

P R E C U R S O R
G A M I N G

Click here for www.precursorgaming.com

The problem

Space exploration has been **siloed**, resulting in:

Slowing down of space exploration by confining access to space.

Ineffective utilization of new technologies like crowd sourcing information.

Disengagement of the wonders of space from the general public.

The solution

We are building a “game” that will connect
PC gamers and aerospace companies.

PC gamers will enjoy building
scientifically accurate lunar
missions proposed by NASA and
other space industry leaders.

Aerospace companies can use it as
a tool for crowdsourcing data to
optimize their designs and reduce
R&D costs.

The inspiration

An engaging simulation like



Credit: Squad

+

Aesthetics and worldbuilding like



Credit: Hello Games

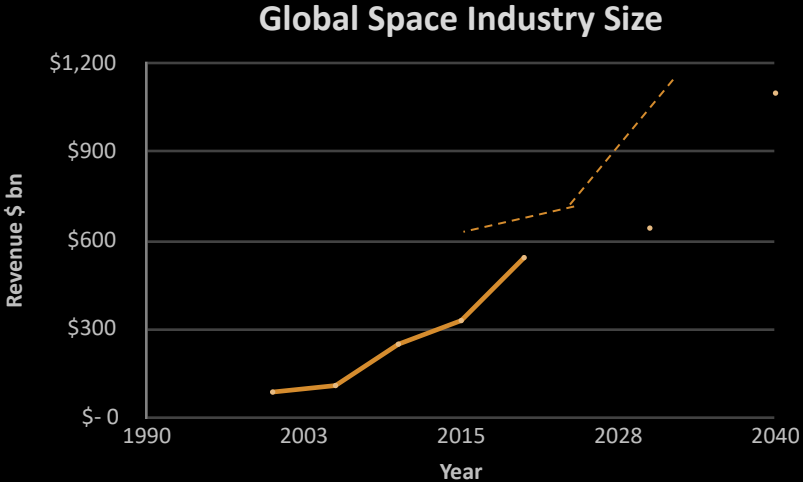
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Contributing to science like

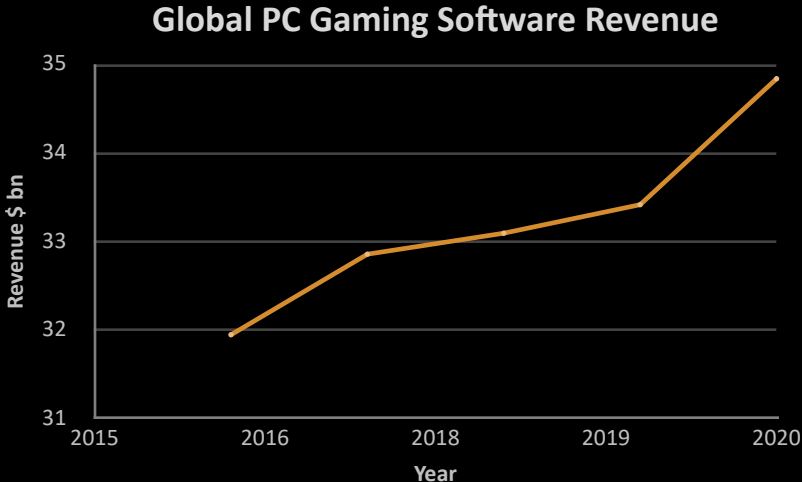


Credit: University of Washington

The market validation



statistica.com



globaldata.com

The business model

Potential revenue streams:

Team servers

Sale of data to
aerospace companies

In-game dynamic
advertising

Monthly subscriptions

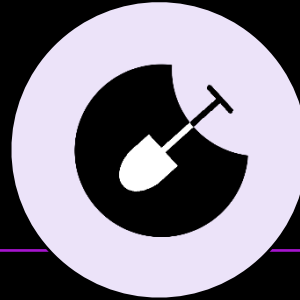
In-game purchases

Merchandise

The underlying magic



Giving the players an **Educational Story Mode** where they can recreate space projects from the historical to the futuristic.



