

# SPACEWALKERS



GET 107:14:12  
HR-MN-SK

HR-MN-SK

TBS 120:52:05  
HR-MN-SK

HR-MN-SK

PLSS 000:20:05  
HR-MN-SK

AOS-CM 000:18:36  
HR-MN-SK

TIME	TYPE	STATUS	COORD	ALT	TRK	DATA
100.00	01.00	--f 0000	--f 0000	0000	0000	0000
100.00	01.00	--f 0000	--f 0000	0000	0000	0000
100.00	01.00	--f 0000	--f 0000	0000	0000	0000
100.00	01.00	--f 0000	--f 0000	0000	0000	0000
100.00	01.00	--f 0000	--f 0000	0000	0000	0000
100.00	01.00	--f 0000	--f 0000	0000	0000	0000
100.00	01.00	--f 0000	--f 0000	0000	0000	0000
100.00	01.00	--f 0000	--f 0000	0000	0000	0000
100.00	01.00	--f 0000	--f 0000	0000	0000	0000
100.00	01.00	--f 0000	--f 0000	0000	0000	0000



OBJECT: UNKNOWN  
WARNING:  
HOSTILE MOVEMENT  
DANGER

67%  
SHIELD  
CAPACITY

345 - 2dv221  
SAT - 34d.454  
temp - 47.4  
O<sub>2</sub> - 34,23,43  
388/434  
UNKNOWN



SCAN: 369/500  
STATUS: 244

3.645	8.453255
3.645	8.453255
3.645	8.453255
3.645	8.453255
3.645	8.453255
3.645	8.453255
3.645	8.453255
3.645	8.453255

OBJECT	DATA
455503.54	8734555
231231.77	34.0
0.24	0.24
0.24	0.24
0.24	0.24
0.24	0.24
0.24	0.24
0.24	0.24
0.24	0.24
0.24	0.24



# POLISH GAMES ARE KILLIN' IT

Poland's gamedev industry is a leading source of talent worldwide



This talent pool and know-how is ripe for the taking



# GAME DEVELOPMENT STUDIO

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- Making a series of games in the world of **INTERREGNUM**
- Delivering **AA** quality games
- Focusing on building a lasting franchise spanning books, games and other media in the future

**INTERREGNUM**  
is a best-selling sci-fi novel from a  
Polish author, **Przemysław Karda**



# WE ARE A TEAM OF EXPERIENCED CREATORS

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- With a history of making games big and small
- Experience publishing games with world's top publishers

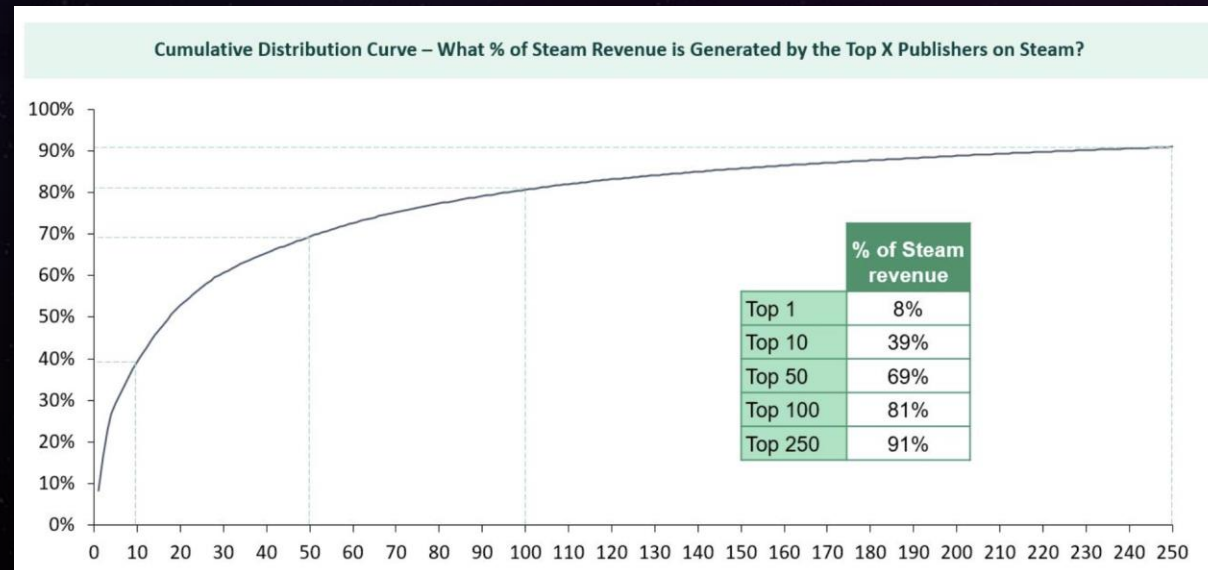
Vision to build a franchise for gamers around the world



