



The First G2E Tropical
METAVEVERSE

**A FRESH TAKE ON
PLAY-TO-EARN &
METAVEVERSE,
BUILT BY GAMERS
FOR GAMERS**

With a focus on user experience,
retention, and enjoyment



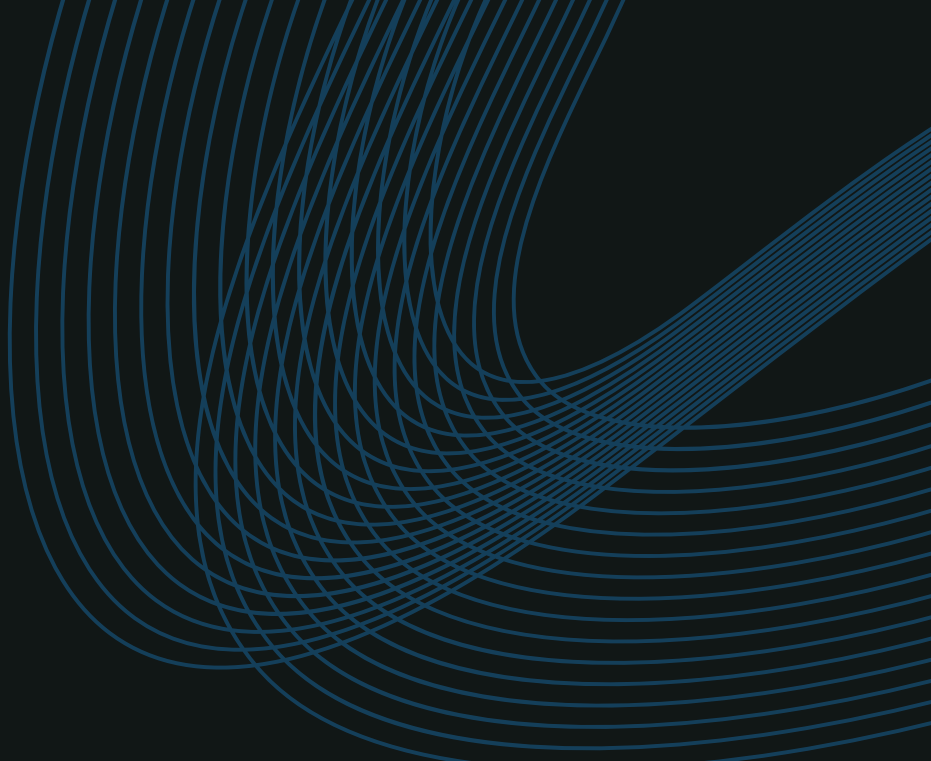


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VALUE PROPOSITION

AFTER **6 MONTHS** OF INVOLVEMENT IN THE PLAY-TO-EARN & METaverse SPACE, HIGHTIDES WAS BORN TO FILL A **CRITICAL GAP** IN THE MARKET. THAT GAP IS THE FOCUS ON SUSTAINABILITY, PLAYER ENJOYMENT, AND PLAYER RETENTION. THERE ARE **CURRENTLY NO VIABLE WEB3 GAMING PROJECTS** THAT HAVE A FOCUS ON BRIDGING THE GAP BETWEEN WEB2 & WEB3 GAMING. HIGHTIDES IS HERE TO CHANGE THAT.

HIGHTIDES IS A **SOCIAL ORIENTED METAVERSE** BUILT ON THE **PHANTASMA** BLOCKCHAIN. IT FEATURES A COMPLETELY REDESIGNED AND NEVER SEEN BEFORE ECONOMY AND GAMEPLAY LOOP THAT PROMOTES **SUSTAINABILITY, FAIRNESS, PLAYER RETENTION, AND ENJOYMENT.**

A DOWNLOADABLE DESKTOP GAME BUILT WITH THE UNITY ENGINE, HIGHTIDES IS SET IN AN **OPEN WORLD** WITH A SIMILAR FEEL TO TRADITIONAL WEB2 **MMORPG** GAMES. IT IS AN OVER THE SHOULDER PERSPECTIVE GAME FEATURING STYLIZED LOW POLY LANDSCAPES & PLAYER MODELS.

