



WINTER LOVE



WINTERLOVE

THE WORLDS FIRST

SURVIVAL MMORPG WITH A
DECENTRALIZED
GAMING ECONOMY





WEB3 GAMING 2.0

THE FOUR PROBLEMS THAT EXIST IN P2E

GAMEPLAY

Web3 games have yet to produce compelling titles that can compete with the traditional gaming industry.

As a result, they tend to attract players from lower economic backgrounds who are primarily motivated by the rewards they can earn.

ECONOMY

Web3 should empower players; however, many Web3 games are selling out item collections, with the majority of funds going to the developers. How does this differ from Web2?

ACCESSIBILITY

Users should not need to have prior knowledge of Web3 to start playing, but many projects mandate ownership of tokens or NFTs. This necessitates users to engage with multiple trading platforms before they can begin.

EXPERIENCE

Web3 games require users to submit transactions on the blockchain, which can take time to complete and incur costs for the user.



COMPELLING GAMEPLAY

WATCH OUR EARLY DEVELOPMENT FOOTAGE





CUSTOMISE YOUR BUILD

BECOME THE ULTIMATE KILLING MACHINE

WEAPONS

WinterLove features weapon classes with distinct play styles. Customize your perfect setup with attachments and create your own unique look using weapon skins.

BACKPACK

Carry single-use items such as grenades, med kits, food, water, and maps.

TECHNOLOGY

Utilize technology to gain a competitive edge against your enemies, such as night vision goggles, radar detectors, and heartbeat sensors.

ARMOR

Enhance your armor to withstand various enemy weapons.



PLAY TO EARN

A NEW REVENUE MODEL FOR GAMERS

IN GAME EXCHANGE

WinterLove does not sell in-game items to players. Instead, players earn weapons, armour, and other equipment through gameplay. We facilitate trades using our in-game exchange, allowing players to earn real money while playing.

