



ASTRO

M

MUST

ONE SMALL STEP FOR MANKIND, ONE GIANT LEAP INTO THE METAVERSE

PROBLEMS & SOLUTIONS

PROBLEMS

SOUL-CRUSHING GAMING EXPERIENCE

PROFITS OVER REWARDING GAMEPLAY = FRUSTRATED PLAYERS

MACRO FACTORS IMPACTING GAME ECONOMY

P2E GAMES DESIGNED AROUND A SYSTEM DIRECTLY LINKED TO EXTERNAL MARKET FORCES

NO TRUE MULTI-GENRE GAMES

OPEN GENRE GAMES SUCH AS ROBLOX, SANDBOX, ETC. RESULT IN PRODUCTION OF UNREGULATED AND QUALITY COMPROMISED GAMES

SOLUTIONS

FUN IS OUR FOCUS

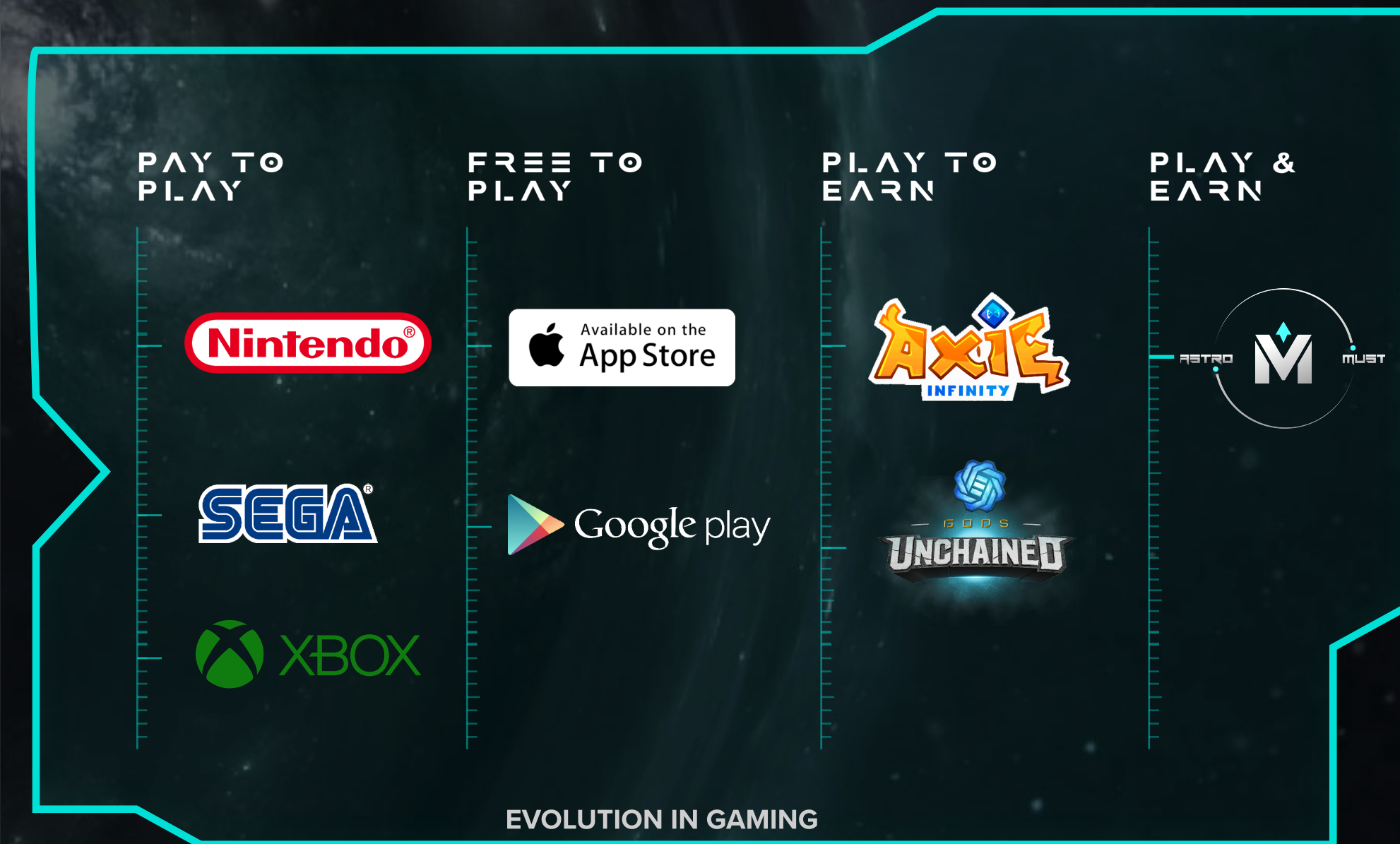
FOCUS ON GAMEPLAY AND PLAYER EXPERIENCE.