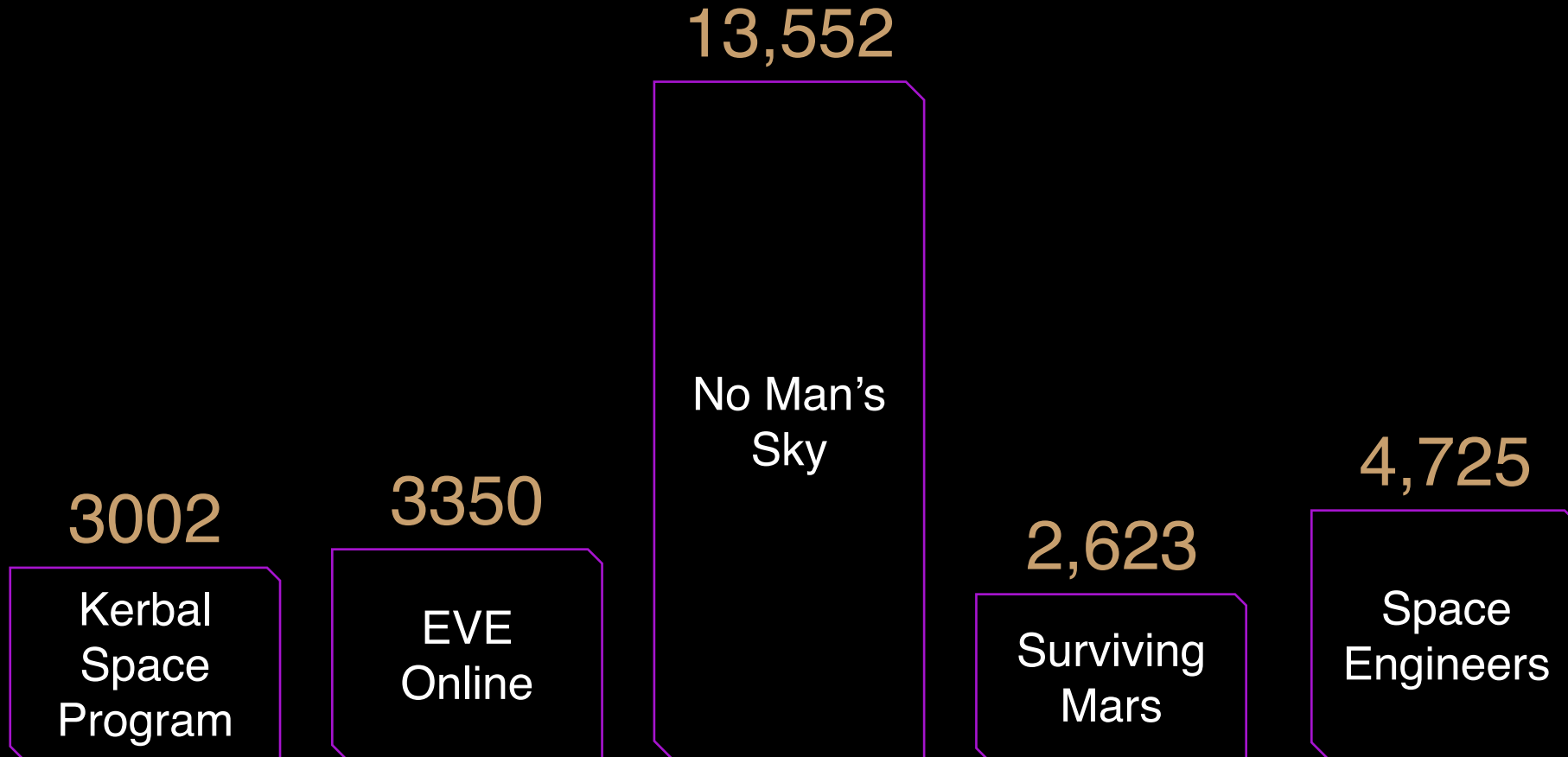
Giving a large user base goal-oriented tasks within an **Open Lunar Sandbox Mode** will yield innovative solutions and real-world insights.



