

ODYSSEY RAGNAROK

INTERACTIVE

Technical dossier for investors

Our own game studio within Odyssey Ecosystem. We create and publish our own games.

100% owned by Odyssey Ecosystem (odecosys.com) · supported by its sister branches JH Duo and EOS Connecting (eosconnecting.com)

Member of NVIDIA Inception Program

October 2026 · All figures are estimates

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The Studio Saga

Executive Summary

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Odyssey Ragnarok Interactive is the new game studio 100% owned by Odyssey Ecosystem (Jean Pagliarani and Henry Esaa); JH Duo and EOS Connecting are sister branches that support it (commercial and technology). It is not a work for hire service: the studio **creates, publishes and operates its own games**, first on PC (Steam) and mobile (Android and iOS), then on Mac.

The plan runs on two engines. A **narrative flagship** based on the founders' own saga, **Knots & Blades**, turning an intellectual property with a published book (Kleithros, the prologue; three more being written) into a transmedia franchise (books, game, audio and collectibles). And smaller **support titles** for mobile and PC that bring early learning, data and cash flow.

We are looking for investors with **15,000 USD tickets**. We propose three round scenarios: **60,000 USD (4 tickets)**, **165,000 USD (11 tickets)** and **330,000 USD (22 tickets)**. Every figure in this document is an estimate with explicit assumptions; returns are not guaranteed.

201.6 B USD
global games market in 2025 (Newzoo)

372 M
players in Latin America in 2025 (Newzoo)

15,000 USD
ticket per investor

> Genre, platform and support title proposals are preliminary and will be validated with prototypes and metrics.

The Oath

Vision and Identity

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Vision. Born in Latin America, built for the world: a studio with its own epic identity, able to create worlds that live across formats: games, books, audio and community.

Identity. The brand takes the Norse look of the logo: a rune arc, Fenrir, the longship and a world split between fire (red) and ice (blue). Ragnarok stands for the end of one cycle and the birth of another: a small studio that dares to tell big stories.

- **We publish our own work.** Intellectual property, data and the player relationship stay with the studio.
- **Realistic scope.** Projects sized for a small team, with measurable milestones and metric driven decisions.
- **Multiplatform from day one.** One technical pipeline for PC, Android, iOS.
- **Born in Latin America, built for the world.** A global studio for players everywhere, with lower costs than the US or Europe.
- **Transparency with investors.** Monthly reports, a KPI dashboard and visible assumptions.

The War Council

Founders and Team

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Jean Pagliarani

Cofounder · Development and technology · CEO of JH Duo

Leads the commercial engine: web architecture and Latin America to US business integration. Web and software developer.



Henry Esaa

Cofounder · CTO of EOS Connecting

Leads the innovation engine: custom development, SaaS architecture and advanced AI. Builds EOS Analytics and EOS Pulse.

The founders already run digital products inside Odyssey Ecosystem. According to the ecosystem's current material, **shipped so far**: 3 multilingual sites, a live analytics app, an AI analyst MVP and 3 AI assistants. The Knots & Blades saga website was built by JH Duo.

Studio hires by phase are detailed in **The Clan and its Crafts**.

The Nine Realms of the Market

MARKET OPPORTUNITY

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- The global games market closed 2025 at **201.6 billion USD** (+9.1%): mobile 113.3 B, console 44.7 B and PC 43.6 B, with the strongest annual PC growth in Newzoo's dataset (+12%). Newzoo
- Newzoo forecasts **234.4 billion USD in 2028** and 121.1 B USD for mobile alone in 2026. Newzoo · PocketGamer.biz
- On PC, premium game spending rose 25.3% to 14.1 B USD in 2025: there is room for well positioned paid titles. GameDev.net on Newzoo
- User acquisition is getting pricier: global game cost per install (CPI) rose 30% in 2025 to 0.56 USD, per Adjust as cited by Newzoo. That is why we prioritize organic growth and community.