PROOF OF PLAY





2 TIER TOKEN ECONOMY DESIGNED TO PROTECT FAIR PLAYER PROGRESSION FOR REWARDS.

CREATING A REAL MULTI-GENRE GAME

WE WILL BUILD WHAT OUR COMMUNITY LOVES, FOCUSING ON ALL GENRES AND EXPERIENCES



COMPETITORS ANALYSIS

		PLAY TO MINT	PFP & METaverse READY NFTS	INVOLVED WITH INTEROPERABILITY	MULTI GENRE	PROOF OF PLAY
ASTRO MUST GAME		✓	✓	✓	✓	✓
UFO GAMING (UFO)		✗	✗	✗	✗	✗
ILLUVIUM (ILV)		✗	✗	✗	✗	✗
THE SANDBOX (SAND)		✗	✗	✓	✓	✗
AXIE INFINITY (AXS)		✗	✗	✗	✗	✗
DECENTRALAND (MANA)		✗	✗	✓	✓	✗

ASTRO MUST EXPERIENCE

MULTI GENRE

REAL WORLD SIMULATING

MULTI-PLAYER EXPERIENCE

OPEN WORLD SPACE EXPLORATION



ENGAGING STORY

INTELLIGENT AI WORKERS

TRADING & MARKETPLACE

E-SPORT MODULE

TRADABLE ASSETS IN ASTRO MUST

THE MUST COLLECTION

THE FIRST PLAYABLE GENESIS COLLECTION OF MAIN CHARACTERS AND ROBOTS FOR GAME TO ONBOARD EARLY SUPPORTERS



13,000
MAIN CHARACTERS



13,000
AI WORKERS

BY THE PLAYERS FROM

78,000
AI WORKER PARTS

ARM PART



THE RECRUIT COLLECTION

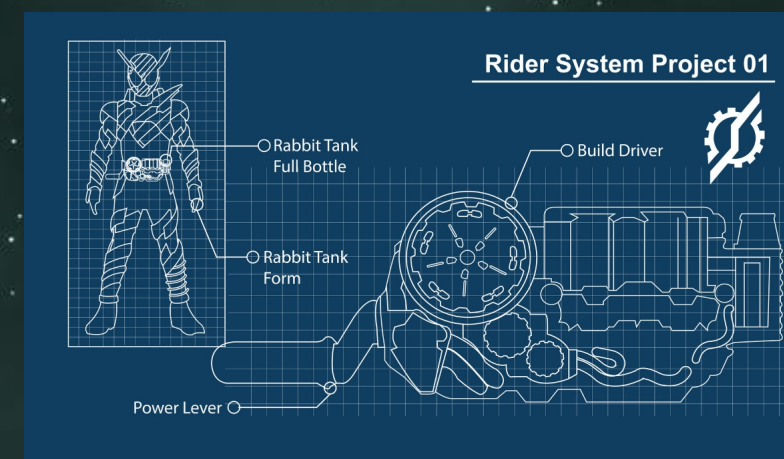
TRAINING COLLECTION CREATED TO BOOST ONBOARDING OF PLAYERS IN GAME WITH LOWEST BARRIER OF ENTRY



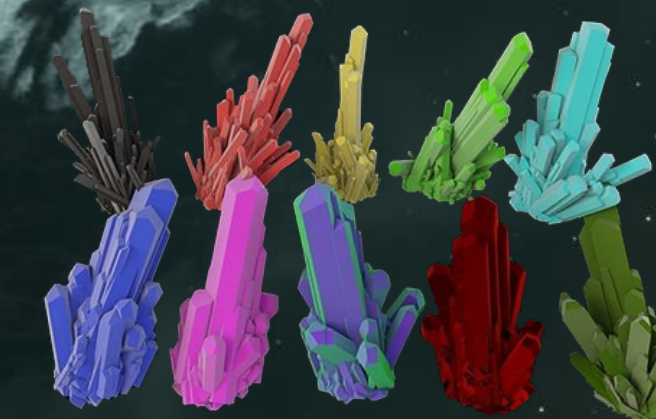
IN-GAME PLAYER GENERATED ASSETS



TECH PARTS (WEAPONS, CARS, MACHINES)