WEAPON EXCHANGE
EXIT EXCHANGE

BUY

SELL

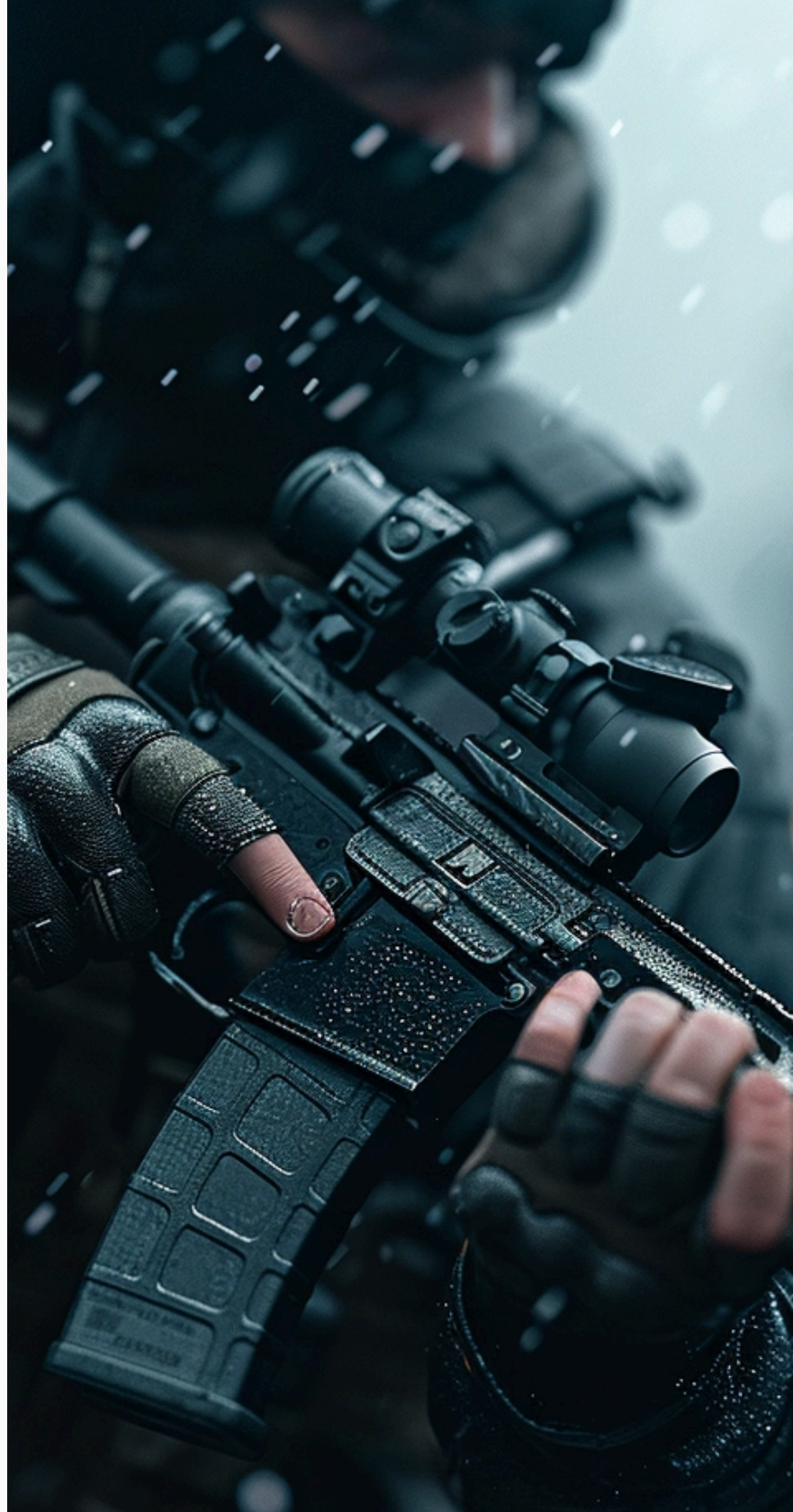
SEARCH

	[LEVEL 3] ROCKET LAUNCHER <i>Sold By: lachie</i>	1500
	HEALTH POTION <i>Sold By: lachie</i>	10
	FRAG GRENADE <i>Sold By: lachie</i>	7
	[LEVEL 4] ROCKET LAUNCHER <i>Sold By: 44bergh</i>	10000
	[LEVEL 3] MUSKET <i>Sold By: bidenoncrack</i>	80
	[LEVEL 6] BASIC PISTOL <i>Sold By: bidenoncrack</i>	20000
	[LEVEL 3] DOUBLE BARREL MUSKET	400

QUICK ACCESS

YOUR ITEMS

	[LEVEL 7] ROCKET LAUNCHER <i>Your Item</i>	100997
	[LEVEL 7] BONNIE'S RIFLE <i>Your Item</i>	69000



