD.
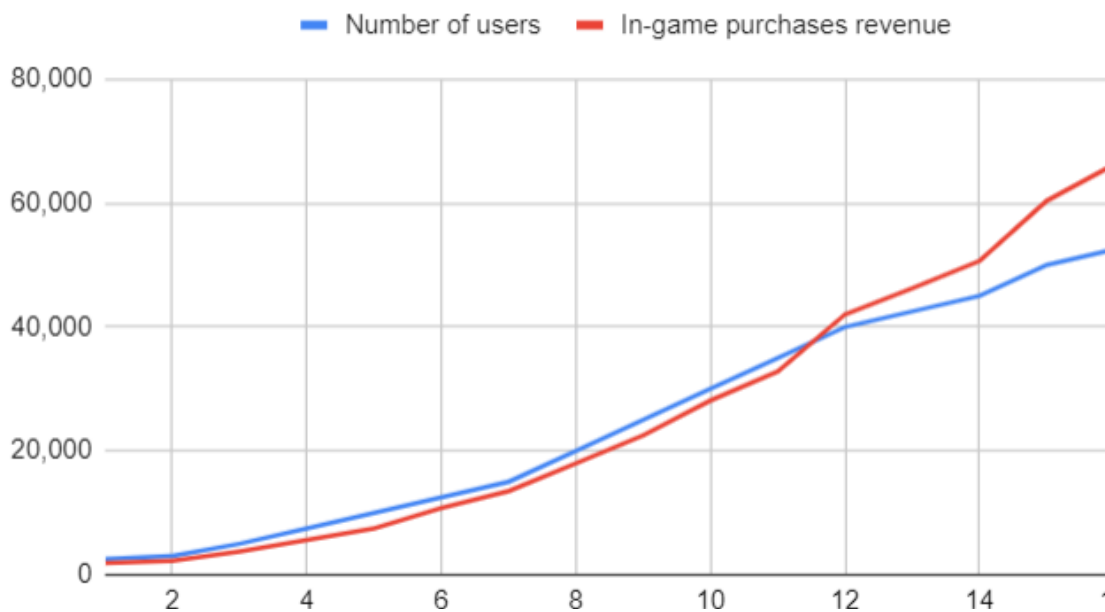

Illuvium, historical data of the Illuvium governance token released in 2021

9. Financial Model

9.1. In-games purchases revenue stream

Number of users and in-game purchases revenue

This graph represents the in-game purchases revenue stream based on one game from Infinity Games (Infinity Heroes) and three more incubated games. Of course, the Infinity Heroes game generates most of the in-game purchase stream.
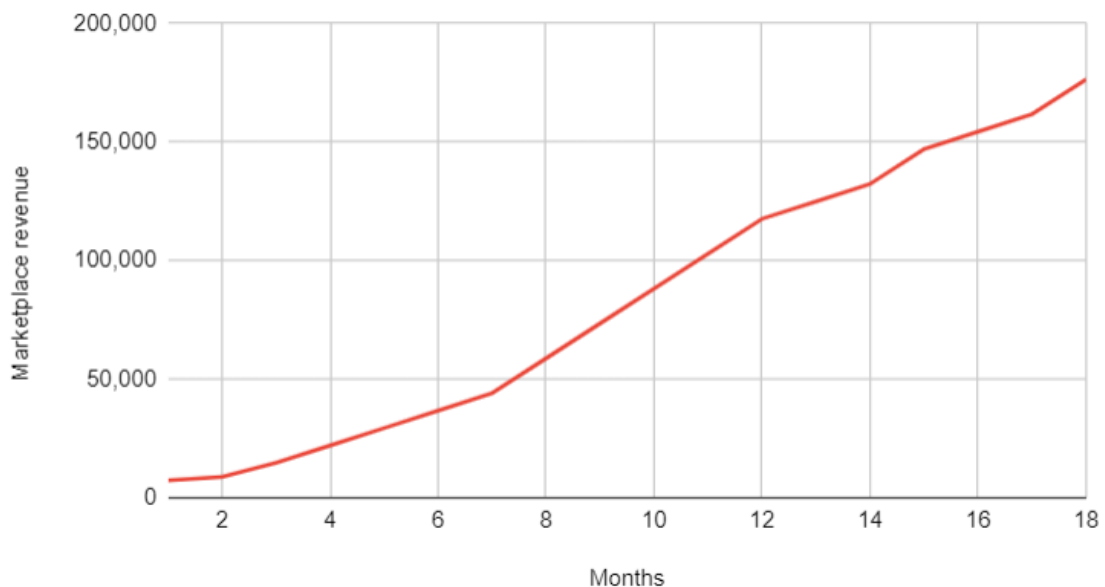
9.2. Digital assets sales revenue stream

