

GEARBORNE SLIDE DECK

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LEADERSHIP TEAM



**Janus
Anderson**
Product Founder



**George
Maasry**
Business Founder

GEARBORNE
CARD GAME



Top-20 Indie Game award 2017 (Google)

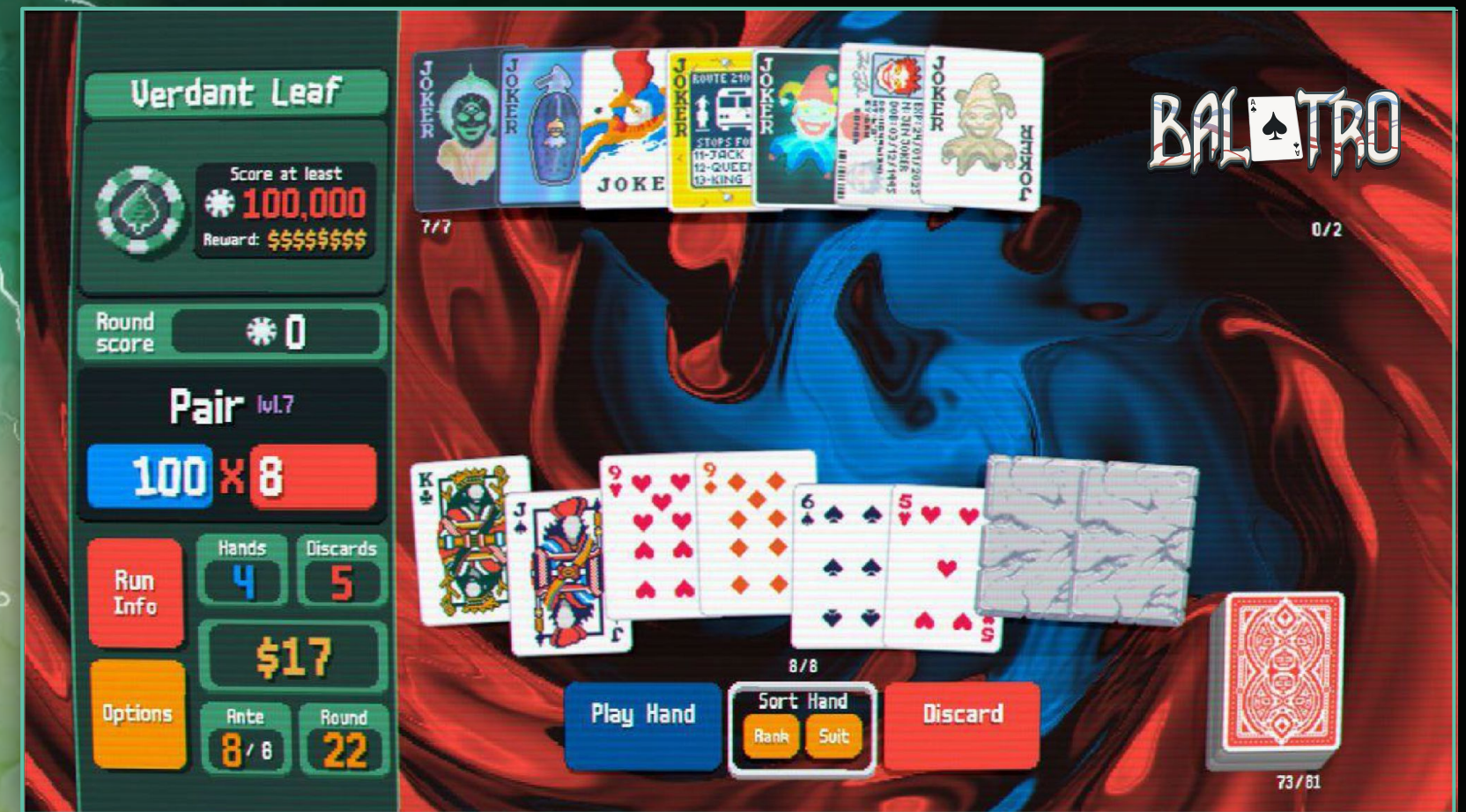
Sold Game in 2019



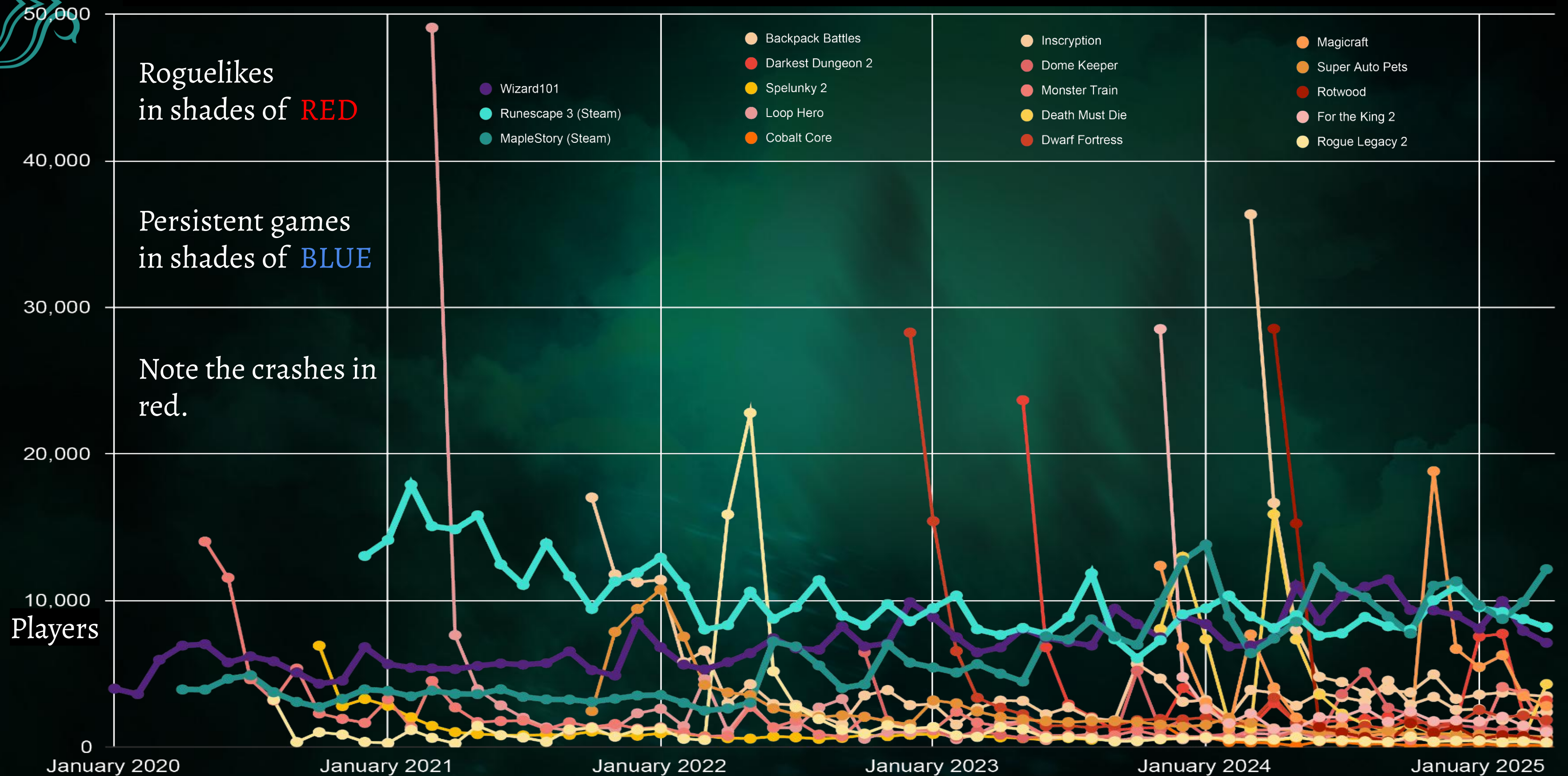
ROGUELIKE POPULARITY

Fastest-growing indie category