GAMEPLAY LOOPS CONSIST OF FISHING, RESOURCE HARVESTING, SHIP UPGRADING, MONSTER HUNTING, PVP, PVE, CRAFTING, TRADING, AND COLLECTING.

THE HIGHTIDES TEAM HAS DEVELOPED A NEW GAMEPLAY LOOP CALLED **GRIND-TO-EARN (G2E)** THAT IS UNLIKE THE CONVENTIONAL PLAY-TO-EARN (P2E) SYSTEM. OUR NEW SYSTEM TAKES **TRIED AND TRUE** ASPECTS OF WEB2 GAMING AND BRIDGES THEM OVER TO WEB3. BY BLENDING THE PASSION AND COMMUNITY OF WEB2 GAMING WITH THE EARNING AND OWNERSHIP CAPABILITIES OF WEB3, WE ARE POISED TO **REVOLUTIONIZE** THE WAY ONLINE GAMES ARE PLAYED.



GAMEPLAY LOOP

ONE OF THE MOST COMMON QUESTIONS WE GET IS:
WHY A FISHING GAME?

BECAUSE ITS RELAXING, REWARDING, AND FUN!

1.

FISHING IS A RELAXING ACTIVITY THAT HELPS PEOPLE ESCAPE THE SURROUNDING INTENSITIES. THIS IS WHY MANY GAMES HAVE A FISHING MINI-GAME! IT'S TO GIVE USERS A BREAK FROM INTENSE GAMEPLAY.

2.

FISHING IS ENTERTAINING WHILE NOT REQUIRING TOO MUCH ATTENTION. THIS MEANS THAT PLAYERS CAN BE FISHING ON "AUTOPILOT" WHEN THEY ARE SOCIALIZING WITH FRIENDS, WATCHING YOUTUBE, OR JUST TAKING A BREAK.

3.

THERE IS AN OBSESSION WITH FISHING WITHIN THE VIDEO GAME INDUSTRY. NEARLY EVERY SINGLE RPG STYLE GAME HAS A FISHING MECHANIC BUILT IN.

4.

FISHING SERVES AS AN EXCELLENT ANCHOR POINT FOR FUTURE DEVELOPMENT.



HOW WE MAKE FISHING FUN

COMPETE AGAINST OTHER PLAYERS FOR PRIZES
 SELL YOUR FISH AND EARN CRYPTOCURRENCY
 INCREASED FREQUENCY OF FISH CATCHING
 CUSTOMIZE AND UPGRADE EQUIPMENT
 CATCH DIFFERENT SPECIES OF FISH
 OWN AND OPERATE A BOAT
 PUT YOUR FISH ON DISPLAY
 SOCIALIZE & RELAX
 COLLECT & FLEX

LOG ON, CAST YOUR LINE, CHILL & EARN



OUR TECHNOLOGY

THE HIGHTIDES TEAM HAS DESIGNED THE FIRST ALGORITHMIC BACKED ECONOMY EVER SEEN IN A WEB3 GAME.

OUR MODEL FEATURES:

A CAPPED SUPPLY OF EARNINGS TOKENS
 15 BURNING MECHANISMS AT LAUNCH
 OVER FARMING PRICE MODIFIERS
 AUTOMATIC PRICE ADJUSTMENT
 MODIFIED QUANTITATIVE EASING
 INCENTIVIZED MINT REDUCTION
 AUTOMATIC TAX ADJUSTMENT
 NFT BURNING & FUSING
 ALGORITHM BACKING
 AND MUCH MORE

WHY PHANTASMA ?

A BRAND NEW BLOCKCHAIN WITH A FOCUS ON GAMING. IT HAS VERY FEW GAMES BUILT ON IT WHICH MEANS THAT HIGHTIDES CAN HAVE AN **EDGE OVER COMPETITORS** BY USING THE FOLLOWING NEW TECHNOLOGIES:

WE GET OUR OWN DEDICATED SIDE CHAINS WITH:

TRANSACTION FEES: <\$0.0001
 TRANSACTION PER SECOND: 5000
 UNPARALLELED DEV SUPPORT

REVOLUTIONARY NFT TECH:

PROGRAMMABLE MULTILAYERED NFTS
 VALUE NESTING & TIMED UNLOCKS
 MINT ON DEMAND

CARBON NEGATIVE:

PHANTASMA IS A PROOF OF STAKE CARBON NEGATIVE BLOCKCHAIN. IT USES ONLY 55,200 KWH TO POWER THE ENTIRE BLOCKCHAIN FOR A YEAR, WHICH IS 660,000 TIMES LESS THAN THE ETHEREUM BLOCKCHAIN.