In-game physics simulators will enable organizations to test their conceptual and business plans to **Gain Actionable Data.**

The competition

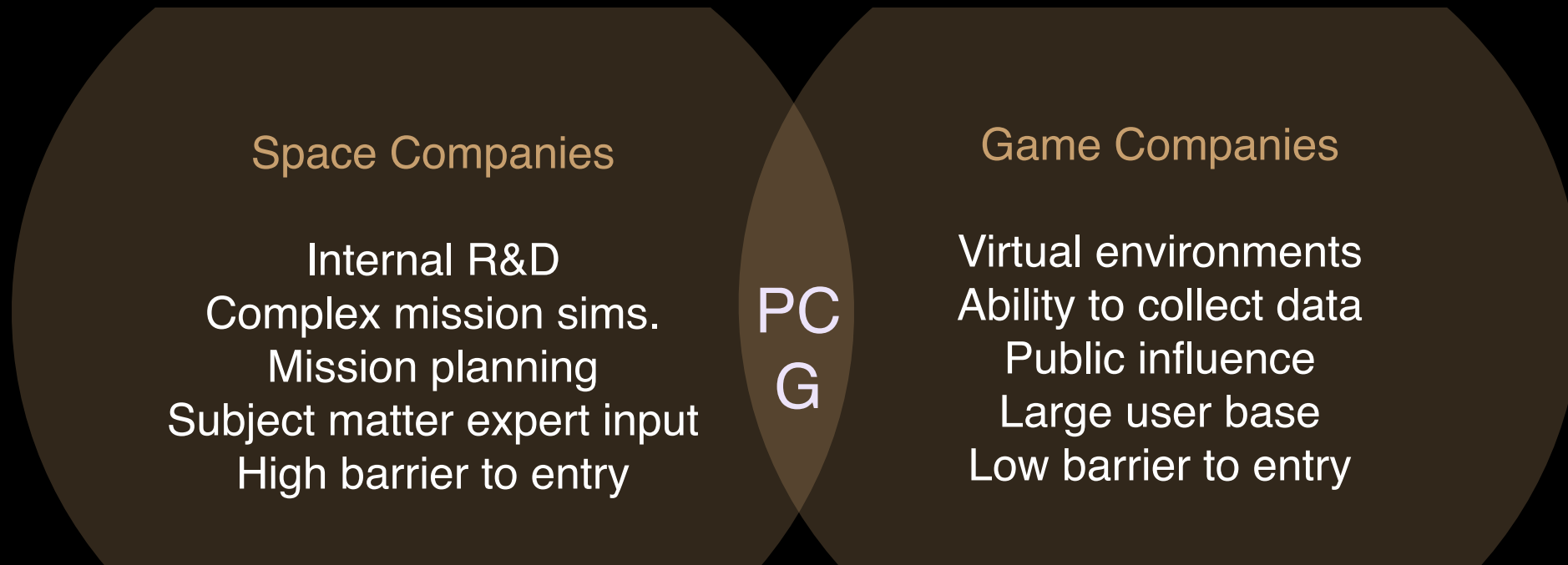
Average players of space sim games, September 2021



