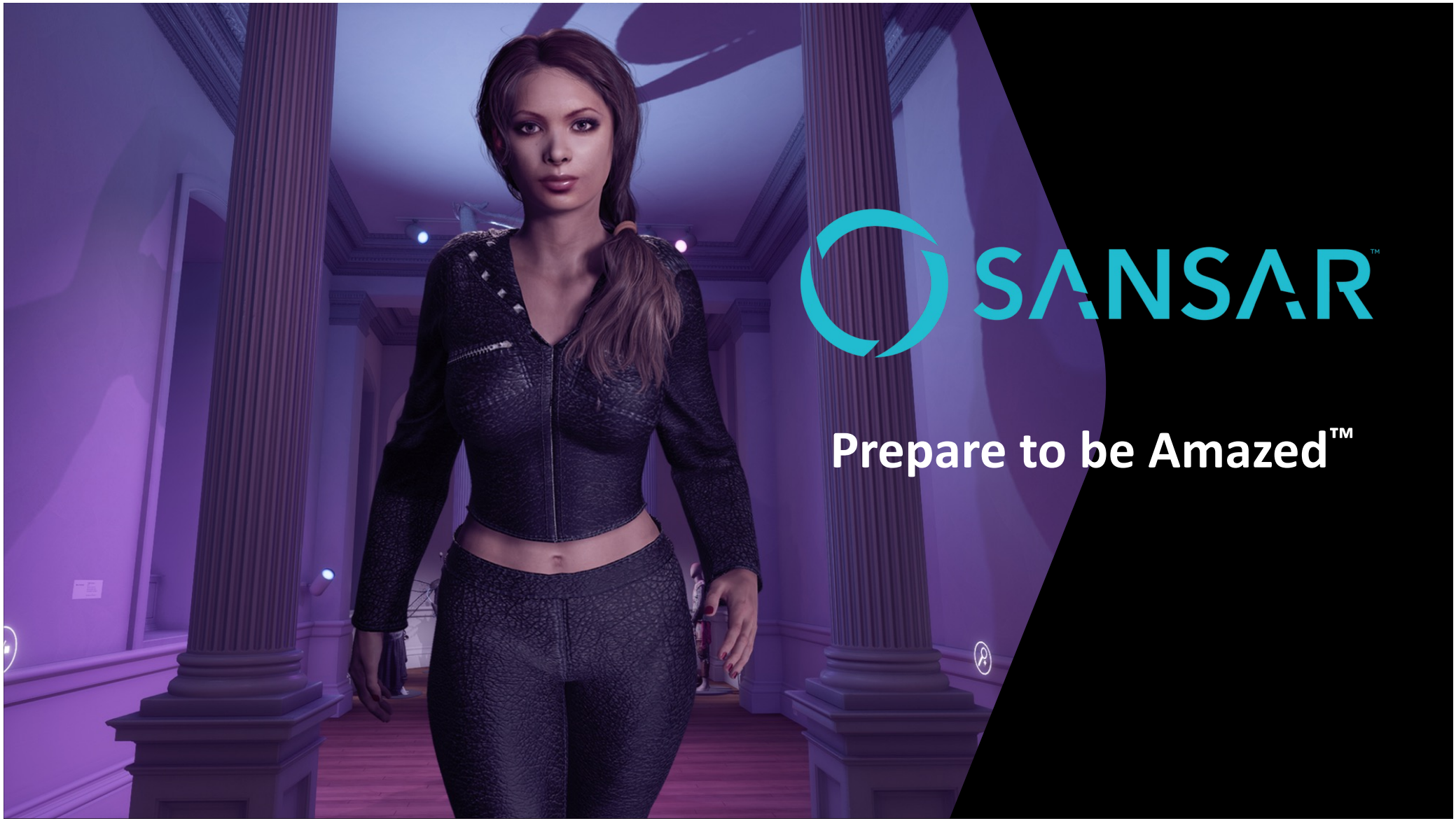

SANSAR™
Prepare to be Amazed™

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Our Team



Joe Callahan
Chief Executive Officer

Chance Richie serves as Chief Executive Officer and Board member at Sansar. Previously, he was the Founder and CEO of Mobiliti, a leading vehicle subscription software platform. Prior to starting his civilian career, Chance was a nuclear submarine officer in the Navy on USS Alabama (SSBN-731) where he received two Navy Achievement Medals. Mr. Richie has experience in investment banking, oilfield services, and software development and successfully exited from multiple businesses he founded. Chance holds a B.S. in Chemical Engineering and MBA from The University of Texas at Austin and has a Masters in Environmental Engineering from Colombia University.



Hurchel Young
Chief Technology Officer

Hurchel serves as the Chief Technology Officer at Sansar, where he brings his passion for innovation and a diverse background in aerospace processes, game design, and industrial automation. Prior to his current role, Hurchel spent over a decade at Exotic Metals Forming, a division of Parker Aerospace, where he honed his skills in managing resources, training staff, and leading development projects. His leadership philosophy is centered on fostering innovation and communication. His technical expertise spans a wide range including ROS (Robot Operating System), C++, Phython, ML/AI, and OpenCv.