ᛟ Latin America, where we come from (sourced data)

- Latin America: **372.3 million players**, **8.3 billion USD** in 2025 (+6.4%); 46% of players pay, spending 48.5 USD a year on average. Mobile 4.4 B USD; PC and console about 2.0 B USD each. Forecast: 9.7 B USD in 2028. gamescom latam with Newzoo data
- The region grows faster than North America (+4.2%) and Europe (+3.6%), per the same source. gamescom latam
- Acquiring users in LATAM is cheap: Adjust reports a games CPI of 0.14 USD in LATAM versus 1.71 USD in the US (2025 data, cited by SuperScale). Ideal for early market tests.
- Google Play funds Latin American indie studios without taking equity: 150,000 to 200,000 USD per studio, 8 M USD to date, with a Colombian studio among the 2025 recipients. Google

> Method note: Newzoo's free report published mid 2025 estimated 188.8 B USD; the final revised 2025 figure is 201.6 B USD. We use the final figure and cite both sources.

Sagas to Forge

GAME SLATE

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Flagship: Knots & Blades · Kleithros, the prologue



> *A man wakes up locked in a sinking metal cell, beside a silver haired stranger who seems to know all his secrets, and must face his demons before the last sliver of light disappears.*

Synopsis. Lukas wakes with no memory in a metal cell with a single slit of light. With him is Klaus, a porcelain faced, silver haired man who toys with an ancient coin and accuses him of being a murderer. Outside, a creature whistles and pounds the walls while the cell sinks into the earth. Through

confessions about fear, guilt, family and freedom, Lukas remembers his son, Anna and a country destroyed by a tyrannical regime. Every truth brings the exit closer, but demands a price. At the end, **Alexander Nasir Levy (Alex)** appears: the writer behind the pen name Gregori H. Orlov and the protagonist of the saga that continues.

Three hooks

1. Two men trapped in a cell that is burying itself alive, and only one can get out.
2. An ancient coin bearing the motto "vita et mors, lux et umbra" is the price of freedom, and Charon is coming to collect it.
3. The book the protagonist writes opens a saga of conspiracies and hidden powers, where the heroes cut the knots of a web woven in the shadows.

- **Genre:** narrative decision thriller with mystery exploration (see The game).
- **Platforms:** PC (Steam) and mobile first; Mac later.
- **Model:** one time premium purchase, one paid installment per book of the saga, no ads. The Kleithros prologue is always free: a demo on Steam for PC and a free trial on mobile.

A transmedia IP that strengthens the investment



Kleithros

PUBLISHED

The opening book of the saga: a psychological thriller and prologue.



Dark Labyrinths

BEING WRITTEN

A future title expanding the scale and conflicts of the saga.



Whispers of Chaos

BEING WRITTEN

An upcoming installment that pushes the universe deeper into chaos.



Revelations

BEING WRITTEN

A forthcoming title where buried truths begin to demand their price.

- The saga already exists beyond the game: **four books** (Kleithros, Dark Labyrinths, Whispers of Chaos and Revelations). Kleithros is published as a digital edition in English, Spanish, German and Italian, at 4.99 USD on knotsandblades.com.
- Active owned channels: store, the saga's crowdfunding campaign, collectibles, audio on SoundCloud, YouTube, Instagram and Patreon.
- A collaborator program already offers booktubers a free copy and a 15% affiliate commission: the same channel can drive the game's wishlists.
- Each format feeds the others: readers discover the game, players buy books and collectibles. Less dependence on paid ads.

> Key condition: the intellectual property belongs to its authors. Before closing, a license agreement will be signed between the Knots & Blades rights holders and the studio. The books' crowdfunding campaign (30,000 USD goal) is separate from this round.

Support titles (pending decision: plan B, smaller games)

Title	Platform	Model	Team and time (estimate)
Support 1: Norse themed hybridcasual	Android and iOS	Free with IAP · pending decision	2 to 3 people · 5 to 6 months to soft launch
Support 2: tactical midcore	Mobile and PC (Steam)	Free with IAP and season pass · pending decision	4 to 6 people · 10 to 12 months to soft launch

Support titles bring early learning, data and cash flow, and can be set in the studio's Norse aesthetic or in the saga's universe.

The Game of Knots

THE GAME: KNOTS & BLADES

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A narrative decision thriller. Exploration and mystery in the Knots & Blades universe. Every choice has consequences and changes the story.

Knotie, the game's own autonomous AI

Knotie: the game's own autonomous AI, adapting the story to the player's decisions (planned vision). It is an independent AI, separate from Vera. Today it is a design vision: it has not been built yet.

A decision based game

Every choice has consequences and changes the story. You will never play the same run twice: every playthrough is meant to be different. That is the design intent.

Genre and mechanics

Genre: narrative decision thriller with exploration and mystery.