Source: Steam Charts

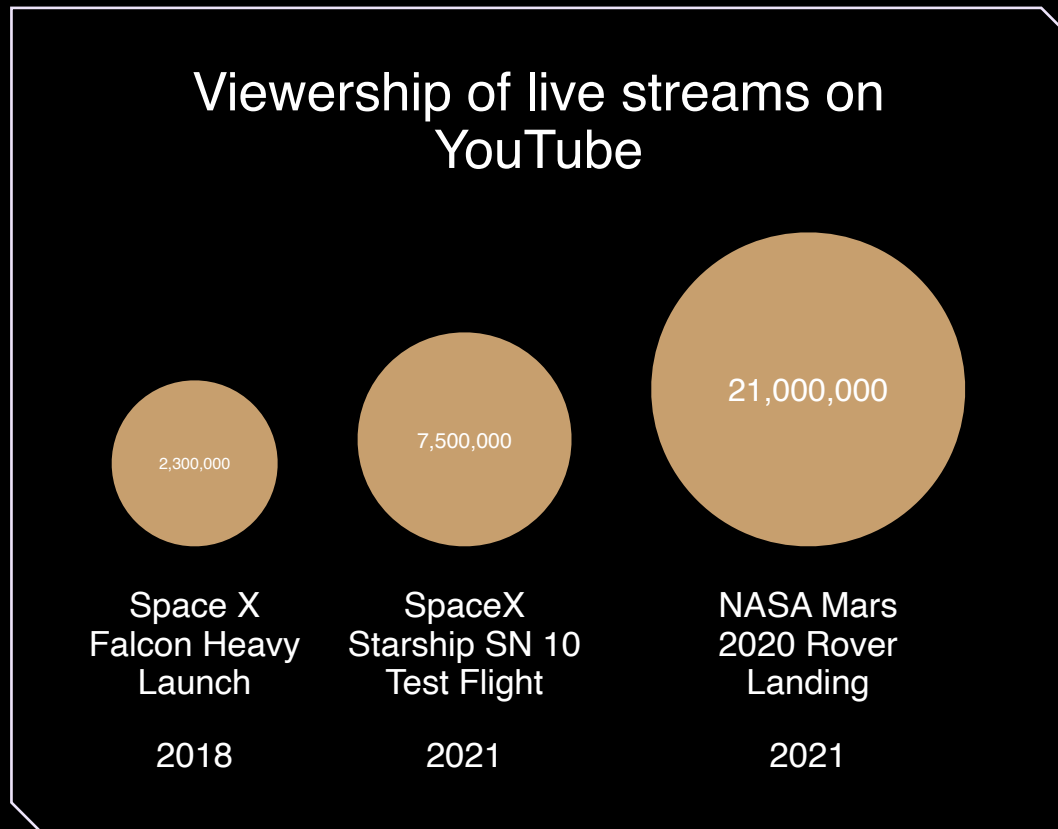
The competitive advantage

The unique PCG team includes Space Architects applying their space expertise in the gaming industry and applying the concept of gamification in the aerospace industry.

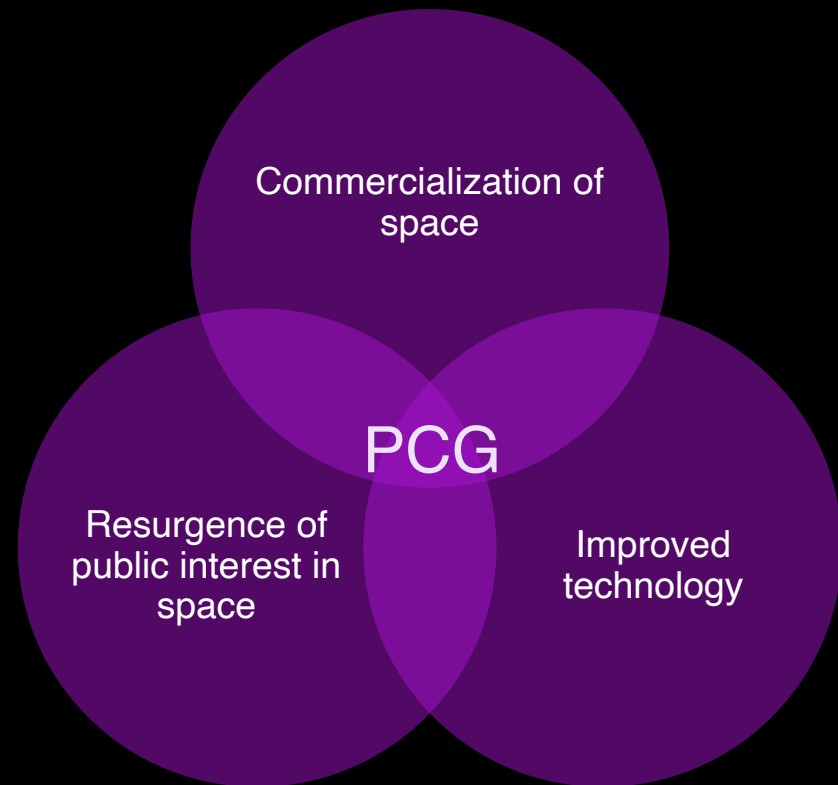


Why now?