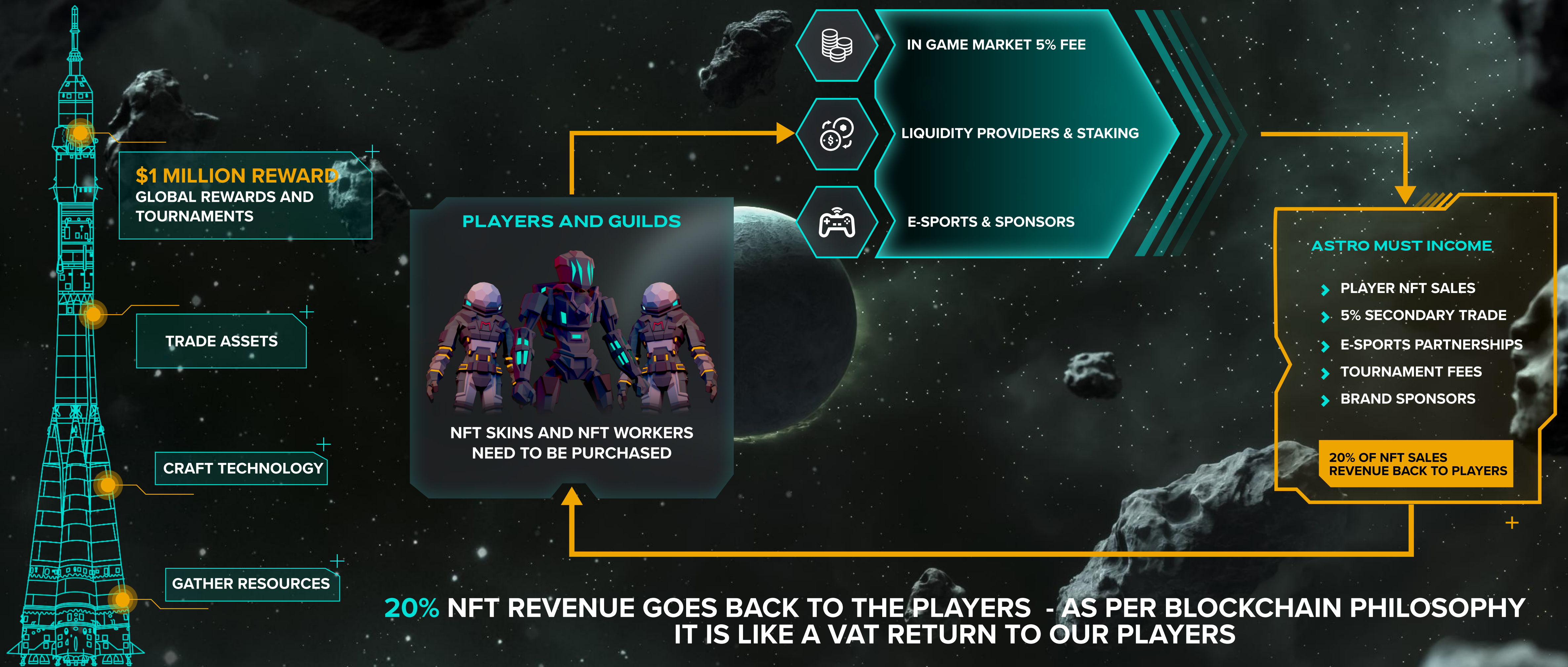


TECH BLUEPRINTS



RESOURCES

GAME ECONOMY



REVENUE STREAMS

NFT CHARACTER GENERATOR (SAAS)

PREMIUM NFT SALES

COSMOS TOKEN

IN GAME NFT MARKETPLACE

IN-GAME SPONSORSHIPS

ESPORTS TOURNAMENTS

IN-GAME ASSET BANKING STRUCTURE

TOKEN UTILITY

ASTRO MUST WILL HAVE TWO TOKENS, MUST FOR IN-GAME PURPOSE AND COSMOS FOR TRADING, STAKING AND DAO



**MUST TOKEN –
PROOF OF PLAY**

- PRIMARY IN-GAME CURRENCY

PRIMARY CURRENCY UTILIZED BY PLAYERS TO PROGRESS WITHIN THE GAME

- MINTING DRIVEN BY PROOF OF PLAY CONCEPT

MUST TOKEN = PLAY TIME X COMPLEXITY OF TASK = **INTRINSIC VALUE**

- UTILIZED TO UPGRADE AND CREATE NFTS WITHIN GAME

ALL THE FUNGIBLE ASSETS (ROCKS, FOOD, WATER, ETC) AND NON FUNGIBLE ASSETS (TECH PARTS) ARE CREATED BY CONSUMING MUST TOKENS