MAKING **WEB3** GAMING **EASY**

NO WALLET OR NFTS REQUIRED TO PLAY

ACCESSIBILITY

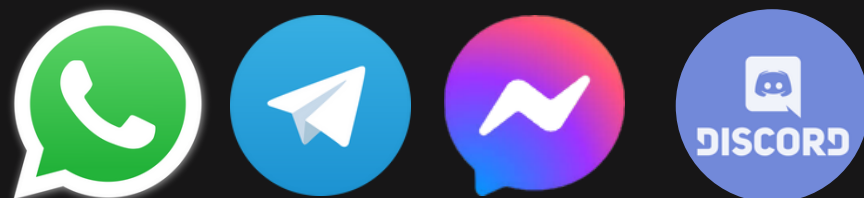
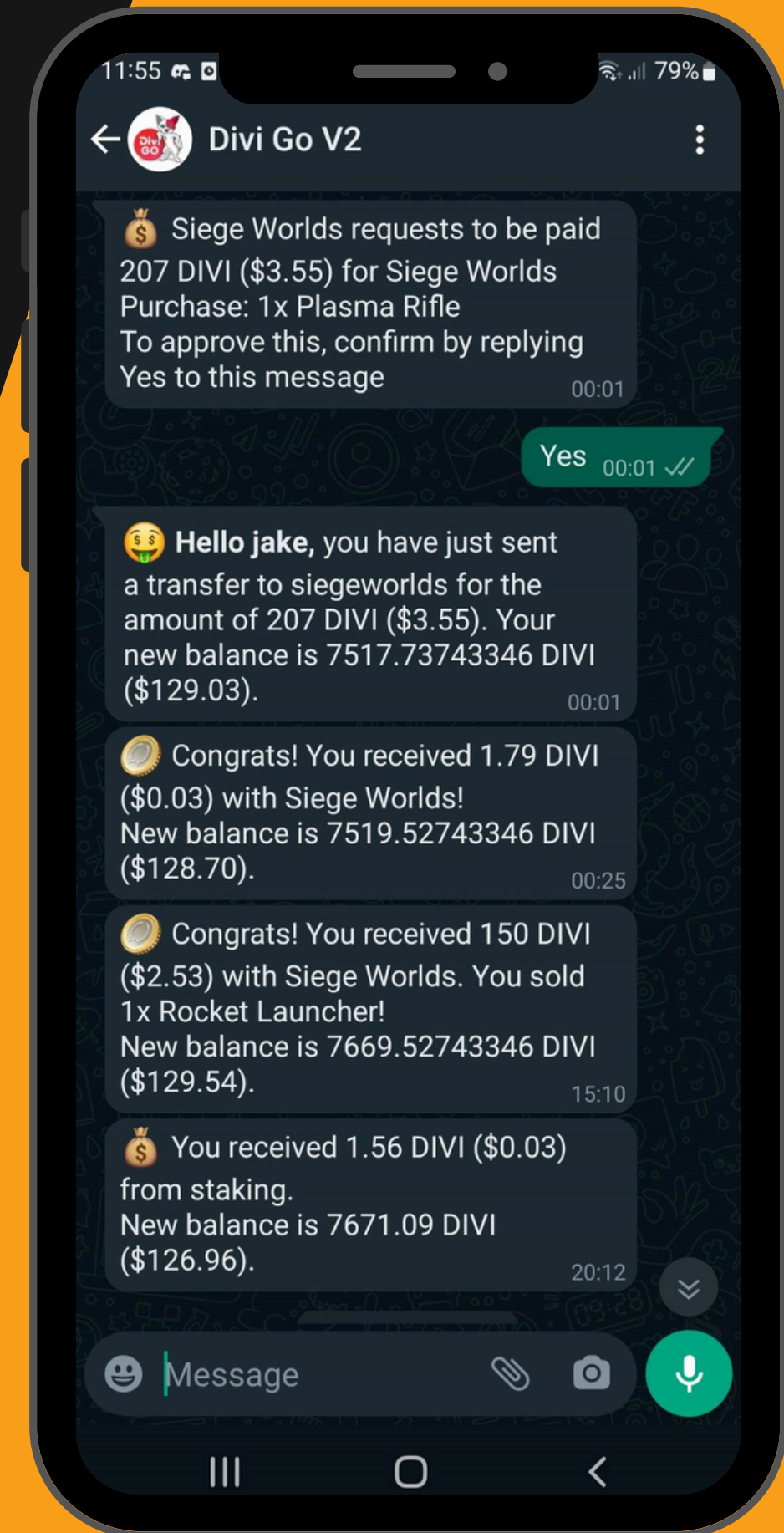
PLAY WITHOUT CREATING A WALLET

Our own wallet allows players to create an account without any web3 knowledge and start earning through gameplay.

Say goodbye to fees and waiting for confirmations. Transactions happen instantly, keeping players immersed in gameplay.

Players can manage their tokens and NFTs using simple commands, such as typing "Send".

Automatically earn additional rewards on your tokens with automatic staking. Every day you will be rewarded with additional tokens.