30 different titles generated
\$10M+ in the past five years

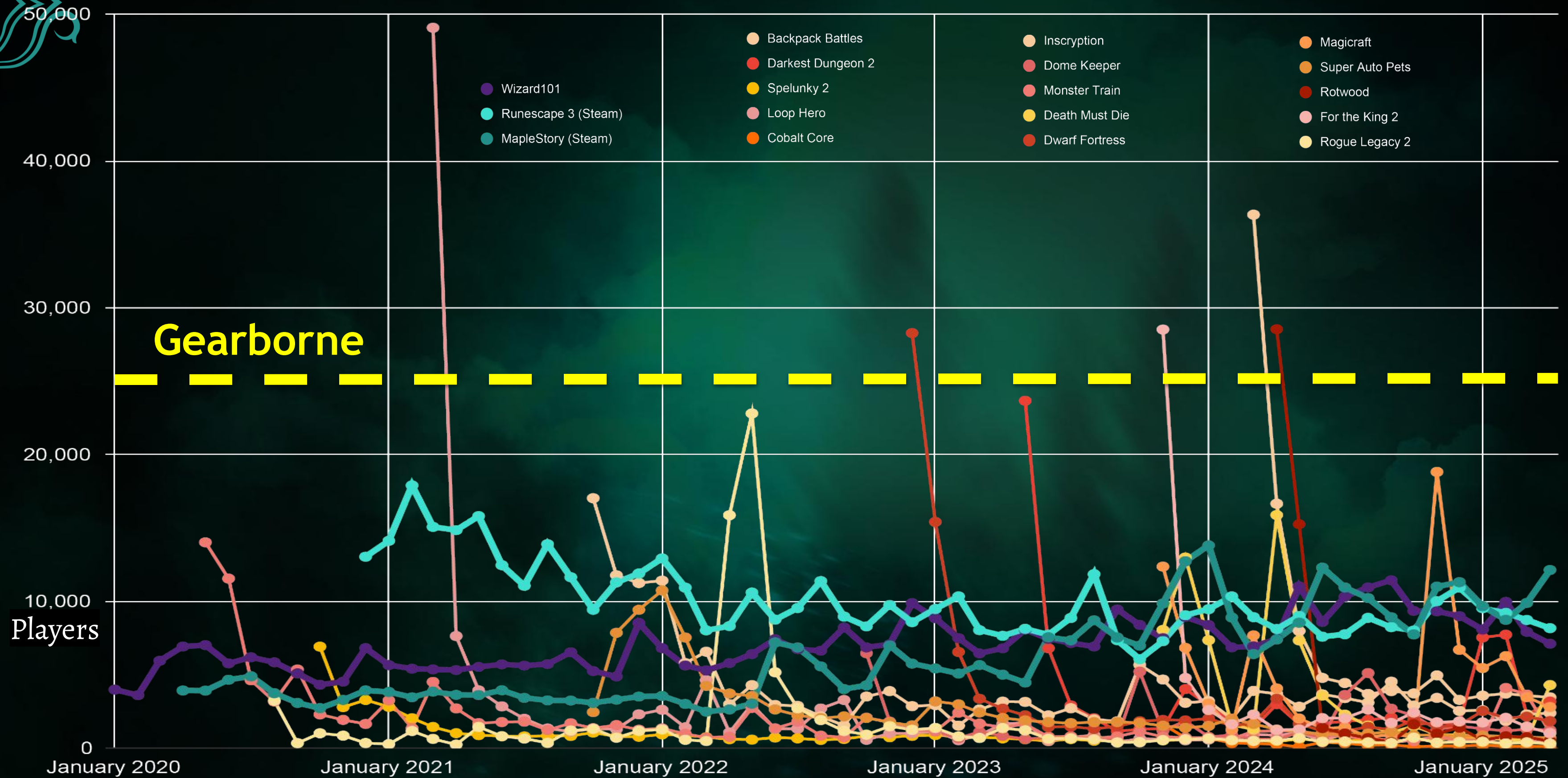


ROGUELIKE POPULARITY IS SHORT-LIVED



USER RETENTION

Gearborne will enjoy roguelike popularity with persistent games' user retention.



OUR DEMO PROVES DESIGN AND ARCHITECTURE

Reception in our test group has been extremely positive.





PROSPECTIVE ART

Card Game Combat



Social, Persistent Overworld



PROJECT PLAN DETAIL

\$1.5M SAFE

Core team of 4:

Janus, George, full-stack engineer, art director

12 months of development until Beta

Projected Y1 revenue \$14M+

(minimally matching performance of Wizard101)

Free-to-play / subscription revenue model



GEARBORNE CARD GAME

THANK YOU

Contact Us



info@gearborne.com

Access to our fully playable
game systems demo is
available upon request.

