



CONNECT

EVERY GAME, EVERY SKIN

Yasir Malik · Co-Founders · Khurram Malik

PRE-SEED · \$3M USD

Dubai, UAE · 2026

The Problem

01

IP locked in one game. Forever.

A Fortnite deal means stuck in Fortnite. One studio, one ecosystem, no way out.

02

You bought it. You can't take it anywhere.

Every skin, every purchase, locked to one game. Switch games and start over.

03

Not Marvel? Epic won't call.

Mid-tier anime, indie brands, esports teams. Locked out of gaming entirely.

Connect fixes all three.

The Solution

The open infrastructure for gaming IP.

Any IP. Any game. Owned by you.



AI transforms it

2D image in. Rigged 3D model out.

No manual work. No technical knowledge needed.



Works everywhere

Every Unity and Unreal game on the platform.

Buy once. Play anywhere.



You set the terms

Your price. Your release date.

Your games.

Ongoing revenue, not a one-time fee.

How It Works

01

Upload

Any image, NFT, or brand asset. JPG, PNG, or wallet connect.

02

AI transforms it

3D model. Rigged.
Engine-ready.
Around 8 seconds. No manual work.

03

List it

Set your price. Pick rental, limited drop, or open sale. Your call.

04

Players use it everywhere

Works across every Connect game. Owned assets stay with the player. Forever.

Card payments only. No crypto wallet needed. Ownership recorded on-chain automatically.

Working Prototype

Five screens. Built and live today.

1 Landing Page

Brand + positioning

2 Marketplace

Asset grid, filters, rental modal

3 AI Transform

Live 6-step pipeline demo

4 Dev Portal

B2B subscription tiers

5 My Assets

Player ownership + timers

All five screens are live and available for demonstration right now.

Business Model

Two revenue streams. Both grow as the platform grows.

STREAM 1 · B2B

Studios subscribe

Pay per category unlock. Use what your game needs.

Base	\$199/mo	SDK + 1 category
Growth	\$499/mo	SDK + 3 categories
Enterprise	Custom	All categories + exclusive IP

Character Skins

Weapons

Vehicles

Accessories

Pets

STREAM 2 · MARKETPLACE

Players buy and rent

Connect takes 15% of every transaction.

Time Rental 1, 7, or 30 days. Auto-expires.

Limited Edition Fixed supply. Player owns permanently.

Open Purchase Unlimited. Permanent cross-game ownership.

Fiat only. Card checkout. Ownership recorded on-chain.

Market Opportunity

Three large markets. Connect operates at the intersection of all three.

Global Gaming

TAM

\$300B+

SAM

\$75B

SOM

\$375M

Growing at 12.5% CAGR

In-Game Skins

TAM

\$50B+

SAM

\$15B

SOM

\$150M

\$130B in in-game purchases (2025)

Digital Assets

TAM

\$60B

SAM

\$12B

SOM

\$120M

Gaming NFTs = 25% of total NFT volume

Total addressable market · \$410B+

Competitive Landscape

We know the market. Here is where Connect sits.

	Ready Player Me	Layer Licensing	Direct Deals	Connect
Any IP type	No	Partial	Yes	Yes
AI transformation	No	No	No	Yes
Cross-game assets	Avatars only	No	No	Yes
Rental model	No	No	No	Yes
Fiat payments	No	No	No	Yes
IP holder control	Limited	Limited	No	Full

Ready Player Me proves the market. Connect goes further on every dimension.

Technology

API-first pipeline today. Proprietary 2D → 3D model (trained on platform asset data) is the first post-raise build.

CONNECT'S PLATFORM

IP Intake

Upload any asset

Metadata + validation

Rights management

AI Orchestration

2D to 3D pipeline

Mesh optimisation

Quality control

SDK + Integration

Unity SDK

Unreal SDK

Developer API

Marketplace

Rental contracts

Ownership records

Revenue splits

MVP POWERED BY

Meshy

3D generation

Tripo3D

3D generation

Stripe

Fiat payments

Polygon

Ownership chain

Unity

Game engine

Unreal

Game engine

The Team

Yasir Malik

Co-Founder & CEO

- 10+ years building global tech and Web3 teams
- Head of Talent at Axie Infinity
- Recruited for Binance, Coinbase and 50+ Web3 startups
- Gamer since childhood. Knows the user firsthand.
- Dubai-based. Deep regional and global VC network.