Number of users and digital assets sales revenue

■ NFT sales revenue — Number of users

Months
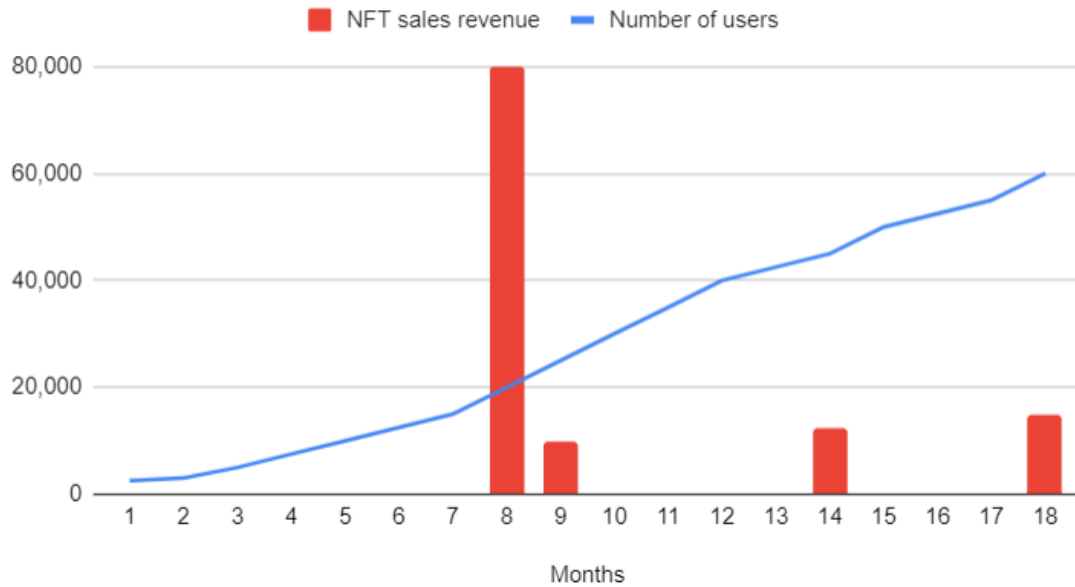
This graph represents the revenue stream from initial digital assets offerings. Like the above graph, the in-the-house game Infinity Heroes generates the most revenue. Infinity Games takes 7.5% of initial digital assets offerings from the games in the Infinity Games ecosystem and for the digital assets from the ecosystem.

9.3. Marketplace revenue stream

Marketplace revenue vs. Months

Months

This graph represents the revenue stream from the digital assets marketplaces. Since we have our own digital assets marketplace, we have calculated the fee that includes the marketplace makers' fee and the creator of the digital asset fee.