COSMOS TOKEN

- TRADING CURRENCY FOR IN-GAME ASSETS

SECONDARY CURRENCY THAT ALLOWS PLAYERS TO EARN BY TRADING THE FUNGIBLE AND NON FUNGIBLE ASSETS CREATED WITHIN THE GAME

- STAKING AND YIELD FARMING

OPTIONS FOR STAKING AND EARNING APY% REWARDS WILL BE AVAILABLE WITH COSMOS TOKEN

- COSMOS DAO MEMBERSHIP

QUADRATIC WEIGHT (W_i) = $1 - [i / (k - 1)]^2$

i IS THE DIFFERENCE BETWEEN HOLDER VOLUME AND k IS THE TOTAL NUMBER OF COUNCIL SEATS

THIS MECHANISM WILL BE UTILIZED TO REDUCE THE VOTING POWER OF LARGE \$COSMOS HOLDERS AND REDUCE PLUTOCRACY

COSMOS(\$COSMO) – TOKENOMICS

TOTAL SUPPLY

400,000,000

INITIAL MARKET CAP

1,341,200

INITIAL CIRCULATING SUPPLY

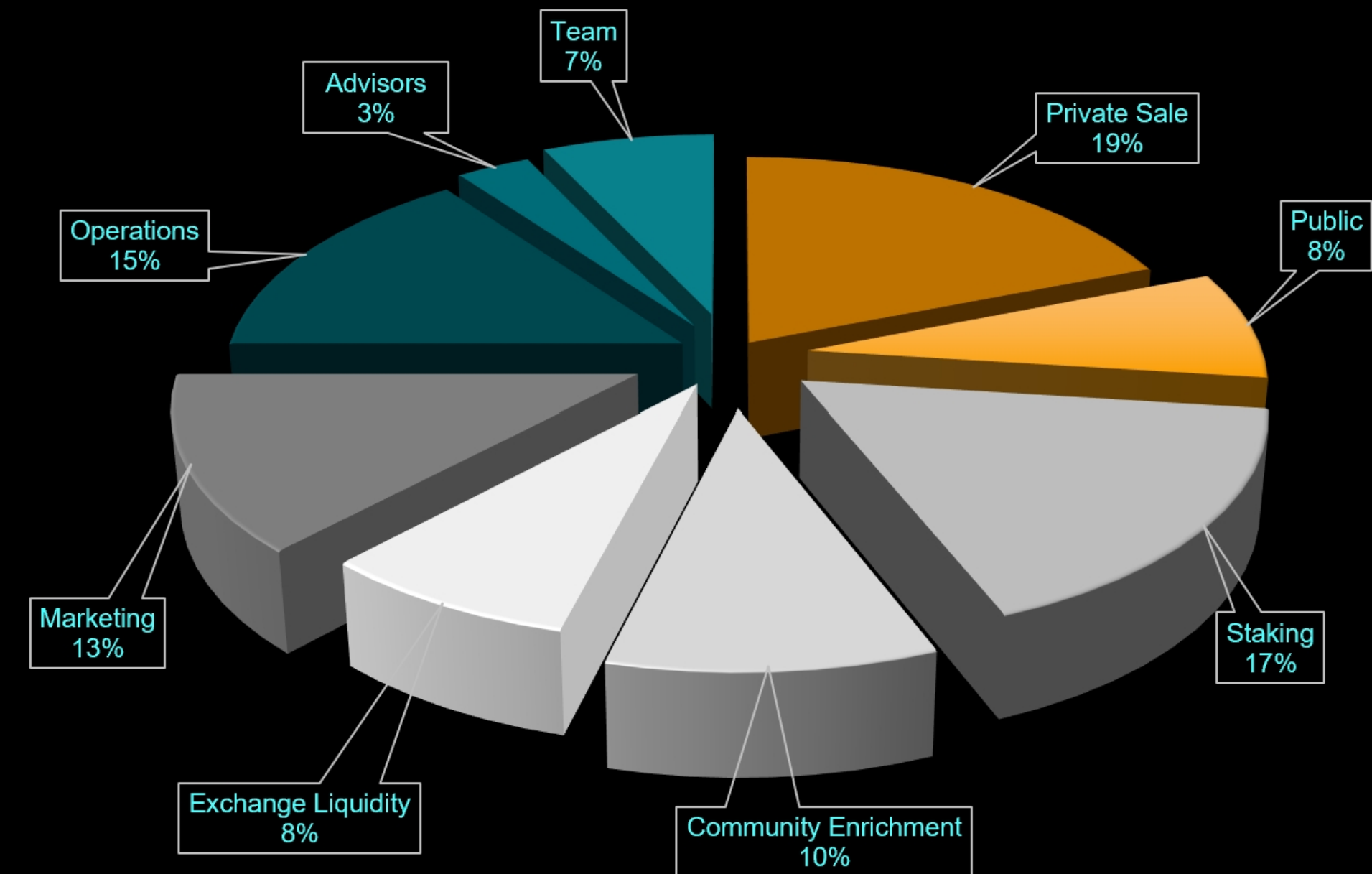
