



Inside  
**Dark**  
STUDIO

THE **DARK** PITCH

# THE **DARK** SIDE OF IMAGINATION

Our path is the dark one, exploring the deepest and darkest side of our creativity, aiming to help build the next generation of the web (Web3) and set the new standards for video games. Our Focus is on imagining, designing, developing, and creating chimerical worlds that will help bring the web3 to a bigger public.

We believe to have the potential, the skills, and the ability to grow together with the community. That's the reason we produced the 5 Year plan covering the founding pillars of our future and the products that are being developed right now, the final goal of this roadmap is to be able to make a AAA title on the Web3, Fully on a browser game.



## OUR MISSION AND VISION

### MISSION:

Imagine, Design, Develop, and Create to share with the community games capable of being considered Gamefi

### VISION:

Create imaginary worlds capable of becoming Metaverses full of player communities that support each other for the common good



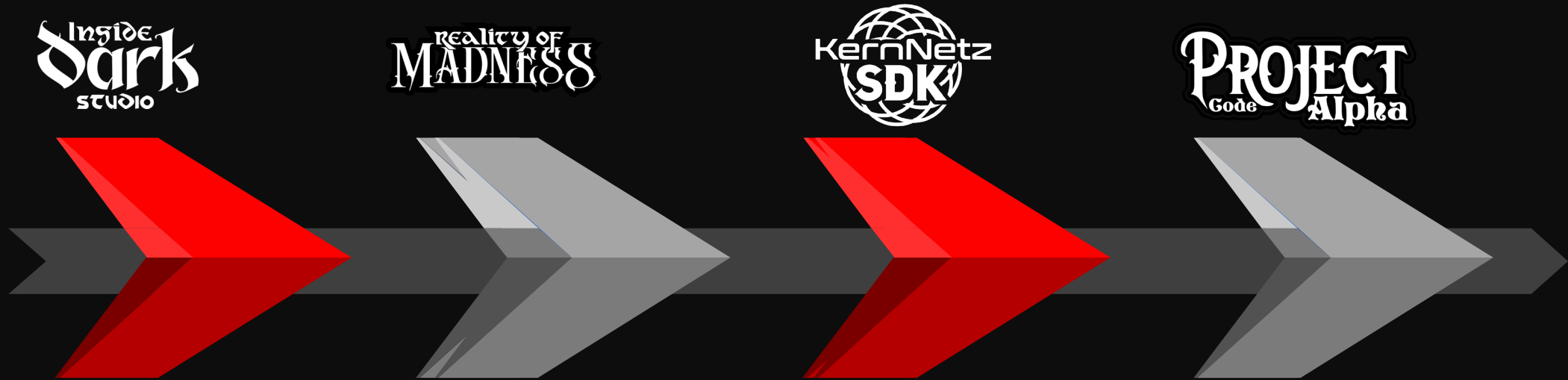
## CORE VALUES

Diversity, Respect, Commitment



# 5 YEAR PLAN

4 MOVES THAT DEFINE OUR WAY OF DOING THINGS AND SHAPE OUR FUTURE



## ESTABLISH IDS

Establish IDS and all of its Brands, RoM, Kennetz SDK and Project Code: Alpha. Get Funds for the first 2 years until revenue is achieved

## RoM UNIVERSE

Imagine, Plan, Develop and expand the RoM universe, making 5 Games and a Game Hub in the franchising, Revenue will start as soon as The Heroes Supremacy goes live version

## KERNNetz SDK

It will work as a connecting point between servers and blockchains, allowing games to easily implement the blockchain inside their game, it's a way to get back to the community with its open-source model

## PROJECT CODE: ALPHA

Project Code: Alpha will be the pinnacle of web3 Technology by the time of its release, a AAA metaverse fully capable of being played in a web browser.

A title card for "Reality of Madness" featuring the text "REALITY OF MADNESS" in a stylized, gothic font. The background is a dark, atmospheric scene with a large, ornate building and a figure in the foreground. The text is overlaid on a red and black geometric design.

## REALITY OF MADNESS

### THE GREAT RELEASE

This universe centers in the dimension of Zhonist, its principal world, Zhion is under constant Civil war between the Empire and the Civil Defense, on this constant on going battlefield not everything it's fight. Jhon a young explorer discover the great Vetirian temple connected to Villintirius, the multiverse eye. Entering this temple and activating its primary portal without the knowledge of how to use it, caused a breach in the reality of the space and time, making the entire temple explote and making a bunch of portal emerge from all the dimensions...