THE PROBLEM

CURRENT PLAY TO EARN IS:
 HYPER FOCUSED ON ROI INSTEAD OF SUSTAINABILITY
 LACKING DEPTH OF GAMEPLAY AND DEVELOPMENT
 UNAPPEALING TO TRADITIONAL GAMERS
 CATERING TO LARGE INVESTORS
 SIMPLE AND UNENGAGING

PLAY TO EARN GAMES ARE OFTEN FORKS OF ONE ANOTHER,
 WITH THE SAME GAMEPLAY LOOP, SAME GAME STYLE, AND
 SAME UNSUSTAINABLE TOKENOMICS.

HORSE RACING GAMES



CLICK & STAKE GAMES



THERE ARE MANY P2E GAMES THAT ARE THE SAME VERSIONS
 OF EACH OTHER, ONLY REBRANDED. THERE IS A LACK OF
 INNOVATION AND VARIETY IN THE SPACE, MAINLY BECAUSE
 THESE PROJECTS DO NOT HAVE TO INNOVATE TO RAKE IN
 PROFITS.

HIGHTIDES IS NOT GOING TO BE A FORK OF A SIMPLE AND
 UNSUSTAINABLE PROJECT.



TARGET MARKET & OPPORTUNITY

HIGHTIDES TARGETS:

- INVESTORS DISAPPOINTED WITH CURRENT WEB3 GAMES
- INVESTORS LOOKING FOR METAVERSE SOLUTIONS
- INVESTORS LOOKING FOR PHANTASMA PROJECTS
- INVESTORS LOOKING FOR P2E SOLUTIONS
- NFT COLLECTORS, TRADERS, AND FLEXERS
- FREE TO PLAY & PAY TO PLAY PLAYERS
- WEB3 AND WEB2 GAMERS

Metaverse has a

100

Billion Dollar Market Capitalization in 2022

With an estimated **47.6% CAGR** according to Fortune Business Insights

PROJECT GROWTH IN 1 YEAR

THE SANDBOX

278x
7.5B



74x
10B



970x
9.6B



100x
1.2B



COMPETITION

P2E COMPETITORS



METAVEVERSE COMPETITORS



HIGHTIDES IS TAKING ON BOTH P2E & METAVEVERSE PROJECTS.

THIS IS AMBITIOUS, BUT OUR TECHNOLOGY STACK AND CORE MECHANICS ARE FAR SUPERIOR TO THE CURRENT INDUSTRY STANDARD.

OUR COMPETITIVE EDGE

OTHER PROJECTS ARE USING:

- BLOCKCHAINS THAT ARE NOT OPTIMIZED FOR GAMING
- A SINGLE BURNING MECHANISM FOR SUSTAINABILITY
- BORING CLICK AND STAKE GAMEPLAY LOOPS
- INFINITE SUPPLY EARNINGS TOKENS
- NON-PROXY SMART CONTRACT
- BOT VULNERABLE GAME LOOPS
- LOW FEATURE IMMUTABLE NFTS

WE ARE USING:

- THE MOST ADVANCED GAMING DEDICATED BLOCKCHAIN
- PROPRIETARY GRIND-TO-EARN ECONOMIC STRUCTURE
- ENGAGING ANTI-BOT FISHING MECHANICS
- 15+ BURNING MECHANISMS FROM DAY 1
- ADVANCED SMART NFT TECHNOLOGY



THE HIGHTIDES SOLUTION

OUR SOLUTION CHECKLIST:

- DEVELOP ENGAGING GAMEPLAY THAT OFFERS MULTIPLE PLAY STYLES ✓
- CREATE HIGH QUALITY ARTWORK, TERRAIN, AND GAME ASSETS ✓
- INTEGRATE A SUSTAINABLE REWARD SYSTEM & NFT OWNERSHIP ✓
- ENCOURAGE ADOPTION FROM WEB2 GAMERS THROUGH IMMERSION ✓
- PROPRIETARY GRIND-TO-EARN & LEARN-TO-EARN MECHANICS ✓
- FREE-TO-PLAY FOR LOW BARRIER TO ENTRY ✓
- BRAND-NEW FEATURE RICH, CHEAP, & FAST BLOCKCHAIN (PHANTASMA) ✓

HOW WE DO IT BETTER

HIGHTIDES IS NOT A MONEY PRINTING MACHINE THAT DUMPS IN VALUE AFTER OVERINFLATING.

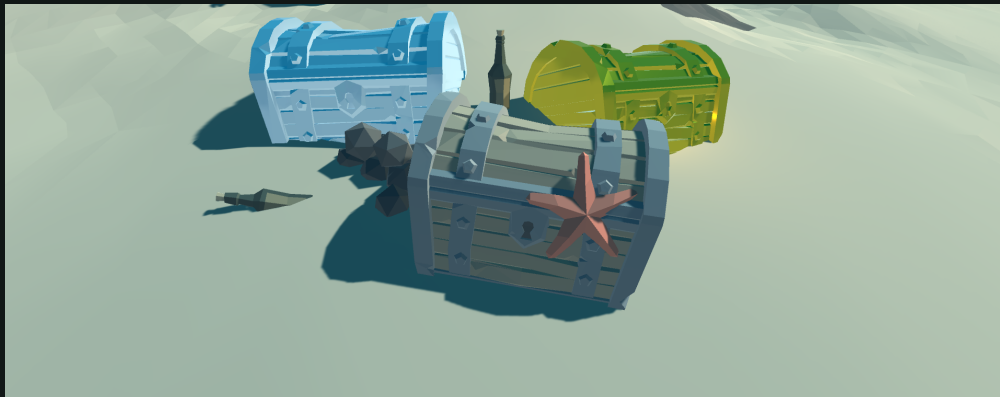
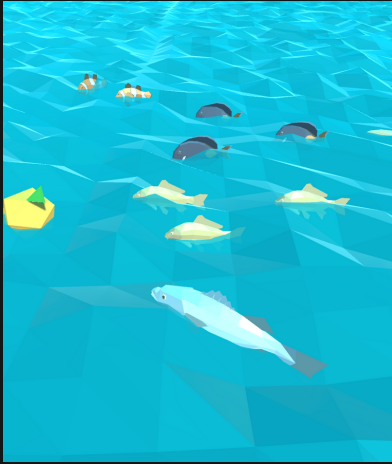
HIGHTIDES IS NOT A WEB BROWSER GAMEFI CLICK & STAKE.

HIGHTIDES IS A QUALITY METaverse THAT BLENDS THE PASSION OF WEB2 GAMING WITH THE EARNING POSSIBILITIES OF WEB3; TO BRING PLAYERS A SUSTAINABLE, FUN, & ENGAGING PLAY-TO-EARN EXPERIENCE.



CONCEPTS

ALPHA RELEASE CONCEPTS OF IN GAME ASSET DESIGN



BUSINESS MODEL

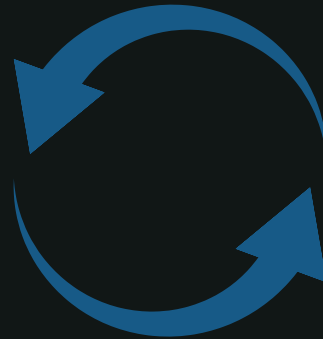
REVENUE STREAMS

MARKETPLACE FEES

5% TAX ON ALL SALES THAT GO THROUGH THE IN GAME MARKETPLACE.

UPDATES & DLCs

THERE WILL BE OPTIONAL PREMIUM UPDATES AND TERRITORIES THAT PLAYERS CAN PURCHASE.



LEARN-TO-EARN

PARTNERSHIPS WITH RELATED BRANDS TO ADVERTISE THEIR PRODUCTS IN GAME, PLAYERS CAN LEARN ABOUT THESE BRANDS TO EARN ITEMS.