Khurram Malik

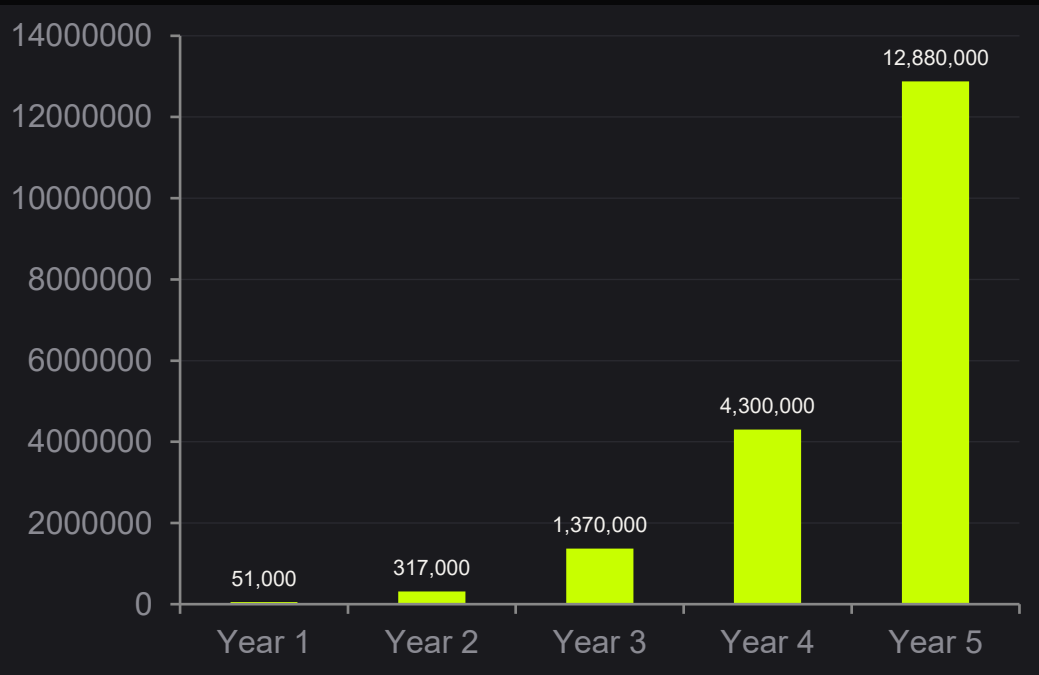
Co-Founder & COO

- PMP certified. 13+ years in project management.
- Led complex programmes across Middle East, Asia and Europe.
- Operational delivery and team scaling.
- Brings process and execution rigour to the build.

Actively recruiting a technical co-founder and lead AI engineer as first hires post-raise.

Financial Projections

Built from unit economics. 5 studios in Year 1, growing to 100 by Year 5.



	Yr 1	Yr 2	Yr 3	Yr 4	Yr 5
Studios	5	15	35	60	100
Player reach	375K	1.5M	4.2M	9M	18M
Sub revenue	\$31K	\$101K	\$240K	\$413K	\$726K
Mktplace (15%)	\$20K	\$216K	\$1.13M	\$3.89M	\$12.15M
Total Revenue	\$51K	\$317K	\$1.37M	\$4.30M	\$12.88M
Net P&L	- \$2.15M	- \$2.18M	- \$1.63M	+\$500K	+\$7.88M

Break-even Year 4 · Seed raise Year 2

0.5% to 2.5% marketplace conversion · \$6 to \$15 avg monthly spend · 15% platform fee

The Ask

Pre-Seed: **\$3,000,000 USD** · 15 - 18 month runway

40% \$1.2M

Technical team

Lead AI engineer builds proprietary model. 2 ML engineers.

20% \$600K

Technical co-founder

Equity + salary package

20% \$600K

Business development

First IP partners + game studios

12% \$360K

Marketing

Community, influencers, IP outreach

8% \$240K

Operations + legal

Entity, licensing, infrastructure

Month 3 · MVP live Month 6 · First IP partners Month 12 · 5 studios Month 18 · \$10M seed raise

CONNECT

Every Game, Every Skin

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Pre-Seed Raise · \$3,000,000 USD

This is a prototype demo. All projected figures are illustrative. Connect is in active development. Dubai, UAE, 2026.