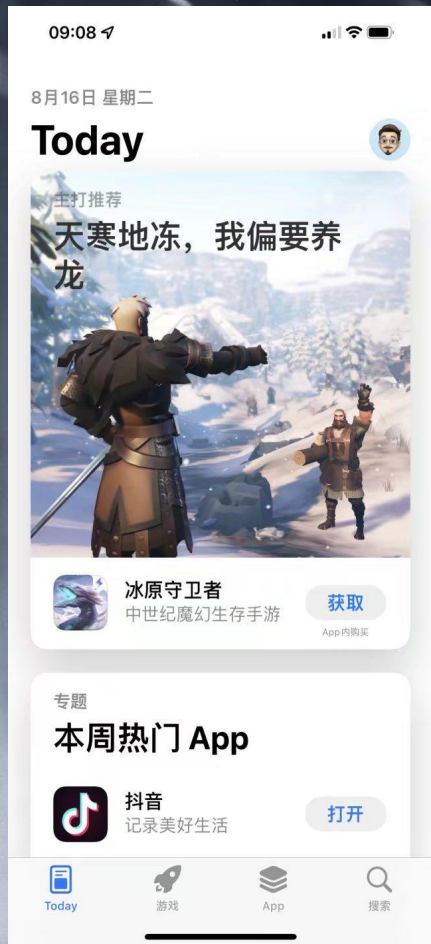
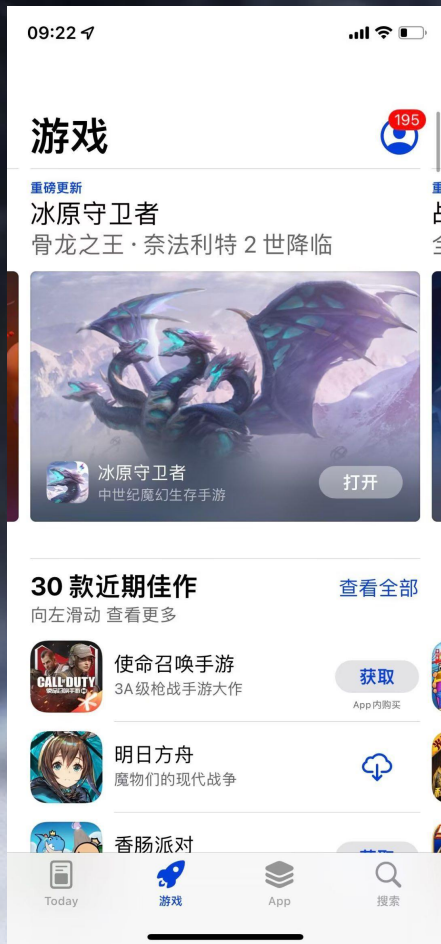




PLAY in virtual world, ENJOY every moment, CONNECT with Friends.

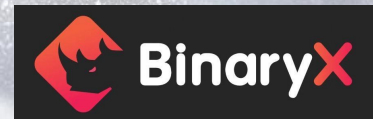




冰原守护者 Winter Survival

IAPs: \$4,600,000
Players: 3,900,000

CoreGames has received investment from IGG which is a world-renowned game company, and received investment letters of intent from many listed game companies such as Tencent and iDreamSky.



