

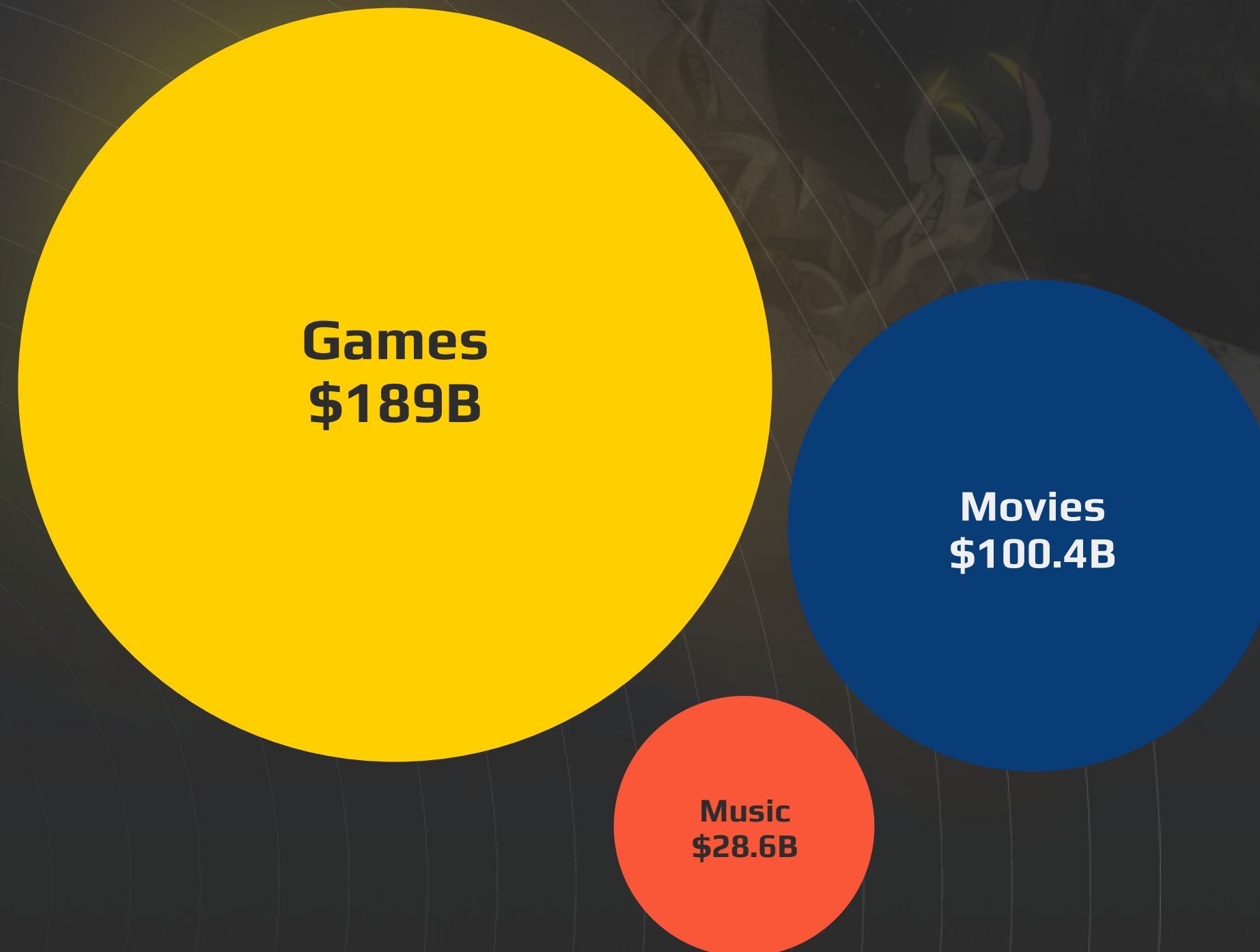


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# PATHLESS PRODUCTIONS

Making indie game development sustainable.