RoM universe will be developed in 5 games, all connected via a Player Hub acting as their House, where they can show off their NFTS and hand with other players





## RoM BUSINESS MODEL

RoM universe will be Free to Play and Play to Earn, there before we could call it Free to Earn Model. Our Revenue will come from Seasonal Pass, Sell of Vanity Items, Sell of Loot Boxes and for Each Expansion that will be release there is going to be a NFT Collection that will include the 4 seasons Vanity items of that expansion.

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✓ FREE TO EARN

✓ MICROTRANSACTIONS

### GAMEFI

Not only IDS will sell its Vanity items as NFT, but players will also be able to earn them in-game and sell them in game via our Action House system

# ROADMAP OF RoM UNIVERSE

As stayed before the RoM Universe consist of 5 games and a Player Hub:

## THE PLAYER FORTRESS

Each Player will get their own dimension where they can build anything they want and welcome their own Fortress in the Metaverse where everything is decided by them

Q4 2022

Q4 2022

Q4 2022

Q4 2023

Q4 2023

Q4 2024

## THE HEROES SUPREMACY

Moba Style game, with a little changes of game style and a few game modes, including an RTS, Classic Deathmatch, Team Deathmatch, capture the flag and a few others

## THE SEARCH FOR VETIRENT'S

Turn base game, explore what happened after the Great Release, and try to find the remanence of Vetirent's scatter around the Multiverse

## THE RELEASE OF MADNESS

RPGMMO: Starting with exploring the cave of Vetirent's in Zhion together with Jhon and discover all that happened after the Great Release, Forge Alliances and play together with your faction to conquest Zhion land in a massive world

## THE BATTLE FOR ZHION

FPS Game: Join the Forces in the battlefield, Zhion is still at war and all the factions trying to control their land, Battle Royal Mode, And all the classic modes for this one

## VETIRENT'S MAGIC CARD'S

Card Game: Play with forces of the unknown and discover some new magic styles inside this Cards, all the NFTs from the universe are cards!



## KERNNetz SDK

### CONNECTING THE PLAYER TO THE BLOCKCHAIN

KernNetz SDK will be the core of our games, will be the connector of our servers (Web2 and Web3) to the blockchain, making it easy for a one step deployment on the blockchain.

This will help the growth of the blockchain and its community making more developers willing to come and make their dApps or games

KernNetz SDK is already a solution implemented into our games, we are just making it Open-Source. Estimated Beta: Q4 2023



# ROADMAP OF KERNNETZ SDK



## BETA 0.1 VERSION

Beta version will contain the multiplayer core without modules and will allow for a selected group of developer that could help us with feedback



## BETA 0.2 VERSION

Beta 0.2 Version will include the blockchain connection and the necessary tools to make a test smart contract, again this version will be for selected group of developers that could help us with feedback



## BETA 0.3 VERSION

For the 0.3 version of the beta will be release for the public testing. all the developers that want to try it out, will be able to. Will do surveys and some feedback from community, Also on this phase will explore modules like: Login, Social Login, Wallet Login, ETC



## RELEASE

The Release will be around Q4 2023 after working with the community to get the improvements ready to get the to public



## KERNNETZ SDK BUSINESS MODEL

KernNetz SDK will be Open-Source scalable and agnostic networking solution for games & dApps, our income with this SDK will be pure from Premium support level, modules and custom-made modules for the SDK

### FREE

- ✓ CORE MULTIPLAYER
- ✓ BLOCKCHAIN CONNECTION

### PAY

- ✓ SUPPORT LEVELS
- ✓ MODULES

### FREEMIUM

As the title already suggest it, our SDK solution business Model will be Freemium, get the CORE for free and all the modules are paid

# PROJECT CODE: ALPHA

## GOD INCARNATE

Lord Commander Alpha it's the leader of the Alphas a secret Global Organization of superhumans capable of not only surviving millennia but also have the power of God themselves.

Play as Lord Commander Alpha and its army in this massive open world adventure defending the world from the chaos of an unknown alien invasion

Project code: Alpha, only has its Lore and Expansions defined there is no developing plan as it's a 2.5 years away project, it will be a full Web3 open-world game hosted on browser.



# THE DARK TEAM

Our Team consist of people around the globe, mainly from Latin-American at this moment, but it may soon change after growing up, Lupin and Majiin are cover due to their current job policy



**SURY WEBB**  
Co-Founder



**MARIANO STOLL**  
Co-Founder



**FRAN MORALES**  
Community & HR



**BRYAN ORDAZ**  
Graphic Designer



**JOEL CACERES**  
React Developer

**LUPIN**

KernNetz SDK Creator

**MAJIN**

Business Developer &  
Business Representative

# THANKS

**FOR YOUR TIME AND CONSIDERATION**

**MORE INFO AT [INSIDEDARKSTUDIO.COM](https://insidedarkstudio.com)  
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