Related Industry Analysis

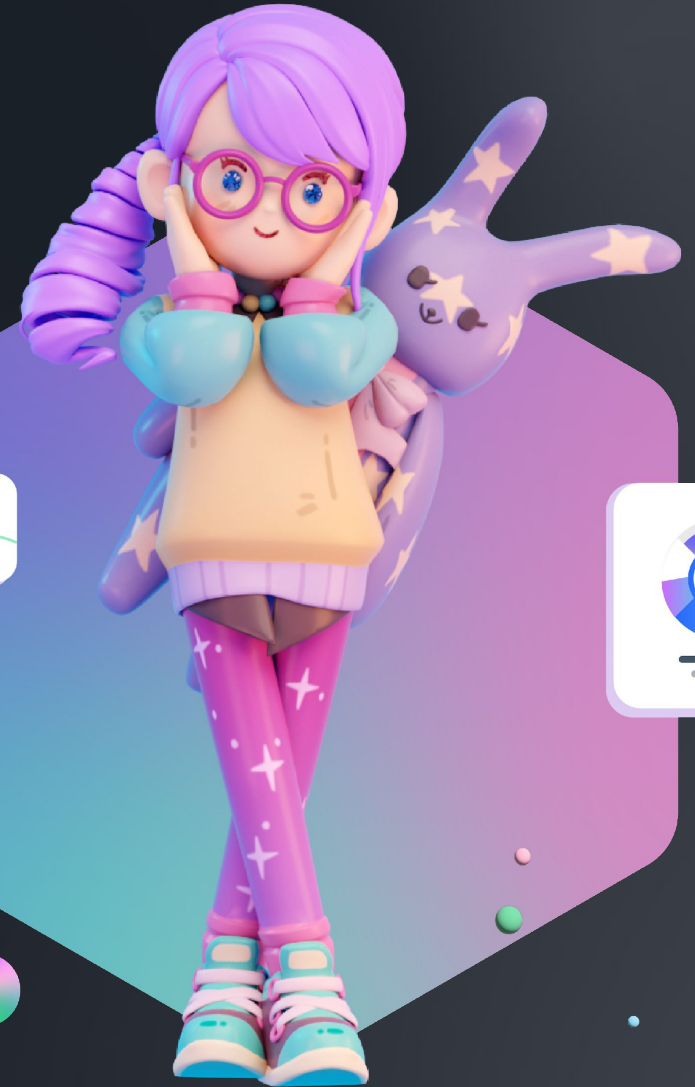
- Emphasize finance excessively.
- Lack the depth of game, poor user stickness.
- High entry barriers for users.
- Hard to retain users.

Game	Type	DAU	TS
Roblox	It is compatible with virtual worlds, casual games and players building.	20 million	3 hours
Zepeto	A new 3D face pinching social game.	3 million	50 mins
The Sandbox	Sandbox class game based on blockchain.	1060	15 mins
Decentraland	It is a browser-based 3D virtual world platform.	604	10 mins

PEClan Emerges

PEClan is committed to solving the above industry dilemmas, and building a bridge for web2 and web3 users with social games.

- Various playable social games
- Reasonable user structure
- Healthy economic model



▶ PECland

Create a high-quality web3 social games platform

■ Project Orientation

Web3 sandbox creation games.
To be a leading project in the vertical game industry.
PC & Mobile

■ Game World Module

Islands UGC
world PGC (12500 commercial land & central
plazas)

PECland
Video

About Islands UGC

Rich interactive functions can stimulate users' innovation

■ Island Creating

Users can create their islands by spending time and props with the help of their friends.

■ Home Creating

Users can complete quests to get accessories or buy some in the market.
Users can build their wanted homes or fun parks.

■ Social activities

Invite friends
Interactive games



PEClad Central Plaza PGC

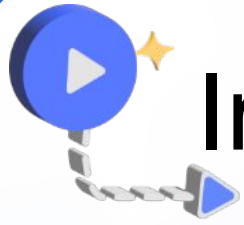
High-quality social games can bring better gameplay experience

- **Social Games**
Squid Game, Party Games
Space Werewolf Kill...

- **Social Scenes**
Virtual concerts, Public parkour
Project launch events...

- **Commercial Lands**
Project clubs, PGC games, NFT theme buildings...