# Games revenue makes up the largest share of a \$318B global market.



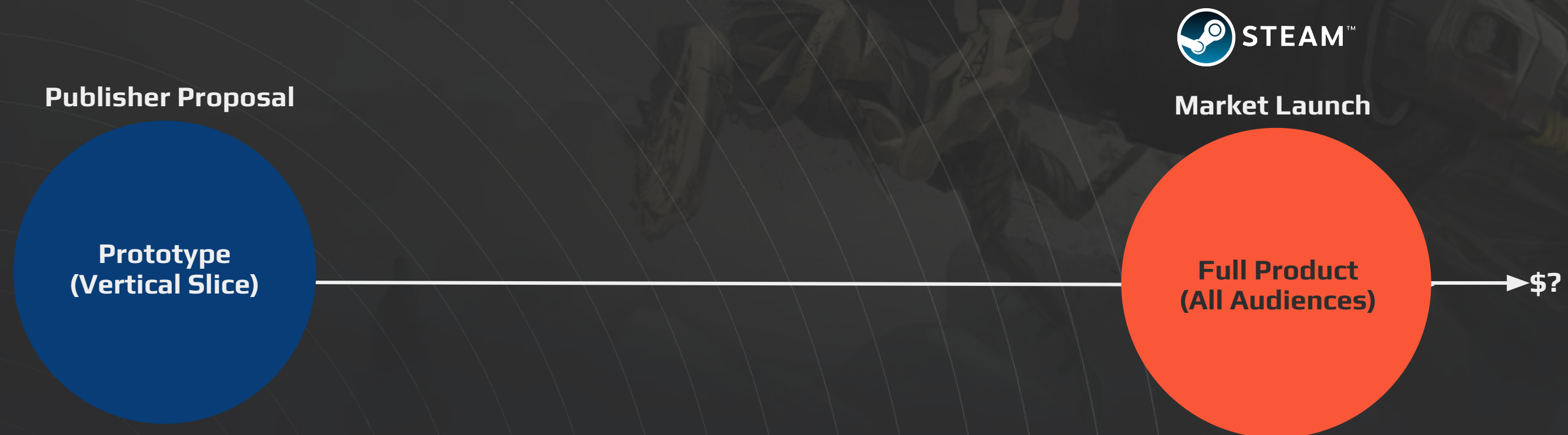
# Indies are among the highest earning games.



Today

# Sustaining years of development without revenue is near impossible for indie developers.

After spending \$1M+ they struggle to just break even.



Industry Comparable

# Video has figured out how to validate before scaling.



# There is an open opportunity in gaming.

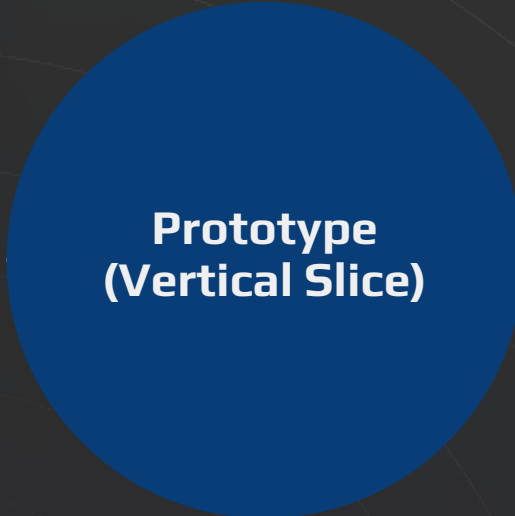


# With Ludare developers can launch and generate revenue with an MVP.

This reduces time to market by 50% as well as development costs.



Feasibility Validation



Market Launch



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# How it works:



# Unique Benefits:

## Discoverability

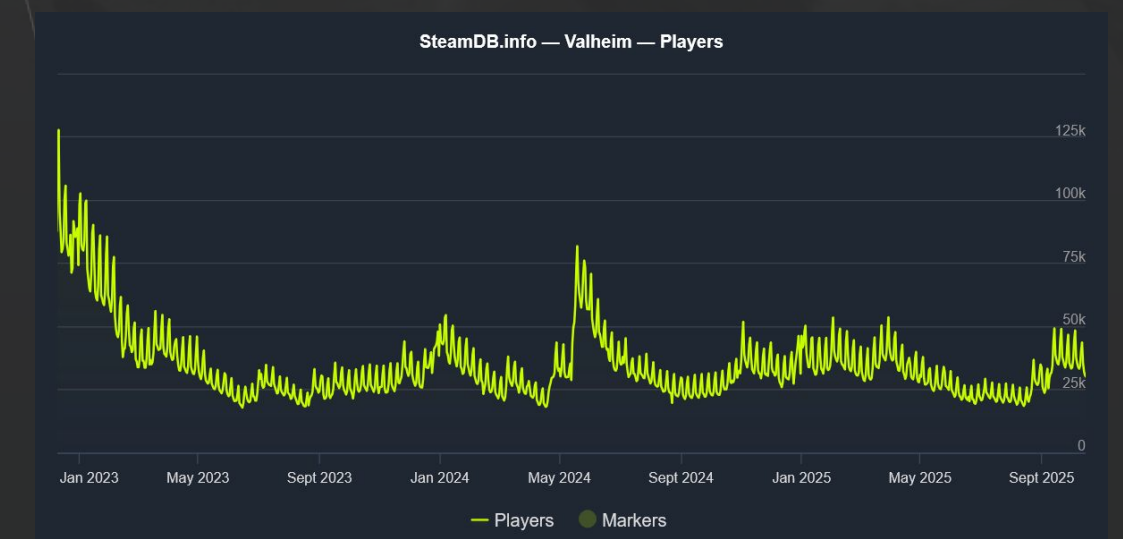
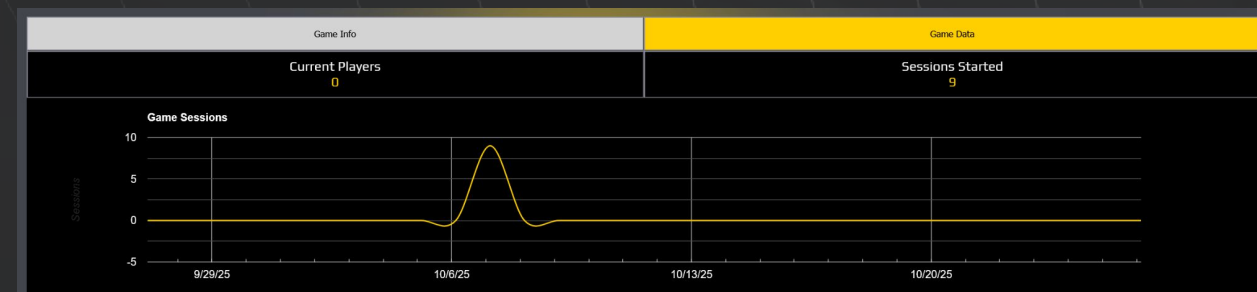
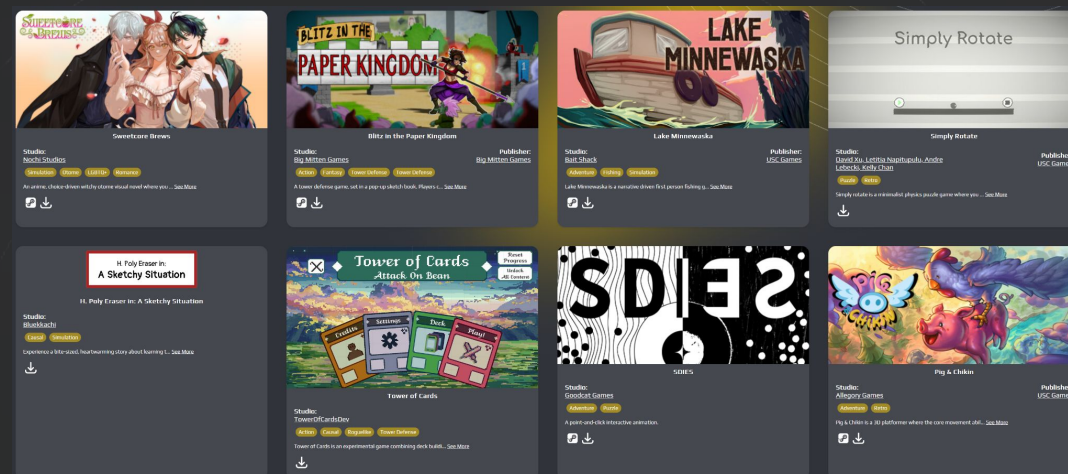
Playtime based  
recommendation Engine

## Data

Core Analytics Built into  
Platform Integration

## Dollars

Lowers risk to players, grows  
the audience of supporters



# Gamers want to support new games, but the current options are viewed as too risky.

Kickstarter All Time High (2013)