- **Investigation:** Gather clues and connect the dots.
- **Decisions with consequences:** Every choice leaves a mark on the story.
- **Symbolic puzzles:** Symbols, coins, mirrors and knots.
- **Combat:** Not only with swords.
- **Stealth:** With chases.

Tone: mystery and a conspiracy in the shadows, with moments of terror, touches of humor and Alex's full emotional range.

Visual style

Painted realism, dark, chiaroscuro: light carves the figures out of the shadow. Style reference: Clair Obscur: Expedition 33.

Structure: from the prologue to the first book

Kleithros is two things: the saga's prequel book, already published, and the short free prologue the game will open with. Inside the same game, that

prologue flows into the first book, Dark Labyrinths. Each book of the saga will be one paid installment. Nothing is playable yet.

- **Kleithros:** Published book · planned playable prologue, always free
- **Dark Labyrinths:** Book 1 · first paid installment
- **Whispers of Chaos · Revelations:** Future installments, one per book

Model and platforms

- **One time premium purchase:** No ads. One paid installment per book of the saga.
- **Prologue always free:** Kleithros: free demo on Steam for PC and free trial on mobile.
- **Platforms:** PC (Steam) and mobile first; Mac later.

Price: to be defined.

Three phases

1. **Prologue demo:** Free Kleithros prologue demo on Steam, with a presence at a Steam Next Fest.
2. **Wishlists and investment:** Wishlist campaign and investment search using that data.
3. **Full game:** The full game, starting with Dark Labyrinths.

Dates to be defined.

> **Current status:** nothing is playable yet, the engine is still to be decided and Knotie is a planned vision. Kleithros already exists as a published book; its playable version is planned. Everything in this section is design intent.

Engine under evaluation (not decided yet): Unity 6 with C#. Reasons: mobile maturity, an IAP ecosystem, export to Android, iOS, Windows and Mac from a single project, and a language (C#) close to the team's web and software background. Unity Personal is free while revenue plus funding stay at or below 200,000 USD over 12 months; above that, Unity Pro is required (2,310 USD per seat per year in 2026). Unity

Alternatives considered. Godot 4 (MIT license, no fees) is excellent for 2D and prototypes, with a thinner ecosystem of mobile SDKs and console support. Unreal Engine 5 is strong in high end 3D, at the cost of C++ and heavier hardware. **Decision point:** the flagship engine is chosen before month 9.

Layer	Proposed choice
Engine and language	Unity 6 LTS · C# · URP
Backend	Supabase (Auth, Postgres, Edge Functions), already used by EOS · game services on Render · CDN and storage on Cloudflare
Analytics	GameAnalytics and Firebase (Analytics and Crashlytics); attribution through an MMP once paid UA starts
IAP	Unity IAP or RevenueCat · server side receipt validation
LiveOps	Remote config, event calendar, season pass, A/B tests
CI/CD	GitHub Actions with GameCI · own runner on a workstation · fastlane for TestFlight and Play Console · SteamPipe for Steam
Version control	Git with Git LFS on GitHub (or Unity Version Control for heavy art)
Cloud saves	Steam Cloud on PC · Supabase with Google Play Games and iCloud on mobile
Anti cheat	Server authoritative validation for PvP, economy and leaderboards; no kernel level anti cheat
Multiplatform pipeline	One project, per platform quality profiles, Addressables, automated tests on real devices

The Arsenal

Hardware Requirements

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Reference prices as of October 15, 2026, in USD from US stores, before taxes; every figure links to its source. GPU and memory prices are very volatile in 2026: Gartner expects DRAM and SSD prices to rise 130% and PCs to cost 17% more, and IDC sees no relief before late 2027 (Gartner · IDC). In Colombia, VAT (19%) applies and import costs are quoted at purchase.