19,160,000

HARD CAP

\$4,820,000

QUARTERLY UNLOCK

Total	Tokens	Allocation	Price	TGE	Cliff (Months)	Vesting Period (Months)
Pre-seed sale	12,000,000	3%	0.025	3%	4	18
Seed sale	16,000,000	4%	0.03	5%	4	18
Private Sale 1	24,000,000	6%	0.035	5%	1	18
Private Sale 2	24,000,000	6%	0.04	5%	1	15
Public Sale	32,000,000	8%	0.07	20%	0	4
Staking rewards	68,000,000	17%		2%	0	35
Community enrichment wallet	40,000,000	10%		5%	0	35
Exchange liquidity	32,000,000	8%		15%	3	23
Marketing	52,000,000	13%		2%	0	35
Operations	60,000,000	15%		0%	0	35
Advisors	12,000,000	3%		0%	9	18
Team	28,000,000	7%		0%	12	24



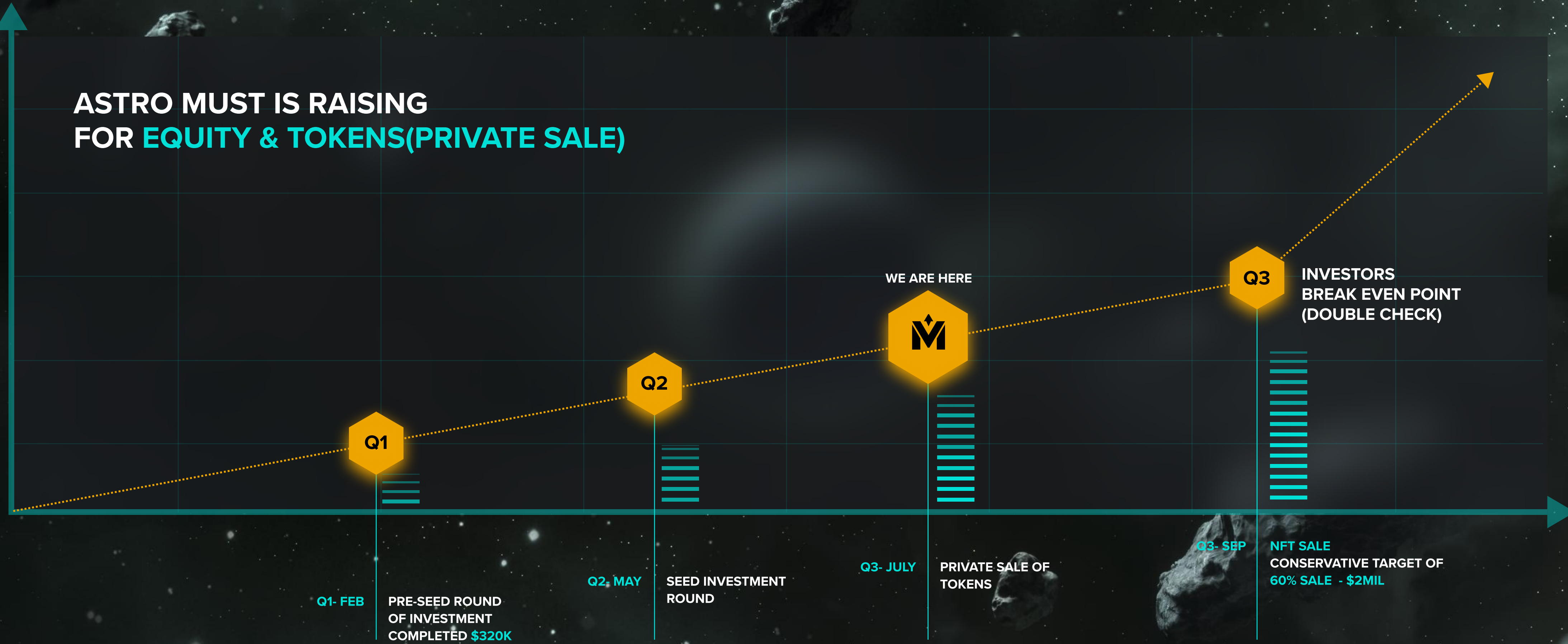
MARKET MAKING : GOTBIT (WWW.GOTBIT.IO)