\$50 Million

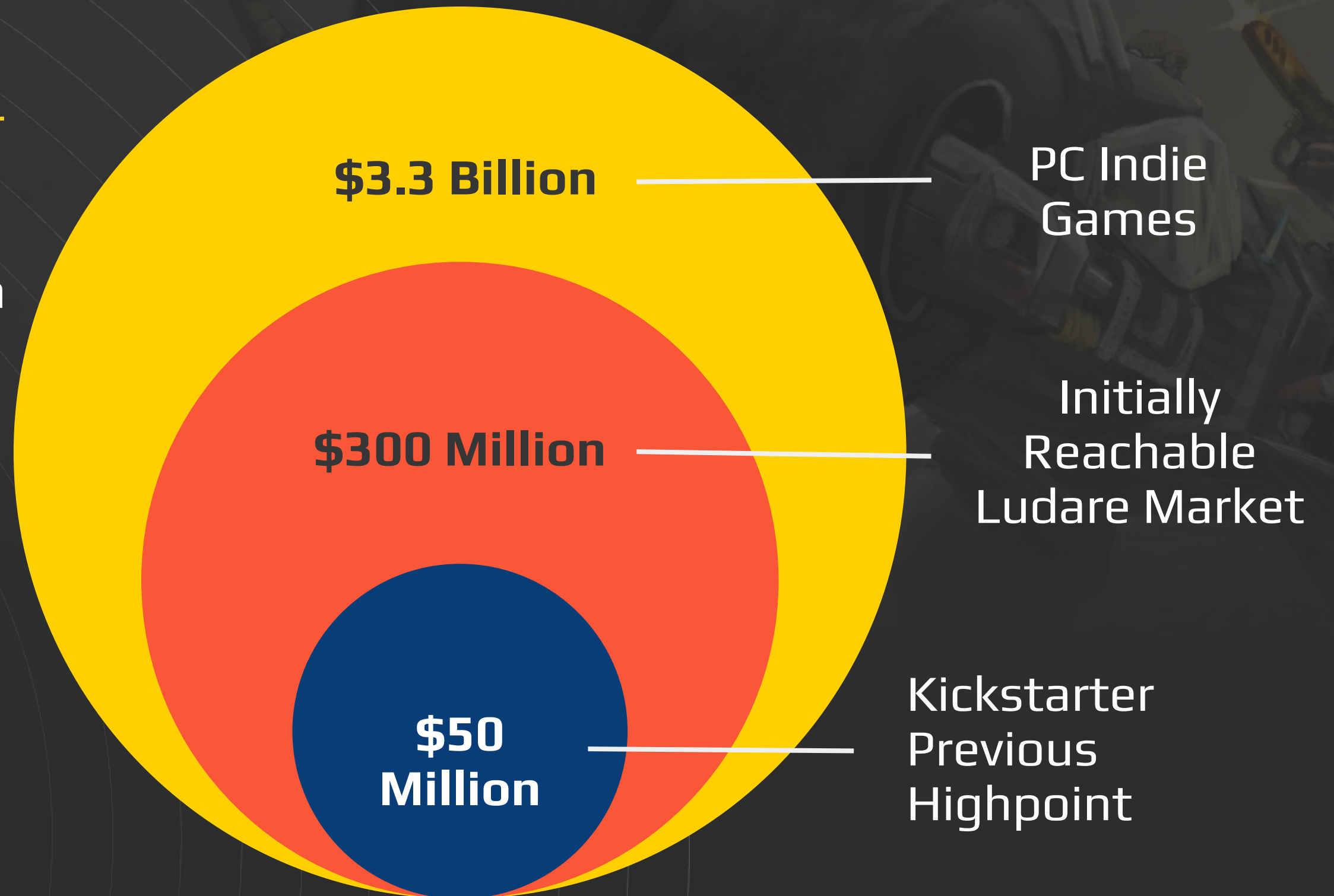
Kickstarter 2021

\$24 Million

## Causes of Lost Backing

Prevalence of scams or failed products

Length of development compared to other products



# The Founding Team



**Matthew Stone**  
**CEO**

8 years game dev  
343 Industries, ZeniMax  
MET from Carnegie Mellon  
MBA From U of M Ross



**Charly Habord**  
**Head of Biz Dev**

20 years game dev  
Former Head of Biz Dev of  
Powell Group  
Event Evangelist for Pocket  
Gamer Connect



**Steven Atha**  
**Partner Manager**

6 years game dev  
USC Graduate  
Brave New Games

## Advisors



**Stefan Lampinen**

Europe Manager for  
WB, Xbox, and EA



**Lucien Parsons**

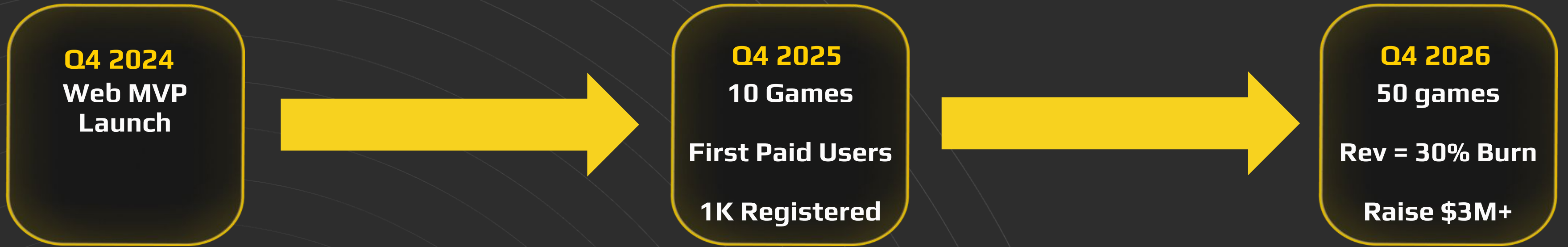
Former Partner Lead AWS  
Founder ZeniMax Online



**Erik Avalos**

20 Years Game Dev  
Design Lead

# Timeline



**Previous Capital: \$135,000**



Founders Fund



Desai Accelerator



**Capital Target: \$500,000+**

Web Only Platform 12 months

Twitch Partnership Program

Conferences (GDC, PGC, Gamescom)

Paid Integration Pilots

8,000 Paying Subscribers


# Thank you!

We would love to hear from you.



**CEO**

Matthew Stone

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