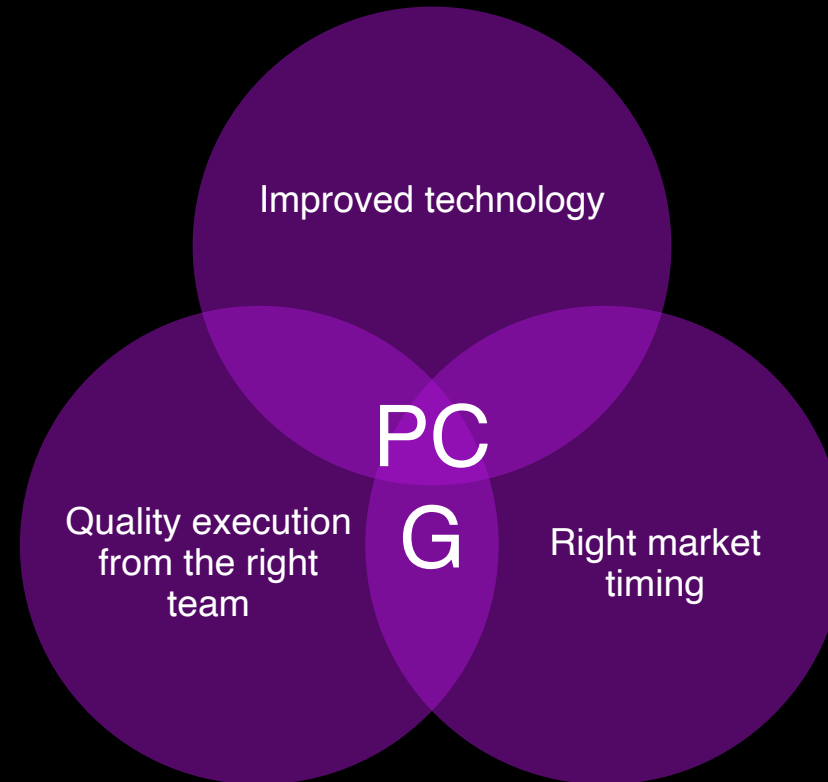
Intersection of improved technology, commercialization of space and resurgence of public interest in space is making opportunities like this achievable.



YouTube Analytics



In closing



The leaders



Spencer

Founder,
Executive Chairman,
Chief Science Officer



Albert

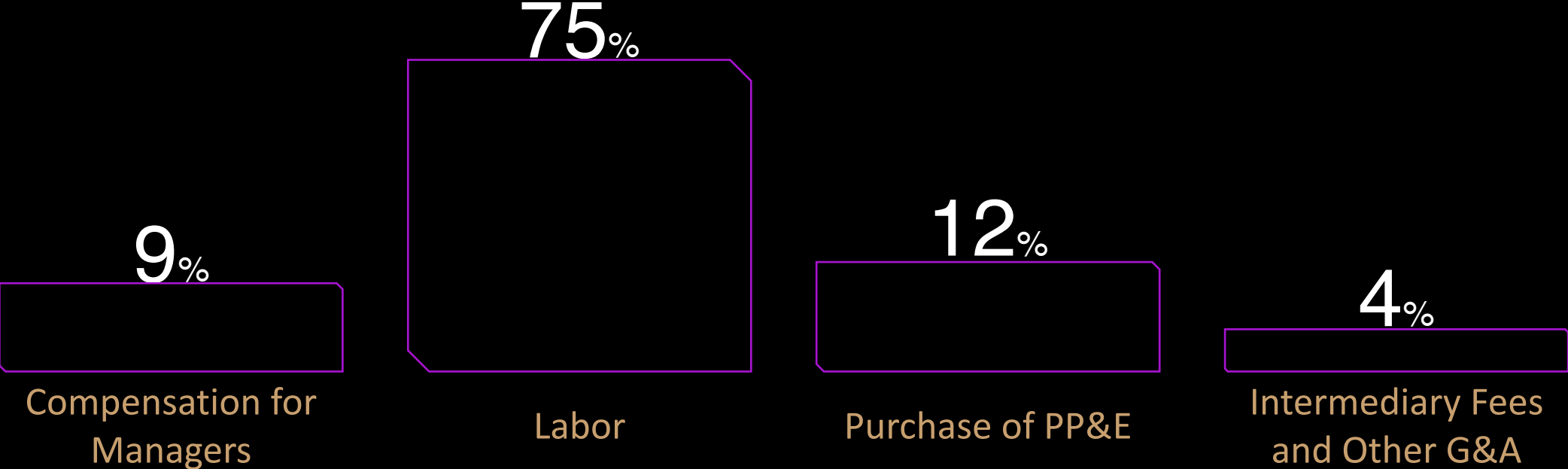
Chief
Executive Officer,
Chief Design Officer



Andrew

VP of Marketing

The planned use of funding



Asking \$1,980,000.

Seed Funding
2021 Q4

Game development
2022 Q4

Game demo launch
2024 Q1

Series A Funding
2024 Q1