NFT & TOKEN SALES

PRE-LAUNCH GENESIS NFT SALE FOLLOWED BY QUARTERLY LIMITED NFT SALES.

3 INITIAL TOKEN SALES, PRIVATE ROUND 1, PRIVATE ROUND 2, DECENTRALIZED EXCHANGE (DEX) ROUND.

OUR REVENUES EXPLAINED

REVENUES ARE COLLECTED THROUGH USER ENGAGEMENT, THE MORE PLAYERS MEANS:

MORE TAX REVENUES FROM MARKETPLACE TRANSACTIONS

MORE PURCHASES OF DLCs, UPDATES, AND TERRITORIES

MORE NFT PURCHASES FROM THE QUARTERLY RELEASE

MORE ADVERTISING EXPOSURE FOR LEARN-TO-EARN



INVESTMENT

RAISE TYPE	Amount
NFT	
Revenue - NFT Uncommon	\$250 000
Revenue - NFT Rare	\$250 000
Revenue - NFT Epic	\$262 500
Revenue - NFT Legendary	\$250 000
Revenue - NFT Mythic	\$187 500
Revenue - Marketplace	\$50 000
TOKEN	
Revenue - Private Sale 1	\$1 000 000
Revenue - Private Sale 2	\$1 500 000
Revenue - DEX Sale	\$500 000
GAME	
Revenue - Updates & DLC	-
Revenue - Qtr NFT Sale	-
Revenue - Learn-to-Earn	-
Total Raise	\$4 250 000

TOTAL TOKEN SUPPLY: 1 000 000 000
22% OF TOTAL SUPPLY WILL BE FOR SALE

PRIVATE SALE 1: 100 000 000 TOKENS @ \$0.01 (RAISE 1M)
PRIVATE SALE 2: 100 000 000 TOKENS @ \$0.015 (RAISE 1.5M)
10% UNLOCK UPON LAUNCH - 6 MONTH LOCK - 24 MONTH LINEAR RELEASE

DEX SALE: 20 000 000 TOKENS @ \$0.025 (RAISE 500K)
25% UNLOCK UPON LAUNCH - LINEAR RELEASE OVER 6 MONTHS

RAISE AMOUNT: \$3 000 000 (3M)

NFT SALE TOTAL SUPPLY: 5 000

UNCOMMON: 2500 NFTS @ \$100 (RAISE 250K)
RARE: 1000 NFTS @ \$250 (RAISE 250K)
EPIC: 750 NFTS @ \$350 (RAISE 262.5K)
LEGENDARY: 500 NFTS @ \$500 (RAISE 250K)
MYTHIC: 250 NFTS @ \$750 (RAISE 187.5K)

RAISE AMOUNT: \$1 250 000 (1.25M)

NET RAISE: \$4 250 000 (4.25M)



PROJECTIONS

CONSERVATIVE ESTIMATE

P&L	FY22 Forecast	FY23 Forecast
NFT		
Revenue - NFT Mythic	\$250 000	-
Revenue - NFT Legendary	\$250 000	-
Revenue - NFT Epic	\$262 500	-
Revenue - NFT Rare	\$250 000	-
Revenue - NFT Uncommon	\$187 500	-
Revenue - Marketplace	\$50 000	\$4 000 000
TOKEN		
Revenue - Private Sale 1	\$1 000 000	-
Revenue - Private Sale 2	\$1 500 000	-
Revenue - DEX Sale	\$500 000	-
GAME		
Revenue - Updates & DLC	-	\$500 000
Revenue - Qtr NFT Sale	-	\$50 000
Revenue - Learn-to-Earn	-	\$10 000
Revenue	\$4 250 000	\$4 560 000
YoY Growth (%)	-	7.3%
Smart Contract Dev.	\$750 000	\$750 000
Unity Game Dev.	\$850 000	\$850 000
3D Asset & Design Dev.	\$450 000	\$650 000
Marketing & Community	\$350 000	\$500 000
Equipment & Software	\$50 000	\$50 000
OPEX	\$2 450 000	\$2 800 000
PERSONAL EXPENSES	\$200 000	\$200 000
EBITDA	\$1 600 000	\$1 560 000
EBITDA MARGIN	37%	34%