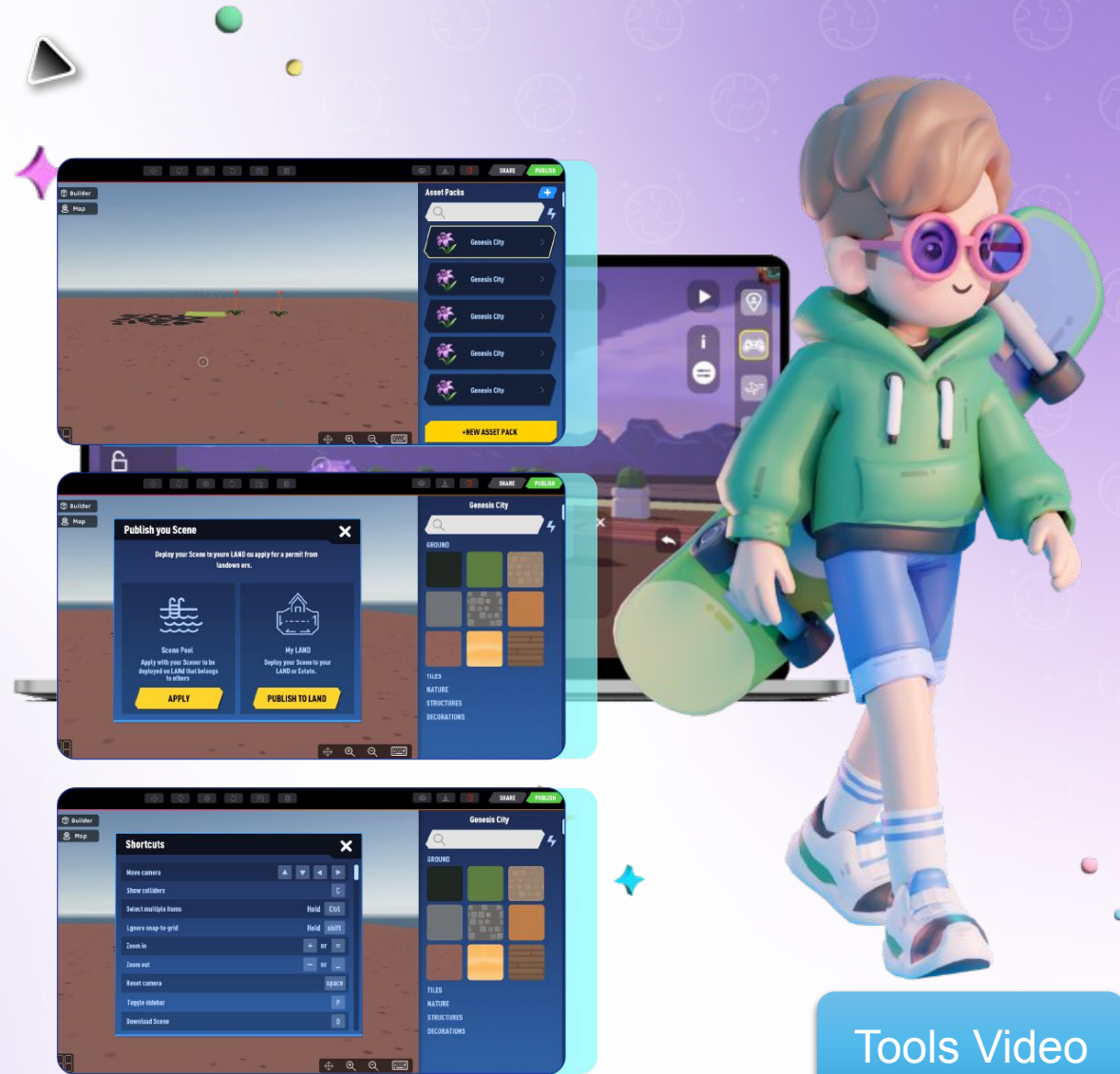




Innovation Tools

Creators can sell their self-made items to others with UGC or PGC tools, which will create a virtuous cycle.

- About UGC**
 Ordinary users can design and create homes or games with UGC tool to use within ten minutes, and can also mint it as NFTs to make profits.
- About PGC**
 Professional users can obtain more professional materials with PGC tool than ordinary users to create homes and games.