9.4. Infinity Nodes sales revenue stream

Number of users and Infinity Nodes sales revenue

— Number of users   — Infinity Nodes sales revenue
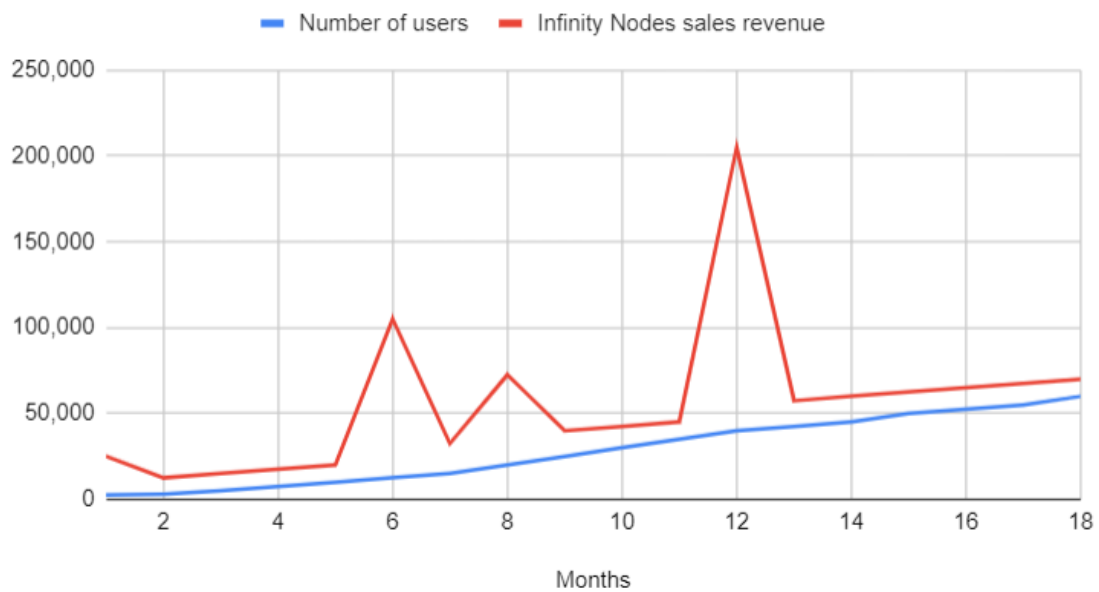
This graph represents the revenue stream from the sales of the Infinity Nodes. Infinity Nodes are unique digital assets whose primary purpose is to govern the whole Infinity Games ecosystem. There will be only 50,000 Infinity Nodes digital assets, and with every 100 sold Infinity Nodes, the price for each digital asset will increase by 50 USD. The starting price of the Infinity Node will be 50 USD.

9.5. Expanses and ROI

Profit vs. Months
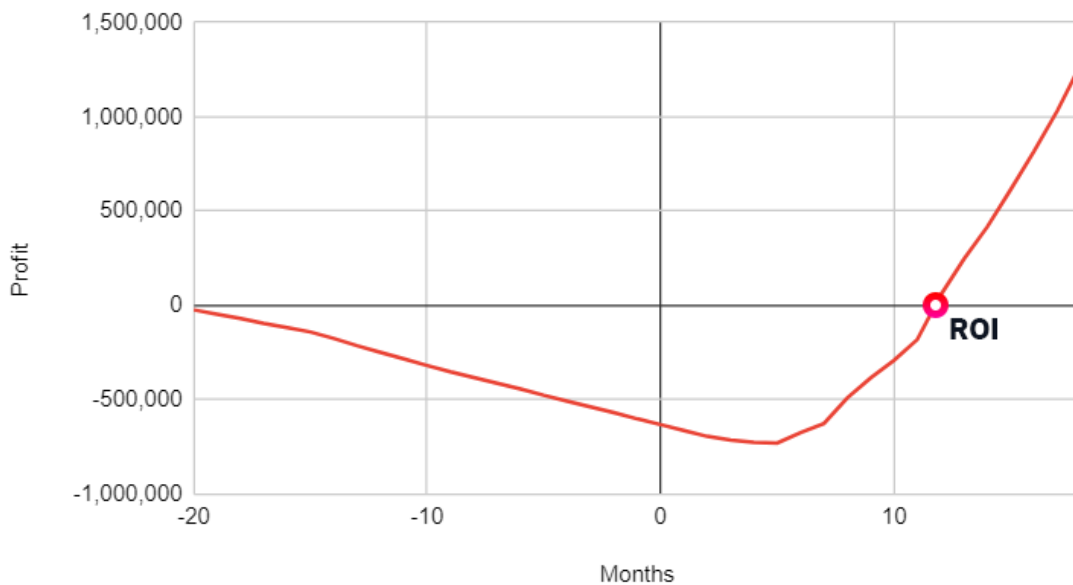
And, finally, the last graph represents the return on investment. We calculated our expenses and revenue streams from the above graphs.