HIGHTIDES SPENDING AND REVENUES DO NOT DIRECTLY INFLUENCE THE TOKEN VALUATION

TOKEN VALUATION IS AFFECTED BY MARKET CONDITIONS, PLAYER ADOPTION, AND IN GAME UTILITY



PROJECTIONS

CONSERVATIVE ESTIMATE

P&L	FY24 Forecast	FY25 Forecast
NFT		
Revenue - NFT Uncommon	-	-
Revenue - NFT Rare	-	-
Revenue - NFT Epic	-	-
Revenue - NFT Legendary	-	-
Revenue - NFT Mythic	-	-
Revenue - Marketplace	\$7 500 000	\$13 500 000
TOKEN		
Revenue - Private Sale 1	-	-
Revenue - Private Sale 2	-	-
Revenue - DEX Sale	-	-
GAME		
Revenue - Updates & DLC	\$500 000	\$750 000
Revenue - Qtr NFT Sale	\$100 000	\$150 000
Revenue - Learn-to-Earn	\$30 000	\$50 000
Revenue	\$8 130 000	\$14 450 000
YoY Growth (%)	78.3%	77.7%
Smart Contract Dev.	\$750 000	\$1 000 000
Unity Game Dev.	\$950 000	\$950 000
3D Asset & Design Dev.	\$750 000	\$750 000
Marketing & Community	\$650 000	\$1 000 000
Equipment & Software	\$75 000	\$100 000
OPEX	\$3 175 000	\$3 800 000
PERSONAL EXPENSES	\$300 000	\$500 000
EBITDA	\$4 955 000	\$10 150 000
EBITDA MARGIN	61%	70%

HIGHTIDES SPENDING AND REVENUES DO NOT DIRECTLY INFLUENCE THE TOKEN VALUATION

TOKEN VALUATION IS AFFECTED BY MARKET CONDITIONS, PLAYER ADOPTION, AND IN GAME UTILITY



TIMELINE & MARKETING

2022

Q2

Develop Partnerships & Complete Private Sale 1
Phantasma Dev Accounts / Support
Develop 3D Models, Smart Contract, Game Launcher,
Integrate Game Wallet
Begin marketing (YouTube, Instagram, Twitter Ads,
Influencer partnerships, News & Media Articles, Giveaways,
Media Contests, Project Partnerships)

Q3

Continue developing Partnerships & Complete Private Sale 2
Develop Play through / Game Loop, test game features /
update features
Polish and complete fishing / earning mechanic - NFT
minting features
Closed Game Testing - Alpha Release
Develop Marketplace
Ramp up Marketing

Q4

Genesis NFT Sale
Refine & Polish Game styling / texturing / models
Public Game Testing - Beta Release
Prototyping PvE, Harvesting, Multi-layer NFTs
Season 1 Cosmetics
Increase Marketing

2023

Q1

Season 2 Cosmetics
Continued Marketing, Build Quantitative Easing
Mechanic
Develop Cinema, Leisure Activities, Incorporate
Learn-to-Earn
Release PvE & Harvesting

Q2

Public Game Beta- Beta Release
Season 3 Cosmetics
Tweak & Refine
Add activities, world events, boss battle
Expand land & map size, refine visual and audio assets



MEET THE FOUNDERS



JOSEPH PELLERIN – CO-FOUNDER & LEAD ECONOMY DEV
Being involved in the crypto space since 2017, he has developed a deep understanding of DeFi, NFTs, P2E, and other related DApps. Exploration into Web3 Gaming revealed critical flaws and a great business opportunity. With over 6 years of managerial experience and a passion for gaming, he set out to build a Web3 Game Studio that would address the problems of P2E. He now leads the Game Design and Economy Development Team for HighTides.