ᛟ 1. Complete setup per person (3 seats)

Item	Model, reference price and source	USD
Workstation	Ryzen 9 9950X (539, Newegg) · RTX 5090 32 GB (depending on the store: 2,155 / 7,200; budgeted at 6,500; gpu.org · videocardprices.com) · 128 GB DDR5 (2,720, rams.live) · NVMe Samsung 990 Pro 4 TB (1,140, ssd.live)	10,899
2 × 32" 4K monitors	MSI MPG 321CURX QD-OLED, 31.5" 1700R 4K 240 Hz: 882.99 each (Newegg)	1,766
Keyboard and mouse	Logitech MX Keys S Combo (MX Keys S + MX Master 3S): 199.99 (Logitech)	200
Headset with microphone	HyperX Cloud III: list price 99.99 (HyperX)	100
UPS	APC Back-UPS Pro BR1500MS2, 1500 VA / 900 W: 299.99 (B&H · Micro Center))	300
Subtotal per seat		**13,265**
3 seats		**39,795**

Why 3 x RTX 5090 and not RTX 5090 + RTX 6000 Ada: the whole team programs and create content in real time. The RTX 5090 (32 GB, Blackwell generation) is newer than the RTX 6000 Ada (48 GB, previous generation),

costs less (the 6000 Ada card alone is 6,664) and belongs to the same GPU family players use, so profiling happens on representative hardware. Identical workstations are interchangeable if one fails. 32 GB is enough for Unity, bakes and mid sized local AI; heavier loads use cloud GPUs by the hour. **No build server:** with 2 people, Windows and Android builds run on the workstations (GameCI) and Apple builds on the Mac mini; it becomes justified as the team grows. **Two 32" monitors per seat:** the usual game development setup, one for the editor or scene and one for code, docs and profilers.

2. Shared by the team

Item	Model, reference price and source	USD
Mac mini M5 Pro	24 GB, 512 GB (Apple · 9to5Mac)	1,699
Pen display	Wacom Cintiq Pro 22: 2,999.95 (Wacom)	3,000
Steam Deck	Steam Deck OLED 512 GB (Valve)	789
Shared subtotal		**5,488**
Hardware grand total		**45,283**

UPS: the BR1500MS2 delivers 900 W; with the RTX 5090 at full load, draw can approach that limit, so it is validated with a real measurement before purchase and a larger model is quoted if needed. **Not included with a figure** (quoted before purchase and covered by contingency): motherboard, power supply, case and cooling for each workstation, chair and desk, webcam, mobile test devices, NAS and backup router.

3. Licenses

- **Unity Pro:** 2,310 per seat per year (Unity); budgeted under licenses.

3. Cloud and infrastructure

- **Backend:** Supabase Pro from 25 USD per month per organization, with 100,000 monthly active users included (Supabase); Render and Cloudflare by usage.
- **3 2 1 backups:** workstations to NAS with snapshots, NAS to external cloud and repositories on GitHub.

- **Redundant internet:** main fiber with 4G/5G backup and UPS. Remote team on its own connection.

4. Hardware by phase (full scenario, reference prices)

Phase	Equipment	USD
Phase 0 · Foundation	3 complete seats (workstation, 2 × 32" monitors, keyboard and mouse, headset, UPS) (39,795) · Mac mini M5 Pro (1,699)	**41,494**
Phase 1 · First launch	Wacom Cintiq Pro 22 (3,000) · Steam Deck OLED 512 GB (789)	**3,789**
Total		**45,283**
Mid		41,494
Small seed		10,899

5. Player requirements (provisional targets)

Target values to be validated with performance profiling. Mobile minimums aligned with Unity 6.x: Android 8.0 (API 26) and iOS 15. Unity

Title	Minimum	Recommended
Support 1 (mobile)	Android 8.0, 2 GB RAM, OpenGL ES 3.1 or Vulkan · iOS 15, iPhone 6s or later	Android 10, 3 GB RAM · iPhone XR (A12) or later
Support 2 (mobile)	Android 9, 3 GB RAM, Vulkan · iOS 15, iPhone XR	Android 11, 6 GB RAM · iPhone 12 or later
Support 2 (PC)	Windows 10/11 64 bit · Core i3 6100 or Ryzen 3 1200 · 8 GB · GTX 750 Ti or Intel UHD 620 · 3 GB	Core i5 8400 or Ryzen 5 2600 · 8 GB · GTX 1050 Ti
Flagship (PC)	Provisional: Core i5 8400 or Ryzen 5 2600 · 16 GB · GTX 1660 Super · SSD	Provisional: Core i5 12400 or Ryzen 5 5600X · 16 GB · RTX 3060 12 GB · NVMe; Steam Deck target



The Clan and its Crafts

Production pipeline and team plan

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Pipeline per title: concept and fast prototypes, preproduction with a design document and performance budget, production in two week sprints, alpha with closed tests, beta or soft launch with metrics, launch and LiveOps. Each phase gate requires passing a KPI check.