10. Investment

With the successful development of the Infinity Heroes and an open beta release around the corner (2024 Q1), Infinity Games has entered the private sale stage, which will last until 15 May 2024. The allocation for the private sale is 5%, and we are raising 2M USD.
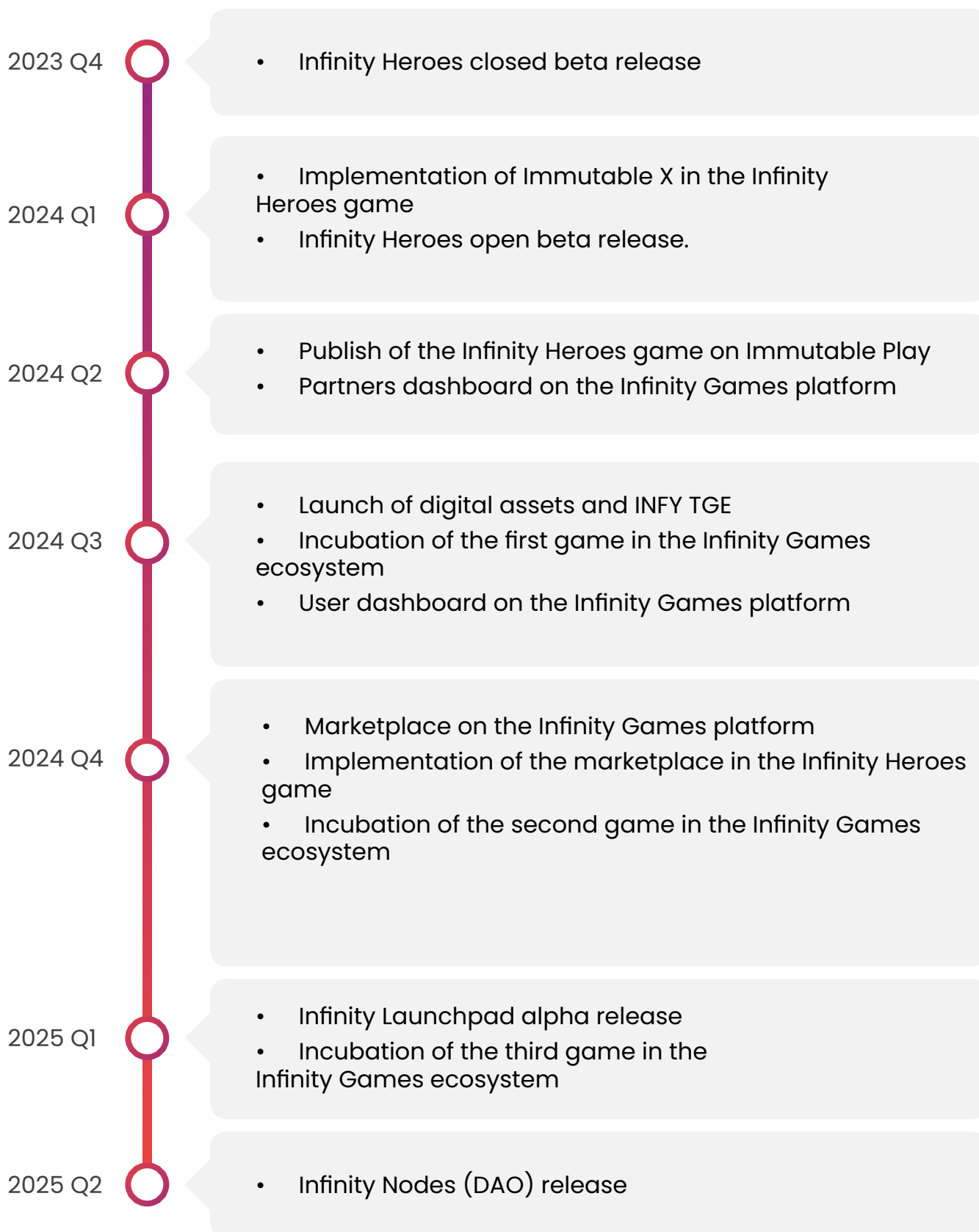
10.1. Fundraising