USE OF FUNDS



INVESTMENT OPPORTUNITY

ASTRO MUST IS RAISING FOR EQUITY & TOKENS (PRIVATE SALE)



GROWTH POTENTIAL

MARKET SEGMENTS THAT ALLOW ASTRO MUST TO POSITION ITSELF UNIQUELY SPREAD ACROSS NFTS, GAMING AND PLAY TO EARN GIVING POSSIBILITY TO TARGET POTENTIAL MARKET SHARE



GO - TO - MARKET STRATEGY



TARGET 1 GUILDS

GAMERS, NFT SAVVY,
COMMUNITIES, ACCESS TO FUNDS

How we reach them

- One 2 one direct introduction
- Direct DAO Access
- Special Discount
- Exclusive Drops

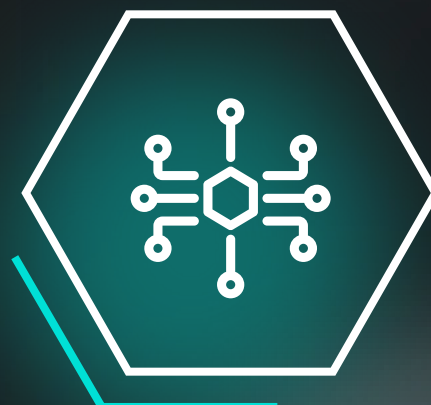


TARGET 2 P2E PLAYERS

GAMERS, COMMUNITIES

How we reach them

- Marketing and Community
- Engagement



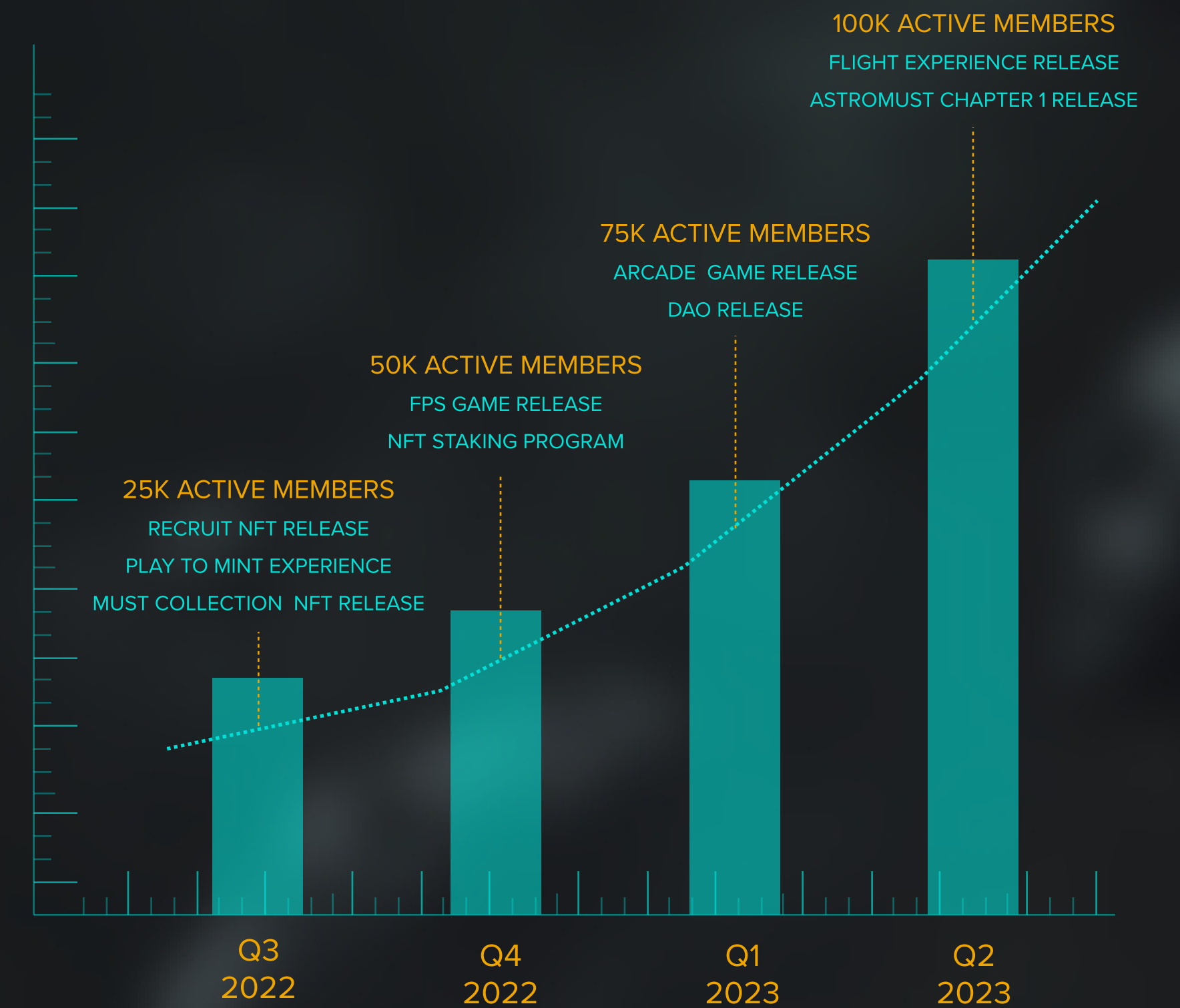
TARGET 2 NFT COLLECTORS

NFT SAVVY, COMMUNITIES

How we reach them

- Marketing
- Community Engagement
- NFT Collaboration

TARGETTED MEMEBERS AQUISION ON MILESTONES



DEVELOPMENT ROADMAP

Q3
2022

- ✓ 13K ASTRONAUTS 3D GAME READY MODELS
- ✓ 72K ROBOT PARTS 3D GAME READY ASSETS