Phase	Roles (full scenario)	Est. monthly cost
F0 · M1 to M3	2 founders (reduced fee) · 1 Unity developer · 1 part time 2D artist	3,500
F1 · M4 to M9	+1 Unity developer · full time 2D artist · part time QA	6,000
F2 · M10 to M16	+1 senior developer · +1 3D artist (QA covered by community playtests)	9,500
F3 · M17 to M24	+ part time QA and community management · commissioned audio and music	10,500

- **Cost assumptions (estimates):** Unity developer 1,500 USD/month, senior 2,300, 2D artist 1,300, 3D artist 1,600, founders 650 each during the round.
- **LATAM advantage:** in Colombia the average game developer salary is about COP 3.4 million a month, in a 3 to 8 million range per Glassdoor as cited by Semana. In the US the median annual wage of a software developer was 135,980 USD in May 2025 (BLS). The whole studio team costs less per year than a single US developer.



The Longship Route

ROADMAP

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Phase	Goal
1	Free Kleithros prologue demo on Steam, with a presence at a Steam Next Fest
2	Wishlist campaign and investment search using that data
3	Full game, starting with Dark Labyrinths

Dates: to be defined.

The War Chest

Budget by phase and scenario

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Three scenarios, all **founders' estimates**. In every scenario the flagship follows the three approved phases: first the **free Kleithros prologue demo on Steam**, with a presence at a Steam Next Fest, then the **wishlist campaign and investment search** using that data, then the **full game, starting with Dark Labyrinths**. **Seed** (12 months) launches Support 1 and publishes the prologue demo. **Mid** (18 months) adds Support 1 LiveOps and the wishlist campaign with investment search. **Full** (24 months) adds Support 2 and starts the full game with Dark Labyrinths.

Line item	Small seed 60,000 · 12 months	Mid 165,000 · 18 months	Full 330,000 · 24 months
Team (fees and salaries)	43,200	102,000	197,000
Hardware	10,899	41,494	45,283
Engines, licenses and tools	1,000	4,000	22,000
Cloud, backend and internet	1,200	3,000	4,800
Marketing, acquisition and events	1,000	2,183	30,000
Legal, trademarks and accounting	2,000	4,000	6,000
External audio and music	0	3,000	8,000
Contingency	701	5,323	16,917
Total	**60,000**	**165,000**	**330,000**
15,000 USD tickets	4	11	22

Full scenario by phase

Line item	Phase 0 · Foundation M1 to M3	Phase 1 · First launch M4 to M9	Phase 2 · Expansion M10 to M16	Phase 3 · Flagship M17 to M24	Total
Team (fees and salaries)	10,500	36,000	66,500	84,000	197,000
Hardware	41,494	3,789	0	0	45,283
Engines, licenses and tools	2,000	5,000	7,000	8,000	22,000
Cloud, backend and internet	300	1,200	1,400	1,900	4,800
Marketing, acquisition and events	0	8,000	9,000	13,000	30,000
Legal, trademarks and accounting	3,000	1,000	1,000	1,000	6,000
External audio and music	0	1,500	3,500	3,000	8,000
Contingency	1,882	3,000	6,000	6,035	16,917
Total	**59,176**	**59,489**	**94,400**	**116,935**	**330,000**

- **License assumption:** in the full scenario funding exceeds 200,000 USD, so Unity Pro is budgeted (3 seats in year 1 and 4 in year 2). Godot would save about 16,000 USD.
- **Platform fees:** Steam Direct 100 USD per game (recouped after 1,000 USD in revenue), Apple Developer 99 USD per year, Google Play 25 USD once. Steamworks · Apple

The Spoils

Revenue model and KPIs

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- **Knots & Blades (PC and mobile):** one time premium purchase, no ads: one paid installment per book of the saga. The Kleithros prologue is always free: free demo on Steam for PC and free trial on mobile. Steam takes 30% in its standard tier; Apple and Google charge small developers 15% under their small business programs.
- **Support titles (pending decision):** a plan B with smaller games; each one's model is listed in the catalog and would be validated with prototypes. It does not apply to Knots & Blades.
- **Transmedia:** cross promotion with Knots & Blades books, audio and collectibles (book revenue is not included in this model unless agreed).