MARKET DATA

REVENUE FROM SIMILAR GAMES IN 2021

2021 GAME	PLAYERS	REVENUE
FORTNITE	270M	\$5.4B
DESTINY 2	23M	\$300M
APEX LEGENDS	100M	\$1.6B
CALL OF DUTY	100M	\$8.8B
OVERWATCH	7.3M	\$2.6B

COMPETITION ANALYSIS

SURVIVAL GAME MARKET

CALL OF DUTY

ESCAPE FROM
TARKAN

RUST

WINTERLOVE

✗ 100GB+ Download size, regular 100GB updates

✗ Requires high end gaming hardware

🪙 \$390 Million gross revenue in 2022

✗ Steep learning curve & Complex mechanics

✗ \$50 purchase price for pre-release (4 years)

🪙 \$111 Million revenue in 2019 & 2020

✗ Brutal gameplay mechanics

✗ Regular server wipes, all progress is lost

🪙 \$43 Million gross revenue in 2020

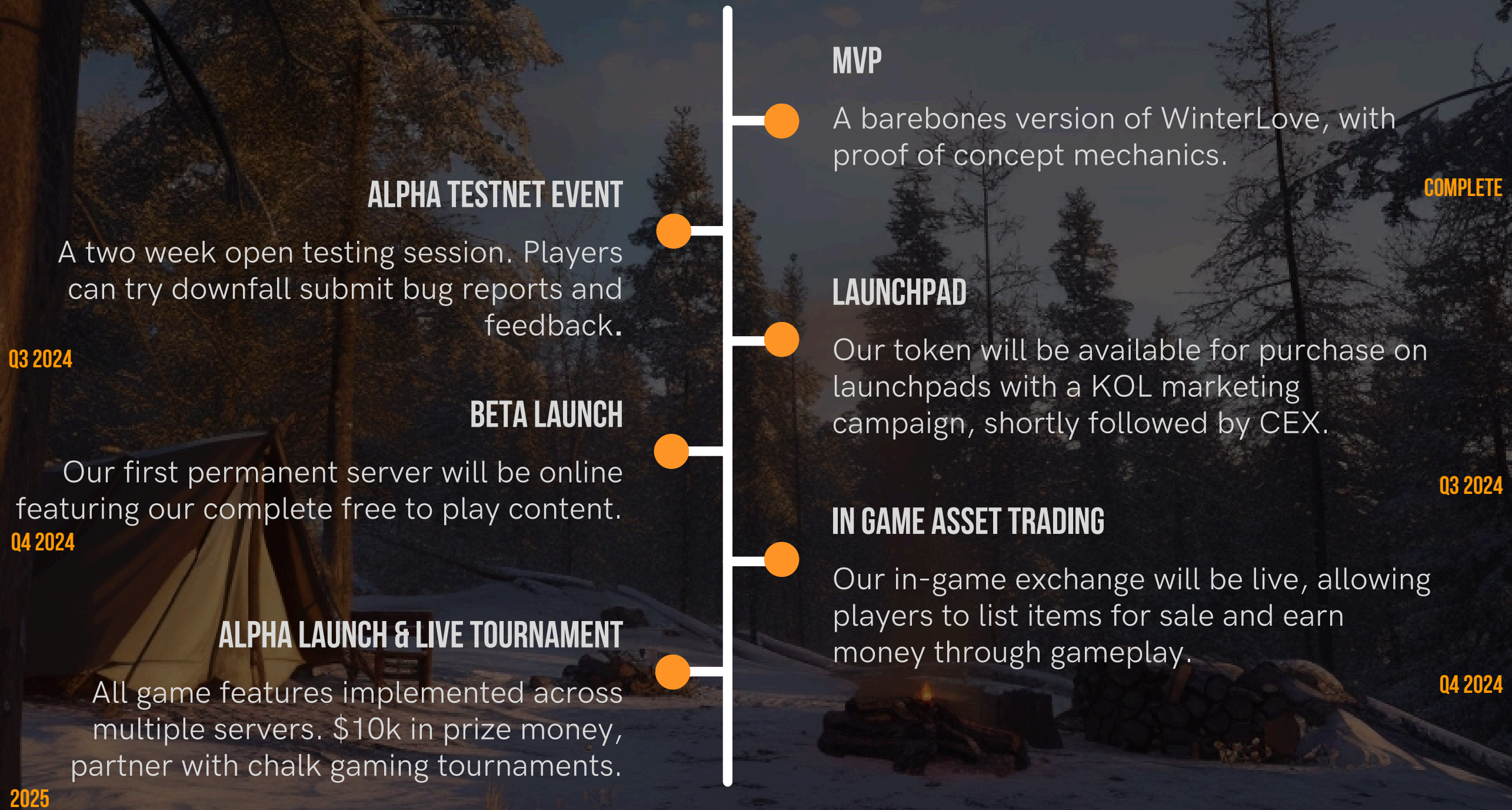
✓ Beginner friendly

✓ Decentralized asset trading

✓ Less than 10GB Download, no high end hardware required



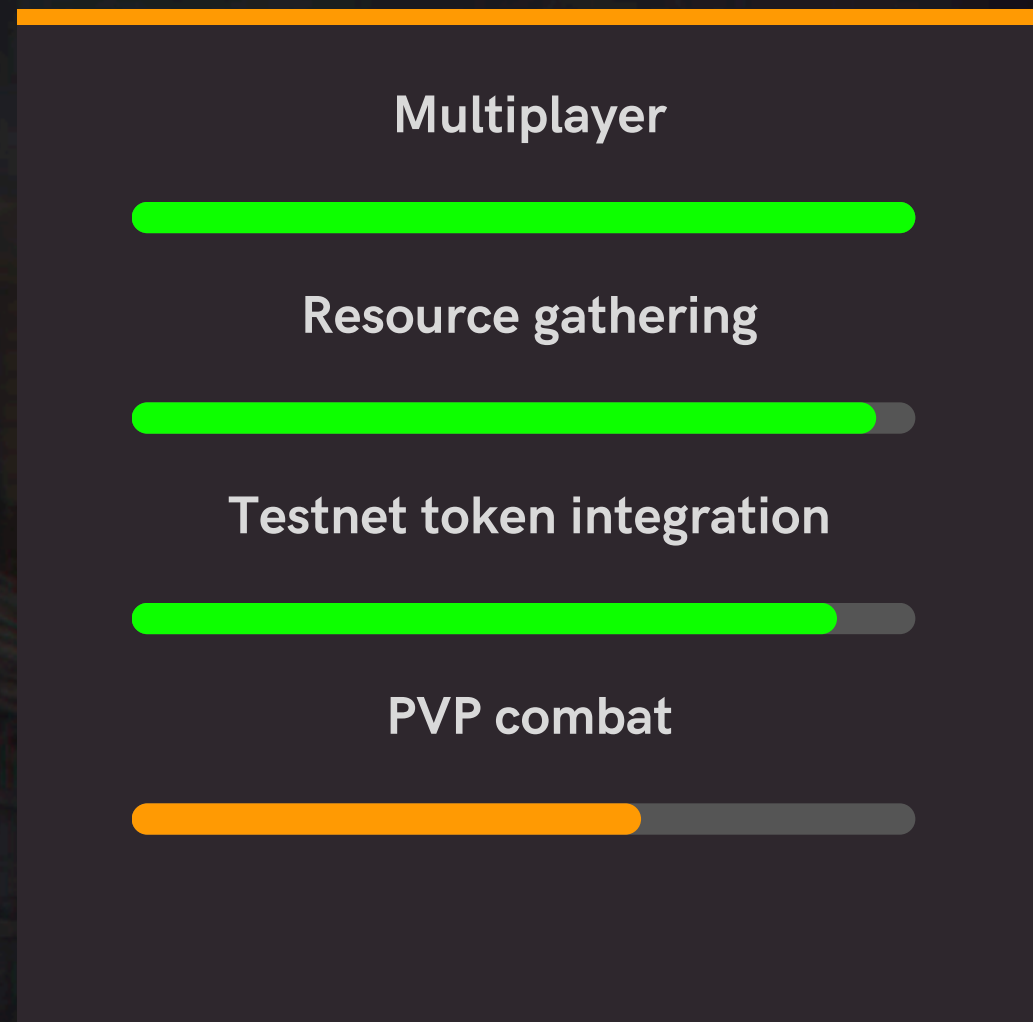
ROADMAP



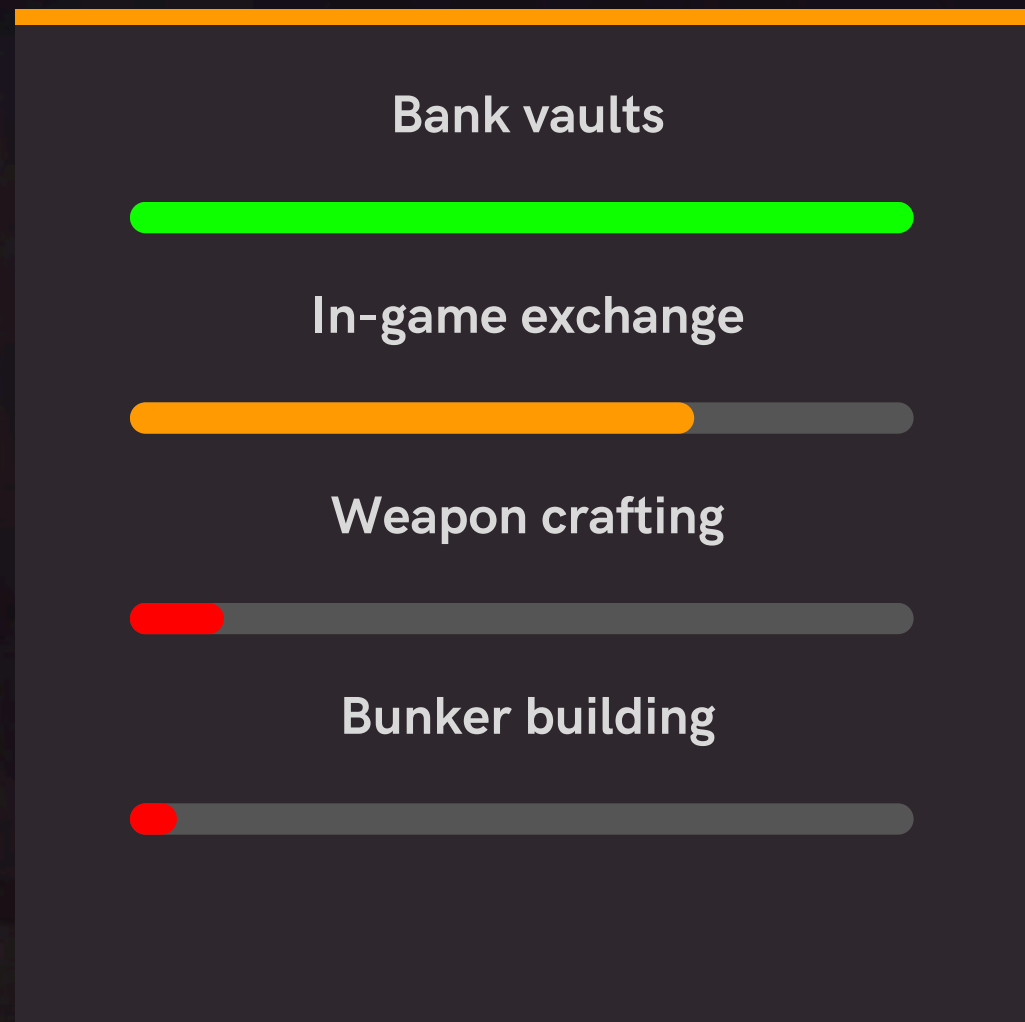


DEVELOPMENT PROGRESS