# MARKET POTENTIAL

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Publishers generated \$10B revenue on Steam in 2022



Every year dozens of games reach revenue of \$100M

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# BUSINESS MODEL

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- Platforms - PC and consoles
- \$15 to \$40 per copy sold **worldwide** and distributed **digitally**
- 100k copies sold in the first year after launch
- New release every 1 to 2 years reaching a revenue target of **\$20M**





# COMPETITION

Established AAA publishers are behemoths forced to avoid any risk with their big projects



Independent developers - small and nimble - often lack the long-term vision or resources to execute it

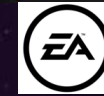


Our vision for the future is grand

We take small steps towards a single goal

# COMPETITION

*Big project scope  
Large game budget*



*One-shot product*

*Billion-dollar franchise*

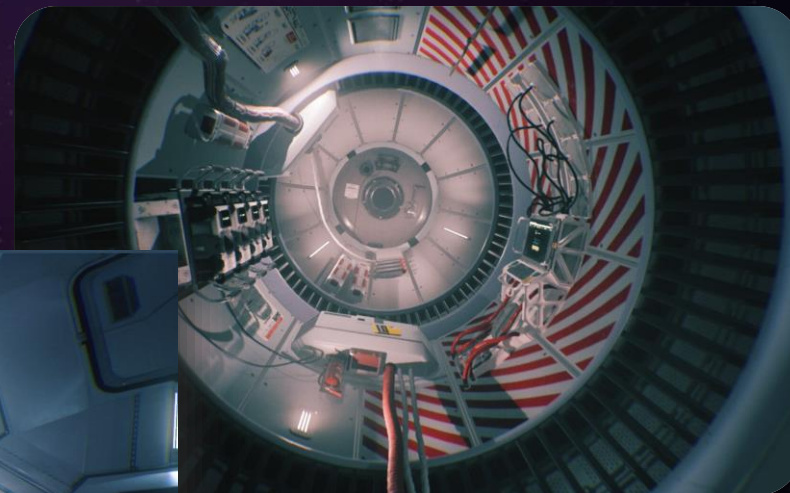


*Small project scope  
Tiny game budget*



# FIRST RELEASE

## INTERREGNUM CHRONICLES • S I G N A L •



We released a story-based game as an introduction to the world and series of **INTERREGNUM CHRONICLES**

# MARKET PLAN

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- We are halfway through production of our first proper game that will show the world what we are really capable of
- We are ready to scale up our operations and start producing multiple titles simultaneously
- Our plan is to leverage the experience of our core developers to oversee and guide multiple smaller teams of junior developers





# TEAM

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**Tomasz Wacławek**  
Creative Director

- **JUUU** (Flying Wild Hog 2014)
- **Ronin** (2015)
- **Immortal Planet** (2017)
- **Door in the Woods** (2019)



**Artur Kulczycki**  
Art Director

- **Lucky Luke - Go West** (2008)
- **Dying Light** (Techland, 2015)
- **Dying Light: Bad Blood** (Techland, 2018)
- **The Last Case of Benedict Fox** (2023)



**Joseph Hartman**  
Writer

- **Immortal Planet** (2017)
- **Door in the woods** (2019)



**Przemysław Karda**  
Author, Businessman

- **Interregnum** - novel (2016)
- **TecraCoin** (2018 - *now*)



# TRACTION

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Hundreds of thousands players around the world enjoy games we created



**Ronin (2015)**

**PC: 150 000**

Consoles:

- PlayStation: 7 000



**Immortal Planet (2017)**

**PC: 95 000**

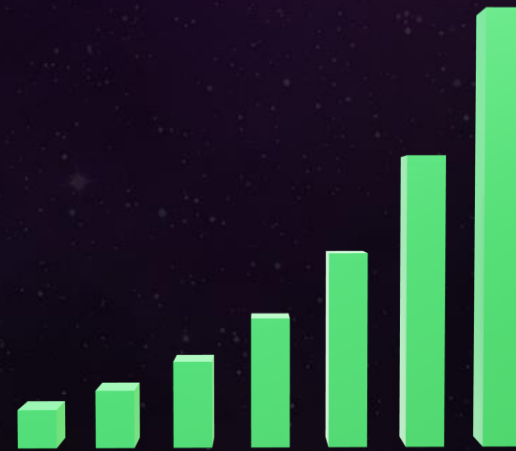
Consoles:

- Nintendo: 8 281
- XBOX: 2 461
- PlayStation: 982

# INVEST

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- Investment into our token is an investment into our games
- 40% of each game's revenue is spent on token buybacks
- Tokens are **BURNED** after a buyback
- 20M tokens were generated
- 5M tokens are on the market right now
- Unsold tokens are **BURNED**



INVESTORS PROFIT FROM OUR GAMES AND FROM THE TOKEN

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# CONTACT US

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