KPIs and industry benchmarks

KPI	Benchmark	Proposed target
D1 retention	Top 25%: 26.5 to 27.7%; bottom 25%: 10 to 11.5% (GameAnalytics)	30% or more
D7 retention	Median 3.4 to 3.9%; top 25% 7 to 8% (GameAnalytics)	8% or more
D28/D30 retention	75% of games stay below 3% at D28 (GameAnalytics)	3 to 5%
ARPDAU	Hybridcasual 0.15 to 0.50 USD; midcore 0.08 to 0.20 USD (Juego/AppsFlyer aggregate via Omega Point, secondary source)	0.15 (Support 1) · 0.20 (Support 2)
CPI	LATAM 0.14 USD; US 1.71 USD (Adjust 2025 via SuperScale)	Below 0.30 USD in LATAM
LTV	Must exceed CPI	LTV above 1.3x CPI before scaling
Wishlists	First week conversion: median 15% under 5,000 wishlists; 20% between 5,000 and 39,999 (How To Market A Game)	7,000 / 20,000 / 50,000 at launch

Revenue scenarios (estimates, 36 months from close)

Line item	Conservative	Base	Optimistic
Support title 1 (hybridcasual mobile)	15,000	90,000	400,000
Support title 2 (midcore mobile and PC)	20,000	150,000	600,000
Flagship Knots & Blades (first months)	52,000	198,000	760,000
Total net studio revenue (36 months)	**87,000**	**438,000**	**1,760,000**

Assumptions: net installs and LTV per support title; on PC, net revenue per unit close to 50% of price after store fees, regional pricing, taxes and refunds. Flagship figures are references while its scope is finalized.



The War Horn

Go to Market

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- **Steam first:** an early store page, steady updates and quarterly wishlist targets. A public demo at a Steam Next Fest.
- **Festivals:** BIG Festival inside gamescom latam (São Paulo), the largest indie competition according to its organizers; the 2026 edition ran April 30 to May 3. We aim to take the Kleithros prologue demo.
- **Influencers and press:** Spanish speaking streamers and booktubers from the saga's collaborator program; a bilingual press kit.
- **HeyCatch style organic promotion:** daily actions on Reddit, X, TikTok and LinkedIn in the founders' voice, joining conversations where the audience already is. HeyCatch costs from 79.95 USD every 4 weeks after the intro period; its own guide notes it is built for solo founders, so we treat it as a method reference.
- **Community:** Discord, YouTube devlogs and the saga's Patreon, closed tests with the community.
- **Mobile market tests:** soft launch in LATAM at low CPI before spending in expensive markets.

The Runes of Fate

Risks and Mitigation

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Risk	Mitigation
Visibility in a crowded market	Community from day one, transmedia, festivals and Steam Next Fest
Rising acquisition costs	Organic growth, LATAM soft launch and an LTV above 1.3x CPI rule
Scope creep	KPI gates per phase, playable prologue demo before full production
Dependence on two founders	Documentation, code on GitHub, senior hire in F2
Hardware inflation (2026 memory crunch)	Early purchases, certified used test devices, 15% buffer
Engine or store pricing and rule changes	Modular architecture; Godot as plan B for 2D
Knots & Blades IP license	Written agreement between rights holders and studio before closing
Regulation of offers to multiple investors	Legal advice in Colombia and in each investor's country before receiving funds
International payments and contracts	Legal review in each jurisdiction and banking through the Colombian entity
Legal entity not yet incorporated	Incorporate the SAS in Phase 0 (also required by several programs)

The Shield Pact

The Ask: 15,000 USD Tickets

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Why 15,000 USD

- **Accessible:** within reach of angels and professionals from any country, without depending on a single large fund.
- **Consistent:** it is the same 15,000 USD ask that Odyssey Ecosystem already presents in its investor material.
- **Tangible:** each ticket funds a concrete unit of work (see below) and its use can be reported.
- **Spreads the risk:** many small tickets spread the risk and build a community of ambassadors for the studio and the saga.