- ✓ PLAY TO MINT DEMO GAME
- ✓ SMART CONTRACT DEVELOPMENT
- ✓ ACCOUNT & API DEVELOPMENT
- ✓ INFRASTRUCTURE DEVELOPMENT
- RECRUIT FREE MINT COLLECTION
- NFT SALES "MUST" COLLECTION
- FPS DEVELOPMENT KICK-OFF

Q4
2022

- FPS GAME EXPERIENCE RELEASE
- BUG BOUNTY PROGRAM
- NFT STAKING PROGRAM
- KICK-OFF FOR THE MID CORE RELEASE
- NFT GEN 2 RELEASE

Q1
2023

- ARCADE FIGHTING GAME EXPERIENCE RELEASE
- E-SPORT EVENT KICK-OFF
- NFT GEN 3 RELEASE
- TOKEN RELEASE
- DAO SETUP

Q2
2023

- SPACE FLIGHT EXPERIENCE RELEASE
- MID CORE TITLE ALPHA RELEASE
- NFT GEN 4 RELEASE
- PLAYERS MEET-UP

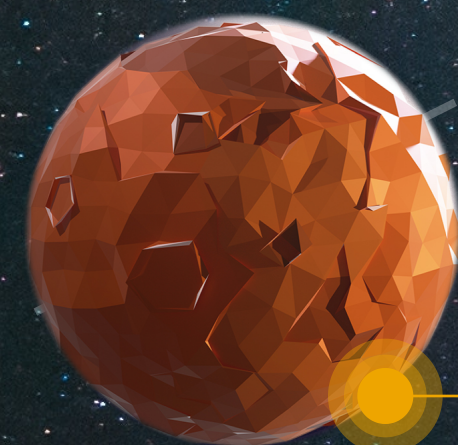
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- MID CORE TITLE OPEN BETA RELEASE
- ASTRO MUST FULL GAME RELEASE

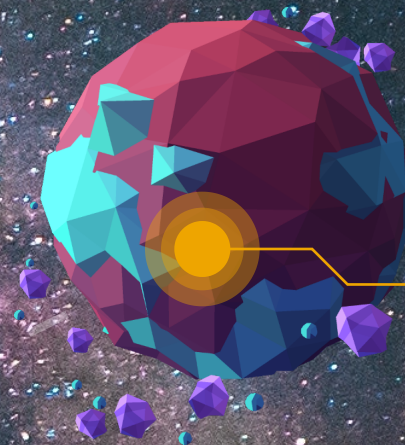
OUR VISION

Astro Must is not just a game for us, it's the start of a journey to **unite** gamers, developers and consumer brands in pioneering the gaming-focused metaverse.