We are open to raising capital in equity and tokens. At the time of writing this document, February 2024, we are closing the pre-seed stage. Please get in touch with us for the tailored offer.

10.2. Evaluation

Evaluation of USD 45,000,000 considers various factors contributing to the value of Infinity Games. Here are some key aspects that influence the valuation:

1. **Open Beta Success**. The open beta release is around the corner (2024 Q1). In various marketing activities, we have collected around 2,500 wallet addresses of users who want access to the open beta release.

2. **Partnerships:** The partnerships with Immutable X, Blackpool Finance and Merit Circle add significant value to Infinity Games. Immutable X is known for its expertise in NFT (Non-Fungible Token) technology, and Blackpool Finance brings support and strategic value. These partnerships enhance the credibility and growth of Infinity Games.

3. **Funding History:** We are owners of the 300,000 EUR grant from the Republic of Serbia Innovation Fund in cooperation with the European Union.

4. **Ecosystem Growth:** Several prominent gaming development studios are eager to join our ecosystem in the pipeline.

5. **Web3 and Decentralization Trends:** Given the increasing interest in web3 technologies and decentralized ecosystems, the strategic position of Infinity Games is adding to the evaluation.

6. **Revenue and Monetization Strategy:** Infinity Games has a clear and defined monetization stream: in-game purchases, digital assets sales, marketplace fees, fees from digital assets from ecosystem sales.

7. **Market Size and Competition:** The evaluation considers the overall market size for web3 gaming and the competitive landscape. Infinity Games has a unique proposition and addresses a significant market gap.

8. **Team Expertise:** The team is composed of university professors with highly skilled developers. We have experience in developing and publishing games and in blockchain technology.

9. **Roadmap and Future Plans:** We have clear goals and milestones for the next period.

11. Roadmap

2023 Q4
- Infinity Heroes closed beta release

2024 Q1
- Implementation of Immutable X in the Infinity Heroes game
- Infinity Heroes open beta release.

2024 Q2
- Publish of the Infinity Heroes game on Immutable Play
- Partners dashboard on the Infinity Games platform

2024 Q3
- Launch of digital assets and INFY TGE
- Incubation of the first game in the Infinity Games ecosystem
- User dashboard on the Infinity Games platform

2024 Q4
- Marketplace on the Infinity Games platform
- Implementation of the marketplace in the Infinity Heroes game
- Incubation of the second game in the Infinity Games ecosystem

2025 Q1
- Infinity Launchpad alpha release
- Incubation of the third game in the Infinity Games ecosystem

2025 Q2
- Infinity Nodes (DAO) release

12. Team

Srdjan Vukmirovic
Founder

Ante Medic
Co-Founder

Kresimir Kristo
Business Developer

Dejan Vukmirovic
Project Manager

Viktorija Petrov
Investment Manager

Ana Vukmirovic
Talent Manager

Milan Bratic
Lead Developer

Milos Stankovic
Unity Developer

Milan Gordic
Unity Developer

Nebojsa Slijepcevic
Unity Developer

Lilia Zheltiakova
Unity Developer

Visnja Sretenovic
Blockchain Developer

Blagoje Bulajic
Art Director

Igor Reljic
Concept Artist

Boris Andrejic
3D Generalist

Nikola Savic
3D Generalist