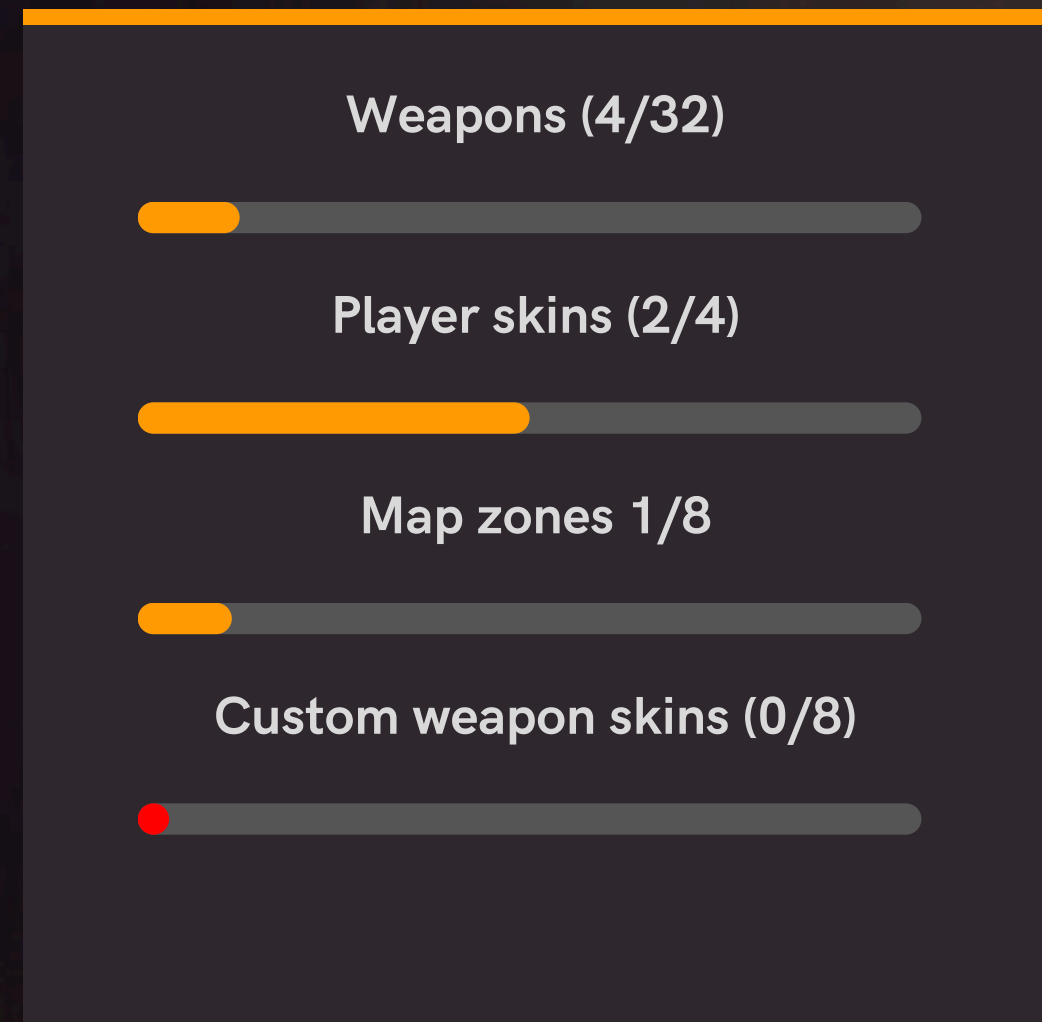
BETA LAUNCH



GAME ENGINE



CORE FEATURES



CONTENT

MEET THE FOUNDERS



GEOFF MCCABE

Founder of Lightningworks, building an ecosystem of technology for web3 comics and gaming.

Achieved over \$100k in sales while in early stage development.

Secured grant funding with Alien Worlds, the #1 play to earn game on Dappradar.



JAKE O'CONNOR

CEO of Games Interactive.

10 years of game development experience, including a lead development role at live5 gaming and lecturing at Birmingham city university.

Inventor of new gaming technologies using virtual reality with publications in academic journals.



NICK SAPONARO

CEO of the divi project, building technology to make cryptocurrency easy to use.

Achieved \$500M market cap following a sponsorship agreement with Laliga football league.

Media appearances including BBC, nasdaw.com, cointelegraph, cheddar, cnbc.