Tools Video

Core Features

Rich game marketing experience makes PEClad competitive.



Compatible

Compatible users both in web2.0 and web3.0.



Personalized

Personalized home construction gives players a sense of belonging.



Diversified

Diversified social circles to increase user stickiness.



Innovative

Innovative PGC & UGC tool creation to diversify independent creation.



Valuable

The convenient trading market makes user creation valuable.



PEClan Growth Loop

■ PEClan platform will create a healthy growth loop through continuously developing innovative social games.



▶ Social Circles

■ Match gamers on social networks through scientific algorithms.
Keep digging for more interesting connections.



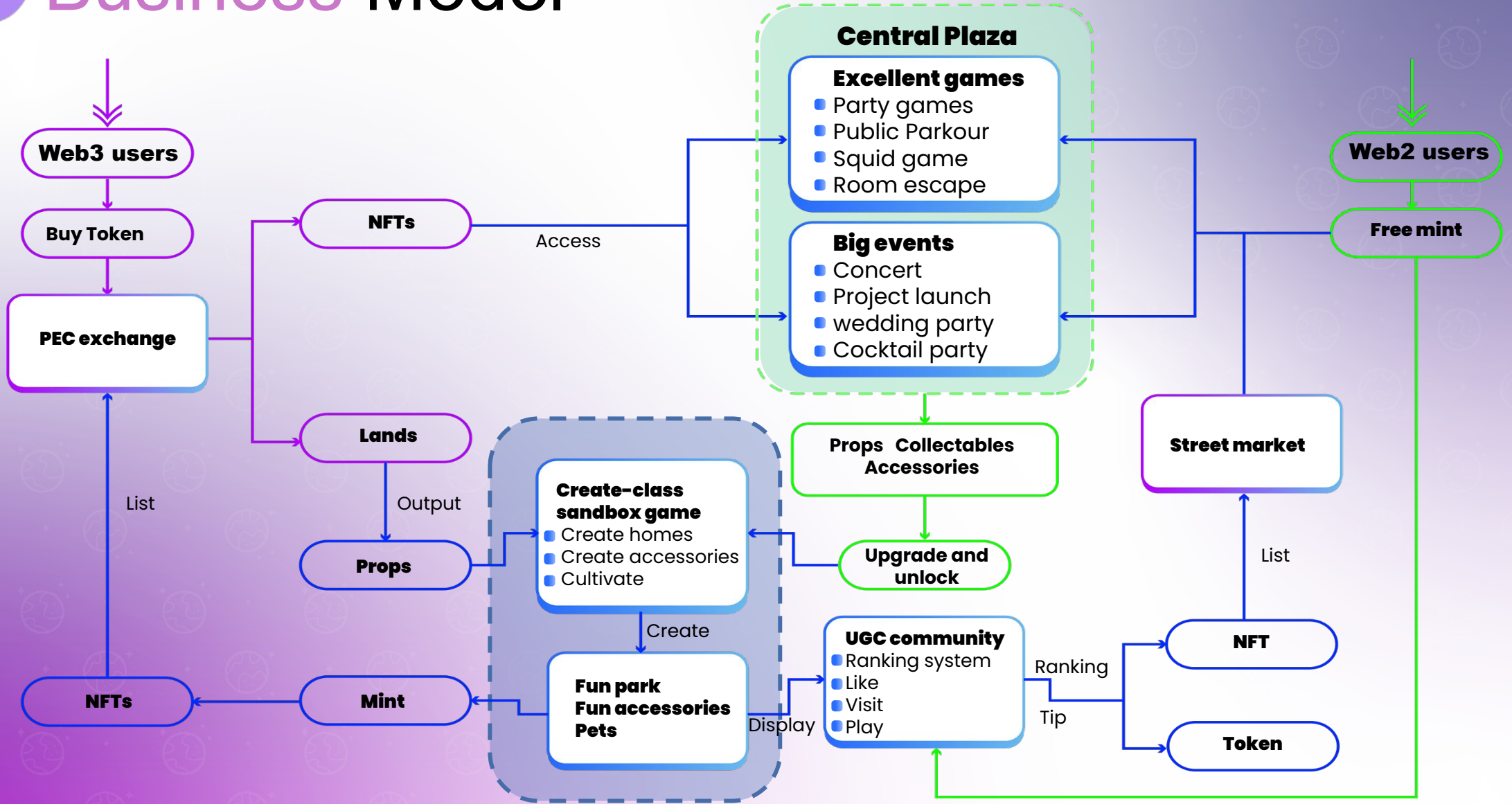
About PECland DAO

