



Champions of the Ring: The Ultimate Browser-Based Wrestling Experience

# Enter the Ring

The Ultimate Browser-Based Wrestling Experience



## Objective:

Deliver a dynamic, immersive game for wrestling fans to create wrestlers, manage promotions, and engage with a cross-platform community.

# Enter the Ring

The Ultimate Browser-Based Wrestling Experience

## Core Features:



Real-world wrestling economy integration



Wrestler and promotion customization



Streaming capabilities



In-game purchases



VR compatibility



# Expanding Horizons

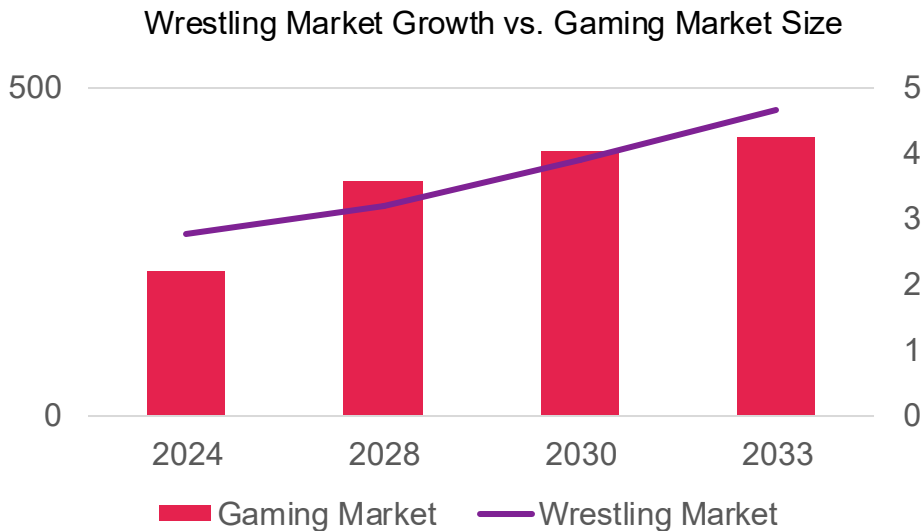
Market Opportunity in Wrestling and Gaming

## Wrestling Market Growth:

\$2.77B in 2024 → \$4.65B by 2032 (CAGR 6.66%) (Source: WiseGuy Reports).

**Gaming Market Size:** \$221.2B in 2024, with mobile as the largest segment (Source: Newzoo).

**Cross-Platform Potential:** Browser-based games appeal across PC, mobile, and VR markets, maximizing accessibility and user engagement.



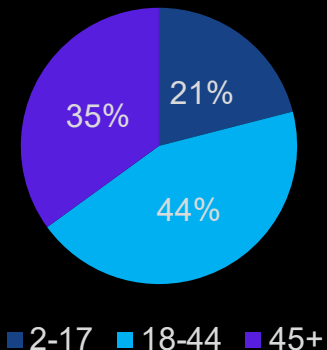
**CAGR: 6.66%**

**FORECAST: \$4.65B USD by 2032**

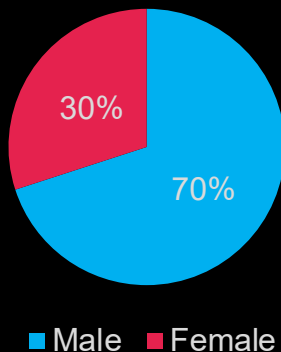
# Who's Stepping Into the Ring?

Target Audience

## Age



## Gender



**Primary Audience:** Wrestling fans aged 18-44, strong in North America, Europe, APAC (Source: Wrestlenomics).

**Gaming Demographics:** 70% male, highly engaged in mobile and social games.

**Spending Potential:** Wrestling fans contribute significantly to merchandise and live event spending; gaming adds a new revenue stream through digital sales and subscriptions.