WINTER TOKEN

TRADING

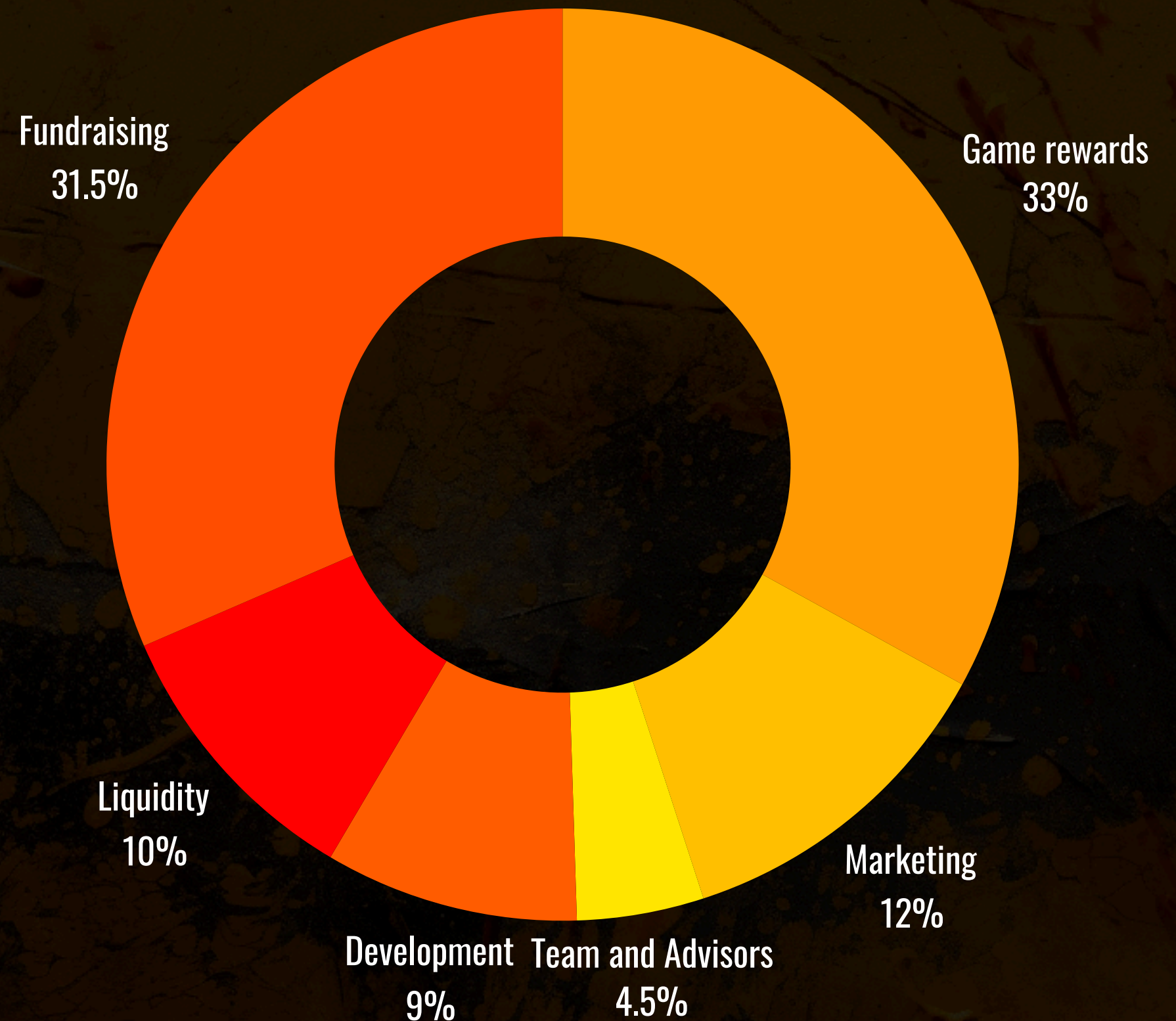
Our in-game exchange allows you to swap your weapons with other players using the \$Winter token as our native currency.

BATTLE PASS

Enhance your gaming experience with a monthly membership that gives you access to perks such as quick travel and unlocking cosmetic upgrades when leveling up your account.

TOURNAMENTS

Competitive gameplay is at the heart of WinterLove. players will be able to use \$Winter to enter gaming competitions and test their skill against others.



TOTAL SUPPLY: 10B TOKENS



PRE-SEED SALE

TOKEN SALE: 250M TOKENS (2.5% OF MAX SUPPLY)

PRICE: \$0.0005

RAISE: \$125,000

FDV: \$5,000,000

TGE UNLOCK: 5%

VESTING TERM: 12 MONTHS

Jake@GamesInteractive.co.uk

CONTACT: JAKE O'CONNOR





THANK YOU

Investors Pitch Deck Presentation 2024

www.winterlove.co.uk

Private and Confidential