PECland will be built into a platform of community-driven DAO (Decentralized Autonomous Organization). PECland DAO is one of the important application scenarios of the platform token \$PEC.

PECland DAO will be widely used in community governance and decision-making of various large-scale activities.

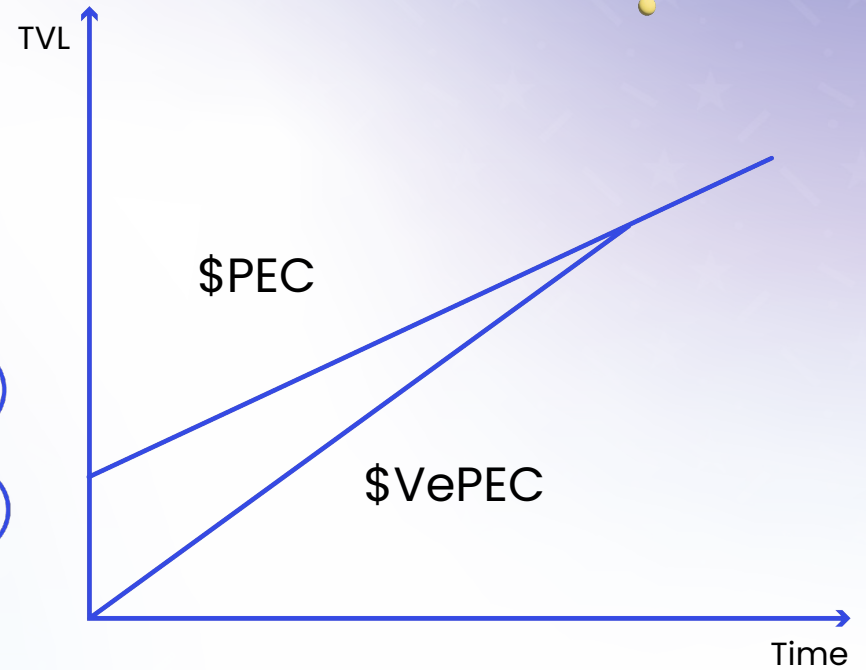
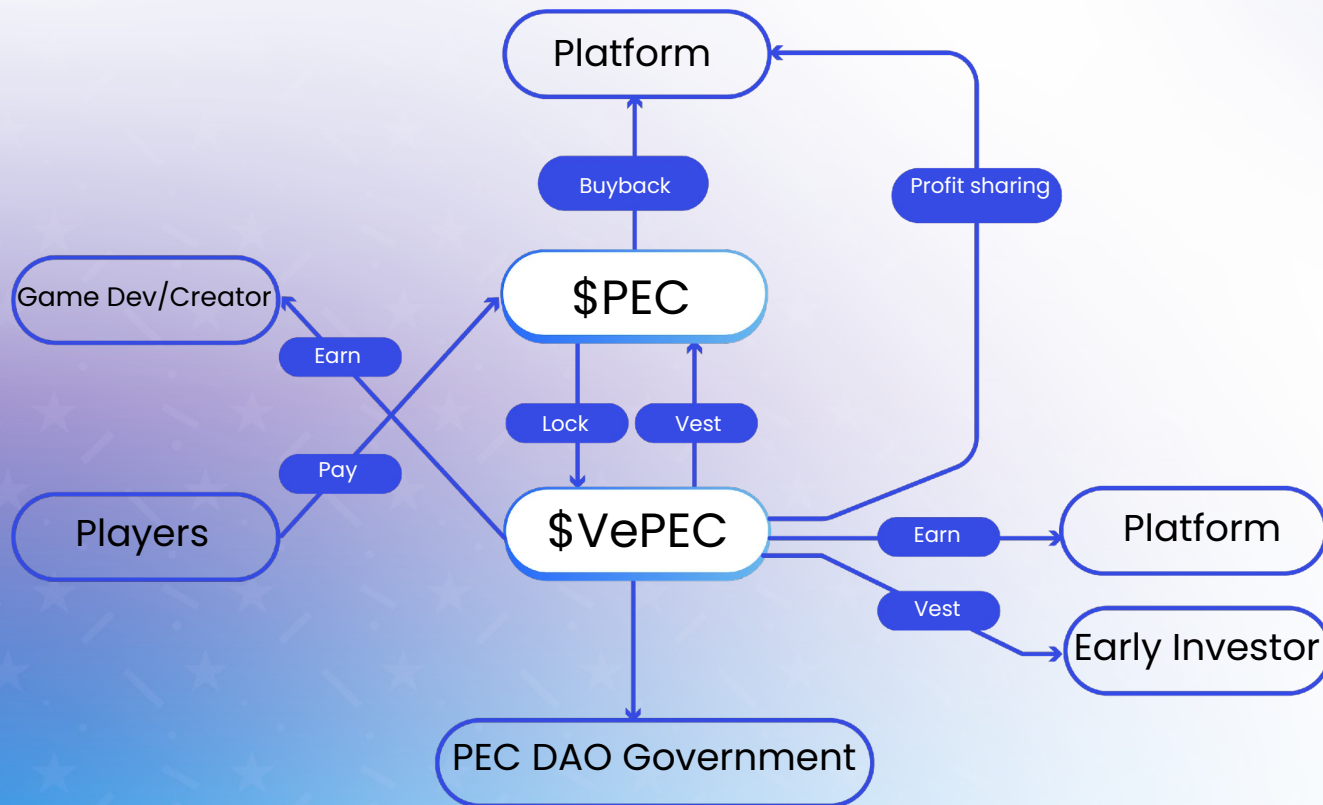