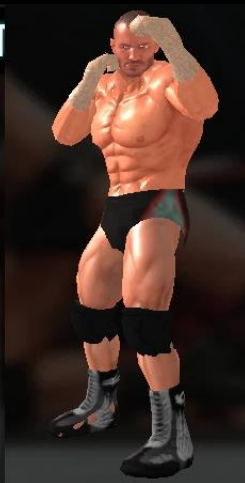
# What sets us apart?

Unique Selling Points (USPs)

## Realistic Wrestling Career Path:

From wrestling school to national promotions.

CT WREST



## Customization & Community:

Create wrestlers, cut promos, and participate in virtual events.

**Promoter Role:** Manage virtual promotions, sign talent, and secure sponsorships.

## Monetization Opportunities:

Digital/physical merchandise, in-game currency, and social sharing.





# How We Make Money

## Revenue Model



**Digital Merchandising:** Virtual and real-world merchandise sales.



**In-Game Purchases:** Premium customization items and moves.



**Subscription Model:** Exclusive features like VR events and analytics.



**Sponsorships:** In-game advertising with clickable brand logos.  
In-game purchases



# Keeping Fans in the Ring

## Engagement & Retention Strategy

**Live Events:** Real-time matches and VR interactions.

**Social Sharing:** Built-in camera for match and promo highlights.

**Cross-Platform Accessibility:** Play on PC, mobile, and VR.

**Seasonal Content:** Holiday events, pay-per-view matches, exclusive merch drops.





# Standing Out in the Arena

## Competitive Landscape

### OURS

#### PROS

- Browser-based
- Cross-platform compatibility
- Accessible on multiple devices
- VR-ready
- Quick release schedules
- Lightweight

#### CONS

- Not yet known

### COMPETITOR (WWE 2k & AEW GM)

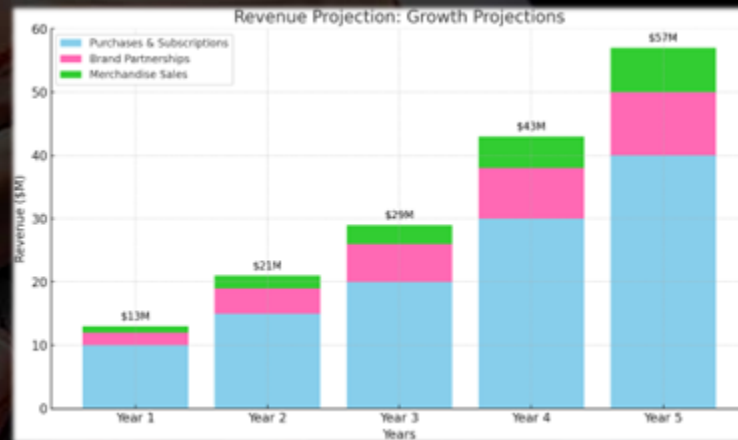
- Download
- May not be available on other platforms
- Downloads usually not available on mobile
- Not yet VR-ready
- Long turnaround time for new releases
- Heavy processing
- Well-known wrestling brands

# Growth Projections

## Projected Revenue Streams

### Year 1 Growth Projection Goals:

- 500,000 users
- \$10M revenue from purchases subscriptions, and brand deals
- \$2M from brand partnerships
- \$1M from merchandise sales