AI FORGE: INDI GAME DEVELOPMENT STUDIO
Astro Must

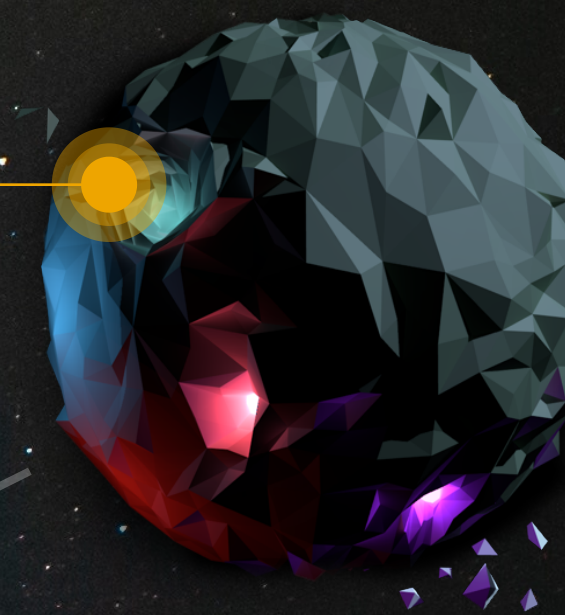


AI FORGE: FIRST GAMING METaverse FRANCHISE
Omniverse (A first True Gaming-Metaverse)



AI FORGE: LEADING BLOCKCHAIN GAMING GLOBAL PUBLISHER
Real Development Studio to support the Omniverse

AI FORGE ENTERS CONSOLE AND HARDWARE SUPPORT PRODUCTION
AR/VR ad Hardware production



MEET OUR TEAM

CORE TEAM



VINCENT PORQUET
FOUNDER

Serial entrepreneur, with a passion for innovation and gaming.

Vincent has successfully launched and sold 2 businesses in hospitality and real estate. Highly successful business development expertise with brand names such as LVMH, Richmond, Majid Al Futaim, G42, Kitopi as clients. His focus now is in merging both his passions (games and business) to deliver an outstanding product that will revolutionise player experience and their potential to earn. Crypto Investor since 2018. Scientist and Inventor at heart, Vincent is highly skilled in visionary leadership and leading by example, a go-getter that makes things happen.



QUINTESSA PORQUET
CO-FOUNDER

A decade of project management and operational experience across multiple industries

Quintessa brings creative flair, flexibility and dynamism to the team. A servant-leader, passionate about people and projects especially around digital transformation and disruptive technology. She keeps the team agile and ensures consistent delivery of quality and customer satisfaction. As an INFJ, Quintessa drives the focus for delivering a product that not only keeps to the ethos of blockchain as a technological paradigm shift, but pushes the boundaries to ensure we are delivering a world transforming game that will have meaningful impact on financial equality for all. Worked in Media / Healthcare / Government European Capital of Culture, British Council, NHS, British Film Institute, Google



RAMI LOUTFI
CO-FOUNDER

15 years of experience in Operational Excellence and Human Resources management, leading business set-ups, mergers & acquisitions and business strategy.

A gamer since childhood, Rami has had a very successful career across many industries in Airlines (Qatar Airways), Hospitality (InterContinental Hotel Group), Consumer Insights (Kantar), Luxury (Richemont & Cartier), FMCG (Coty Inc.) as well as founding his own business, Eyemazy Middle East. He is now dedicating his time, expertise and knowledge in pursuing his dream in building a "Gamer Centric Game".

Rami has been a crypto investor since 2019 and he's ready to revolutionize the gaming industry.



ROHIT SINGH
CO-FOUNDER

Rohit has founded multiple companies including an Indie game development studio (90s station lab) and holds business strategy and analytics experience across 12 years across multiple domains of industry.

12 years working with gaming, airlines, government bodies, fintech, healthcare, retail and now in blockchain technology. Rohit was a national level competitive gamer during counter strike era, lead Tester on Smack Down vs RAW 2 and 3 with THQ, he has also published and consulted on a few mid-core games. Business strategy experience across Emirates, Singapore government, Mayer's, Nielsen and more.

TECHNICAL TEAM

AHMED HOKAN	ART DIRECTOR
AREK ARKADIUZ	FULL STACK TECH GURU
NAIRAH THANA	UNITY GURU
PIERRE HORREAU	BLOCKCHAIN TECHIE
COLIN DEL CALLAR	3D ARTIST

ADVISORS & INVESTORS TEAM

DANOSCH ZAHEDI	ARTSDAO
ANTHONY LESOISMIER	SWISSBORG
KLAUS KAJETSKI	YALLA ESPORTS
ANAS BHURTUN	ARTSDAO
NAVIN GUPTA	XRP
AMRITA SETHI	ART BY AMRITA

FRIENDS OF ASTRO MUST

THOMAS MENARD	MNPL
MOZEE	THE AKKAAS

LEAD INVESTOR TOKEN

VILMA MATTILA	SIRE
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CONTACT US



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