Business Model



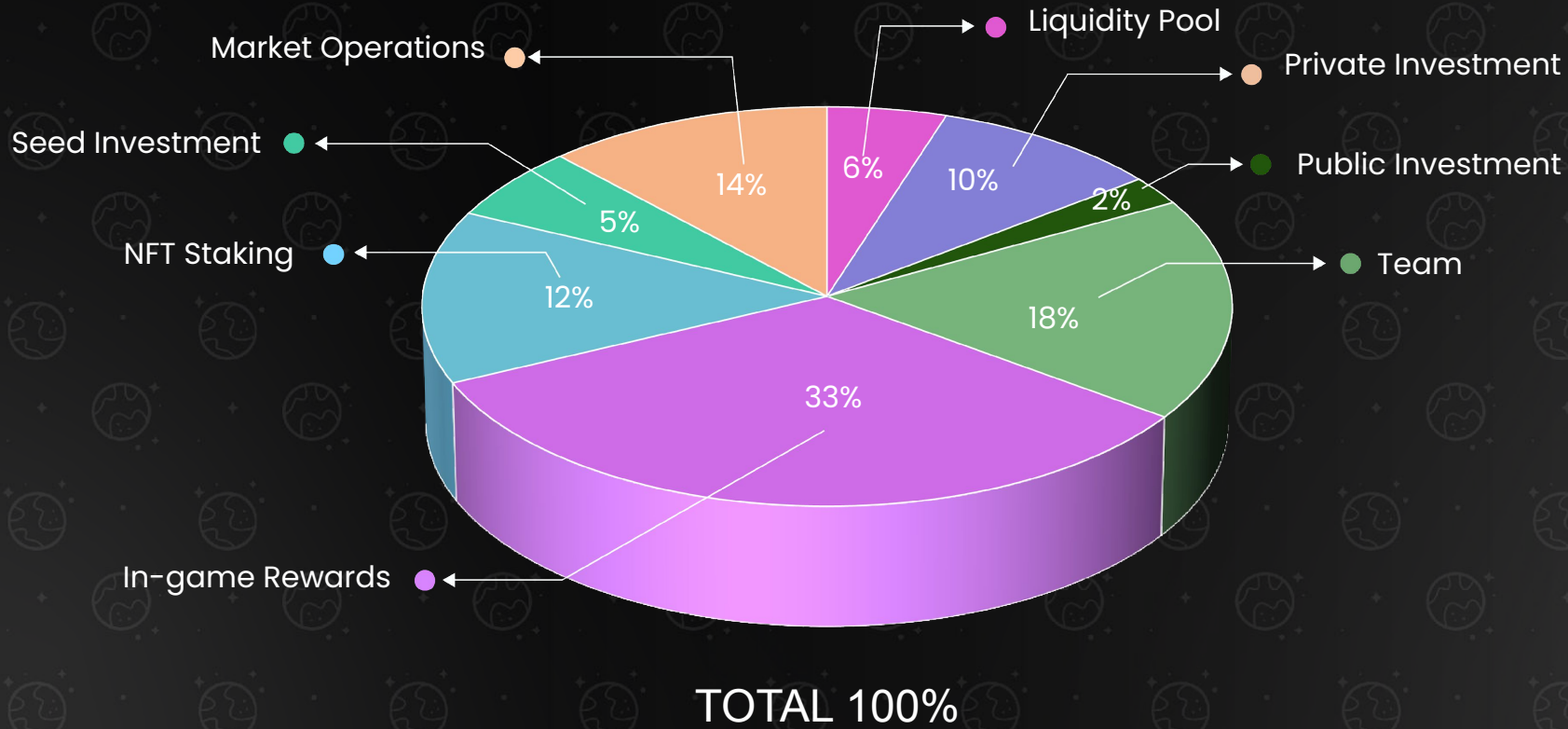
PECLand Tokenomic

- PECLand will use \$VePEC to realize all the community governance. \$VePEC uses a locked and non-transferable smart contract