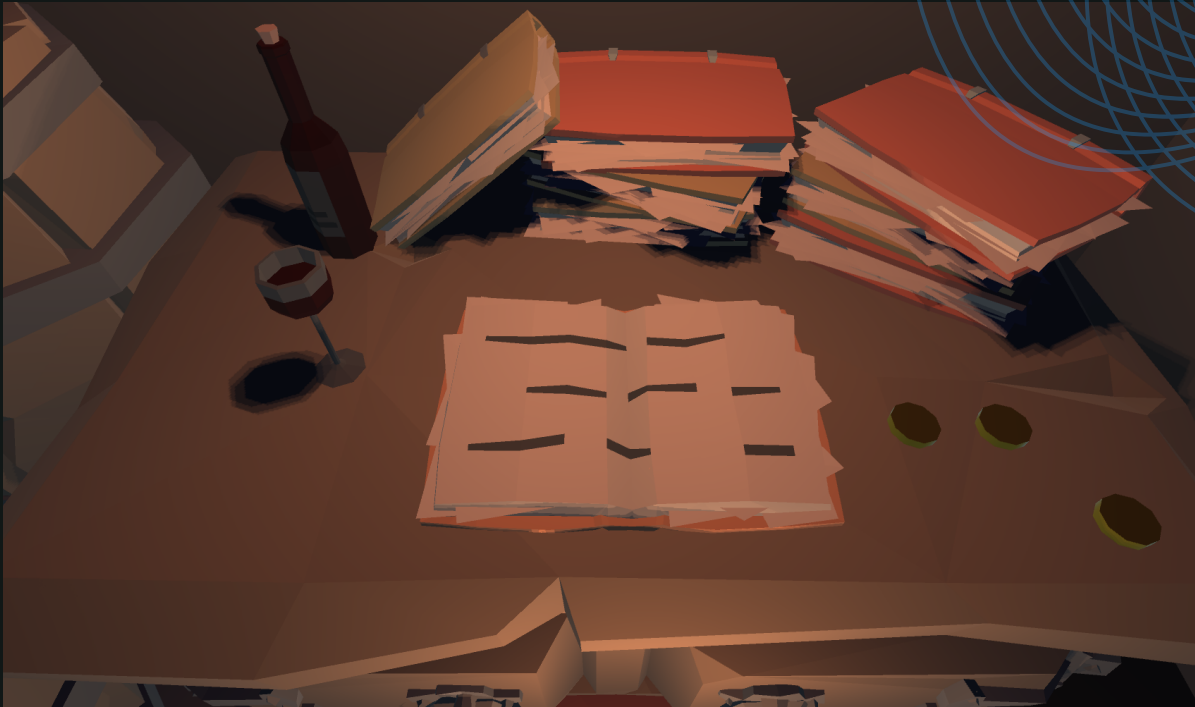
JACK HILLERY – CO-FOUNDER & LEAD GAME DEVELOPER
Has an entrepreneurial background after running his families business for 2 years while honing in his game development and 3D design skills for 4 years. First getting involved with crypto in 2019, he found passion in the P2E space and planned out the development of his first game. He has since left the family business to build his own Web3 gaming company. He now leads the Game Development and Asset Design Team for HighTides.

MEET THE TEAM

HighTides is designed and developed by a team with a combined experience of over 35 years in software development and 15 years in blockchain! Working on over 25 different projects and for companies such as Hertz, Qube, CODEST, Advent Resources, and many more! The Smart Contract team has mastered over 36 different languages and is ready to tackle any challenge in their way! The game design team features 9 years of game development experience & 3D asset creation, working on numerous mobile and PC games using the Unity Engine. The marketing team with 9 years of combined experience has grown pages to 450k followers while winning numerous awards for their animations and promotional videos!



QUESTIONS? CONTACT US.



THE TIME IS NOW

TO JUMP INTO THE SPACE WITH AN INNOVATIVE SOLUTION
FOR PROBLEMS THAT NOBODY ELSE IS FIXING

THE ONLY WAY TO SURVIVE IN THE PLAY-TO-EARN SPACE IS
TO CREATE ENGAGING GAMEPLAY AND PAIR IT WITH A
SUSTAINABLE REWARD SYSTEM. ATTRACT USERS THROUGH
OUTSTANDING GAMEPLAY, SOMETHING THAT OUR
COMPETITORS DON'T HAVE.

WE'VE GOT IT FIGURED OUT, AND NEED YOUR HELP TO MAKE
IT HAPPEN.

rocket+

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WEB

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