**Scalable Growth:** Revenue increases with user base expansion.

# Path to the Top

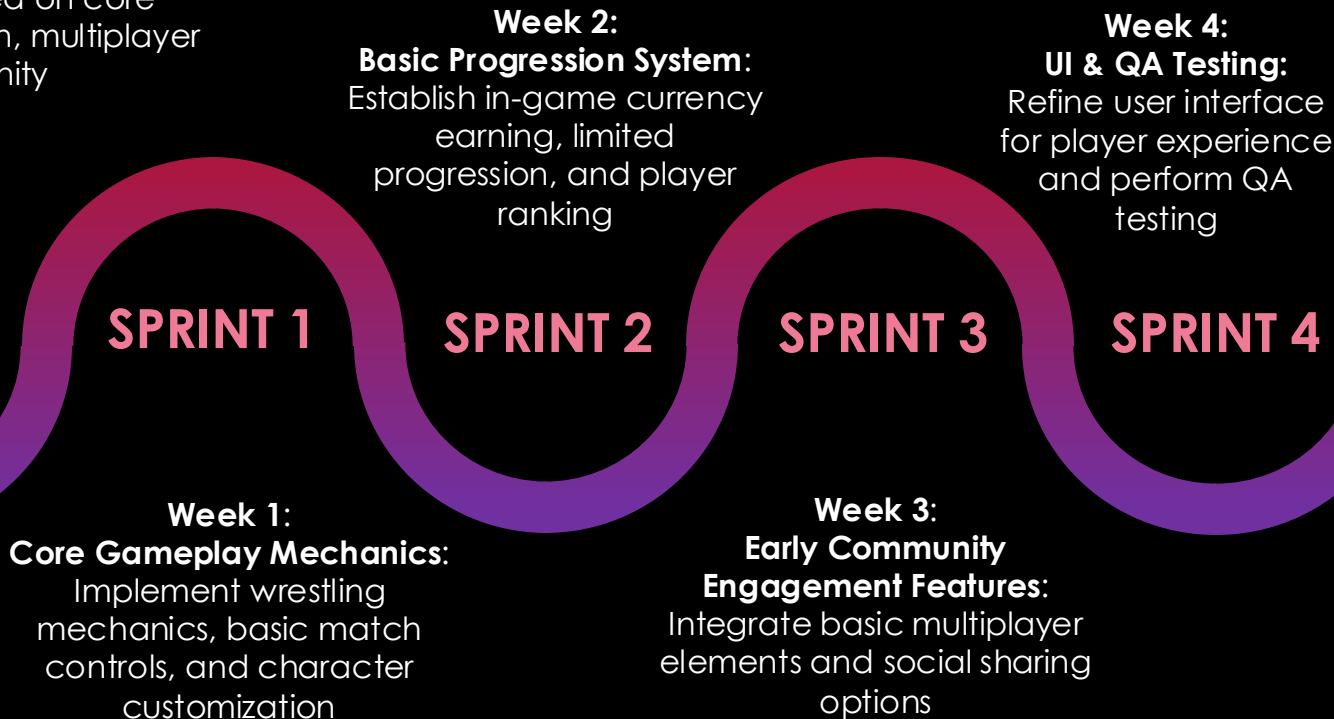
## Roadmap & Milestones



# First Release

## MVP Roadmap

**Objective:** Deliver a functional, engaging MVP focused on core gameplay, progression, multiplayer features, and community engagement.



# Join the Revolution

## Investment Ask

**Funding Needed:** \$5M for development, servers, marketing, and partnerships.

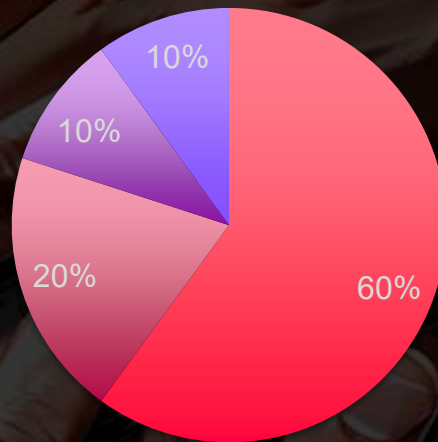
### Use of Funds:

60% Development

20% Marketing

10% Server Infrastructure

10% Talent & Licensing



■ Development ■ Marketing ■ Server Infrastructure ■ Talent & Licensing

**Investor Return:** Projected \$50M over 5 years through diversified revenue streams.





**Accessible on all devices with a web browser**  
**No Download - No update - Forever**



Mobile

**LIVE.**

iOs / Android



Computers

**LIVE.**

Windows/MacOs



Virtual Reality

**LIVE.**

Meta Quest 2 & 3  
 HTC Vive: Pro - Flow - XR Elite



AR/ VR

**READY**

**Apple Vision Pro**