Tickets per scenario

Scenario	USD	Months	15,000 USD tickets	Stake per ticket
Small seed	60,000	12	4	1.85%
Mid	165,000	18	11	1.64%
Full	330,000	24	22	1.39%

What a 15,000 USD ticket buys

Per 15,000 USD ticket · Mid

Line item	USD	%
Team (fees and salaries)	9,273	62%
Hardware	3,772	25%
Engines, licenses and tools	364	2%
Cloud, backend and internet	273	2%
Marketing, acquisition and events	198	1%
Legal, trademarks and accounting	364	2%
External audio and music	273	2%
Contingency	483	3%
Total	**15,000**	**100%**

What one ticket concretely pays for (estimate)

Equipment	USD
6 months of a LATAM Unity developer (1,500 USD/month)	9,000
1 Mac mini M5 Pro to build for iOS and Mac (Apple price)	1,699
1 annual Unity Pro seat (2,310 USD, if required)	2,310
Acquisition tests and store assets	1,000
Legal and accounting share	400
Contingency	591
Total	**15,000**

Participation tiers

Tier	Amount (USD)	Tickets	What you receive (cumulative)
Warrior	15,000	1	Share per ticket under option A, B or C · monthly report · name in the Hall of Valhalla · early access, shield cosmetic and private Discord
Housecarl	30,000	2	All of the above · invitation to closed tests · 10 keys to give away · twice yearly call with the founders
Jarl	75,000	5	All of the above · featured Jarl credit · quarterly call with the founders · name proposal for an in game place or item, subject to creative approval
King of the North	150,000	10	All of the above · anchor investor · observer seat on the advisory board · quarterly KPI review with the team · right of first refusal in the next round

Tiers are multiples of the 15,000 USD ticket and fit within the full 330,000 USD round (22 tickets). These perks are an extra, on top of the return from the investment option you choose (A equity, B revenue share or C SAFE), and remain subject to the founders' decision and legal advice.

What the investor gets (the investor chooses A, B or C; B, revenue share, is recommended)

- **Option A · Equity:** proposed pre money valuation of 750,000 USD. One ticket equals 1.85% (seed round), 1.64% (mid) or 1.39% (full).
- **Option B · Revenue share (recommended):** the investor pool receives 30% of the studio's net revenue, split per ticket, until it returns 1.5x (22,500 USD per ticket) for the first 4 tickets and 2x (30,000 USD per ticket) for the rest.

- **Option C · SAFE or convertible note:** 1,000,000 USD post money valuation cap and a 20% discount at the next priced round (one ticket equals 1.5% at the cap).

Return scenarios per ticket (estimates, full round)

	Conservative	Base	Optimistic
Total net studio revenue (36 months)	87,000	438,000	1,760,000
Investor pool (30%, cap 1.5x or 2x)	26,100	131,400	528,000
Return per ticket in 36 months	1,186	5,973	24,333 · 22,500
Multiple on 15,000 USD	0.08x	0.40x	1.62x · 1.50x
Illustrative studio valuation at month 36	500,000	1,000,000	3,600,000
Theoretical value of one ticket (1.39%)	6,944 (0.46x)	13,889 (0.93x)	50,000 (3.33x)

Assumptions: revenue from the table in The Spoils; illustrative valuation using annual revenue multiples; equity is illiquid until a sale or future round. In the base case the revenue share keeps paying after month 36 until the cap is reached. Option B cap: 1.5x for tickets 1 to 4 and 2x from ticket 5; where a cell shows two figures, the first is tickets 5 to 22 and the second tickets 1 to 4.

Milestones and reporting commitments

- Monthly email with progress, spend and next milestones.
- Quarterly KPI dashboard (retention, ARPDAU, CPI, wishlists) and annual financial statements.
- Rolling close: no minimum amount and no refunds. Funds are used from the first ticket (hardware and team first); the round stays open 90 days.

Investor perks

- Your name in the **Hall of Valhalla**, in the credits of every studio game.
- Early access and test keys, an exclusive investor shield cosmetic and a private Discord channel.
- Invitations to closed tests and presentations with the team.

The Chronicles

Sources and assumptions

- All cost, revenue, valuation and return figures are **estimates** under the assumptions stated in each section.
- Reference exchange rate for COP figures: 4,000 COP per USD (assumption).
- Market sources: Newzoo, gamescom latam, GameAnalytics, Adjust (via SuperScale), How To Market A Game, Steamworks, Unity, Supabase, Apple, Valve, Gartner, IDC, BLS, Semana, Google. Links in each section.
- Knots & Blades data: taken from knotsandblades.com (October 2026). Kleithros summary: material provided by the founders.

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High risk investment: you may lose your capital. Projections are estimates. Not a public securities offering.