PEClan Economics

\$PEC is an ERC-20 utility token in PEClan. The total supply is 50,000,000,000

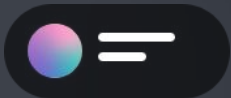




Financing Plan

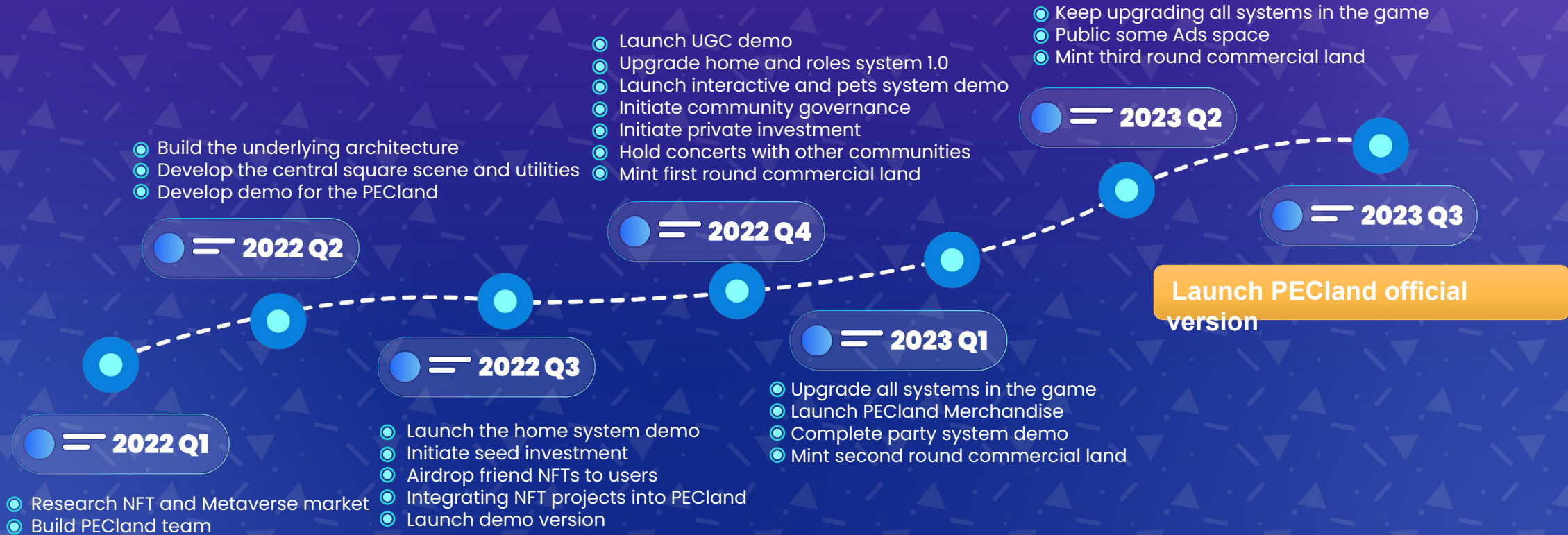


\$30 million valuation when seed round, seed investment is 5% of it.



Road Map

Now the demo version is available,
The official version will be launched in Q3 2023.



Mission and Vision

Mission

Conduct Web2.0 users into the Web3.0 network through the PECland social games platform.



Vision

Help users turn their social content into potentially valuable assets.



Core Team



ARIES
FOUNDER

Serial Entrepreneur & Game Producer
With 16 years of experience in the game industry and 4 years of crypto experience, participated in the development of many large-scale online games and CG film production, and participated in the development of several blockchain products. 3 consecutive entrepreneurial experiences, two of which won the investment of IGG and other listed game companies. The game he led has been recommended by the main page of Apple's store Today and places first in the game rankings on multiple platforms. and the game has received 5 million+ downloads globally.



DAVID
CO-FOUNDER
PROJECT LEADER

With 15 years of game development experience, working as a producer of many products, some of them with a monthly flow of 5 million dollars. and some of them have 2 million DAU.

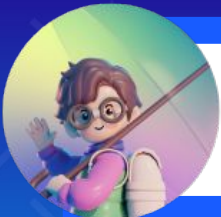
Good at thinking and analyzing various games, able to express gameplay and design ideas in a concise and clear way. Familiar with product operation management and data analysis. Able to well target and adjust the progress of the version in different operation stages to achieve the operation goal.



BEN
ADVISER

Ben is an exBinance, and he has served over 1000 clients.

As an angel investor, Ben has invested in over 20 early-stage projects providing services such as FA, exchange listing, Tokenomics design, etc.



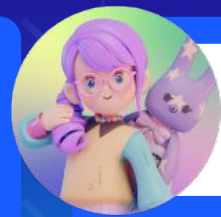
ERIC
PRODUCT MANAGER

With 8 years of experience in the blockchain industry, he is familiar with major public blockchains, and has in-depth research on Defi, NFT, and Metaverse.



KEVIN
TECH DIRECTOR

With 9 years of developing smart contracts experience. He led a technology startup as CTO and built autonomous AI robots and terabyte-scale data processing platforms.



EDEN
BUSINESS DIRECTOR

With 3 years business negotiation experience and 5 years of experience in client consulting services. Worked for SSENSE Montréal, Amazon.



AMY
MARKETING & OPERATING

With 4 years of crypto marketing experience. Worked for NULS, and BT DEFI, In-depth participation and operated an NFT project with total volume of 2600 \$ETH in 2021.



Thank You



<https://www.pecland.xyz>



<https://twitter.com/PEClanOfficial>