Artur Sychov
Board Member

Artur is the Founder and CEO of Somnium Space. He has been navigating virtual worlds for more than two decades starting with Ultima Online in 1999, then Second Life and many more. Artur strongly believes in the ultimate future of Virtual Reality worlds with open and decentralized economy based on blockchain and amazing creation tools where imagination is the only limit. Artur has worked as an investment trader for many years before creating his first startup and becoming a serial entrepreneur. He is a husband and a father of two wonderful children.

TEDxUNYP | Artur Sychov



Sahil Shah
Chief Operating Officer

Sahil is an Aerospace Engineer from the University of Michigan, now serving as the COO of the innovative startup, Sansar. Prior to this role, he gained valuable experience at Poppleton Partners, an investment bank, and contributed to satellite operations with Lockheed Martin. He brings financial acumen and operations management experience to the company's leadership. His mission is to revolutionize digital experiences and drive the evolution of virtual social worlds. He maintains his passion for aviation and is actively working on getting a private pilot license.


PLAY VIDEO
1 MINUTE DURATION
https://www.youtube.com/watch?v=LDVkVw3HzeQ



SANSAR WILL BE YOUR GATEWAY TO **DIGITAL SOCIAL EXPERIENCES**

- Sansar is a fully-functioning, high-fidelity, user-driven, social computing platform.
- Sansar is built to be your homepage for Web 3.0 in much the same way Google's Chrome browser and the Google homepage allow access to Web 2.0 for billions of people everyday.
- Sansar is built to be the home space for millions of users to express themselves, connect with others, shop with our e-commerce solutions, and enjoy amazing entertainment with friends.
- Myriad applications for integration of AI technologies.

- **PHOTO-REALISTIC VR PLATFORM**
- **NATIVE ON PC WITH MAC OS COMPATABILITY SOON**
- **CUTTING EDGE DIGITAL AVATAR UGC**
- **FOCUSED ON SOCIAL GAMING, CREATOR MONETIZATION, AND EVENTS**
- **STREAMING CAPABILITY TO ALL DEVICE TYPES THROUGH PARTNERSHIP WITH AWS GAMECAST**

WHY IS SANSAR **BETTER?**

Highest fidelity
- photo realistic
- Wide range of artistic styles

Robust avatar & world building tools built in

Stream Sansar on any device through partnership with AWS Gamecast



Native on PC and soon to be native on MacOS and Linux, working towards VisionOS compatibility

Developer community will continue to improve Sansar's capabilities for the benefit of the entire user community

Seamlessly transition between 2D Desktop & VR

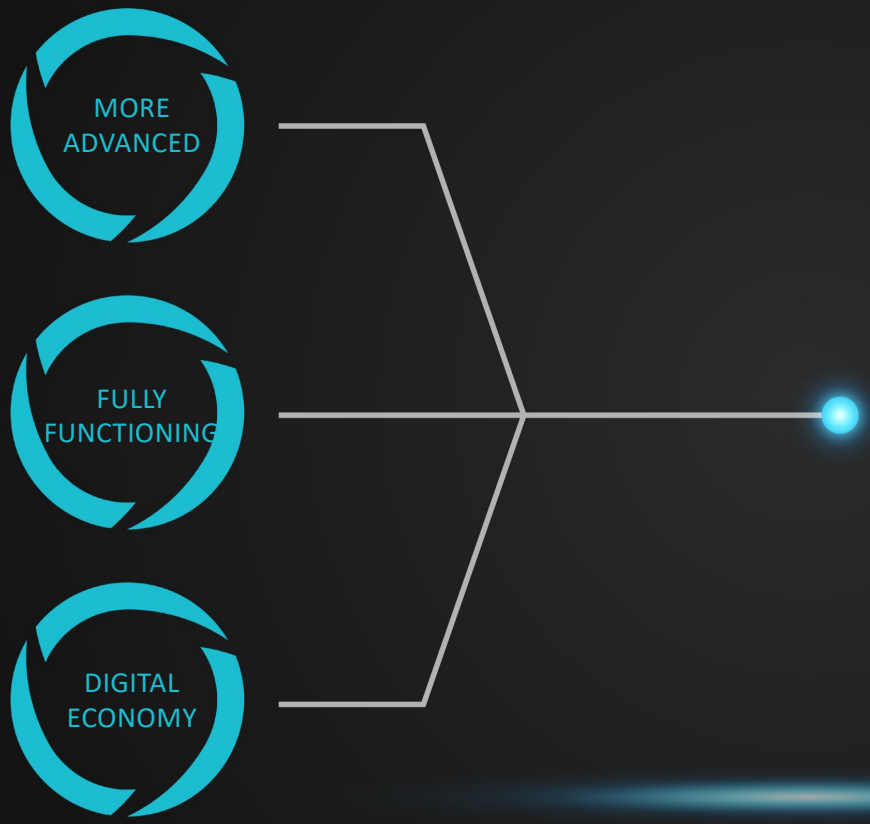
Addresses the challenge of VR adoption rates

Experience Sansar in VR on a wide range of headsets



Sansar is built on its own rendering engine, optimized for user generated content and unencumbered by the limitations of the Unreal and Unity game engines which are optimized for game development





HOW **IS THIS POSSIBLE?**

2-to-3-year head start on new entrants and significantly more advanced fidelity than Meta or Roblox – made possible by proprietary rendering engine on par with UE5

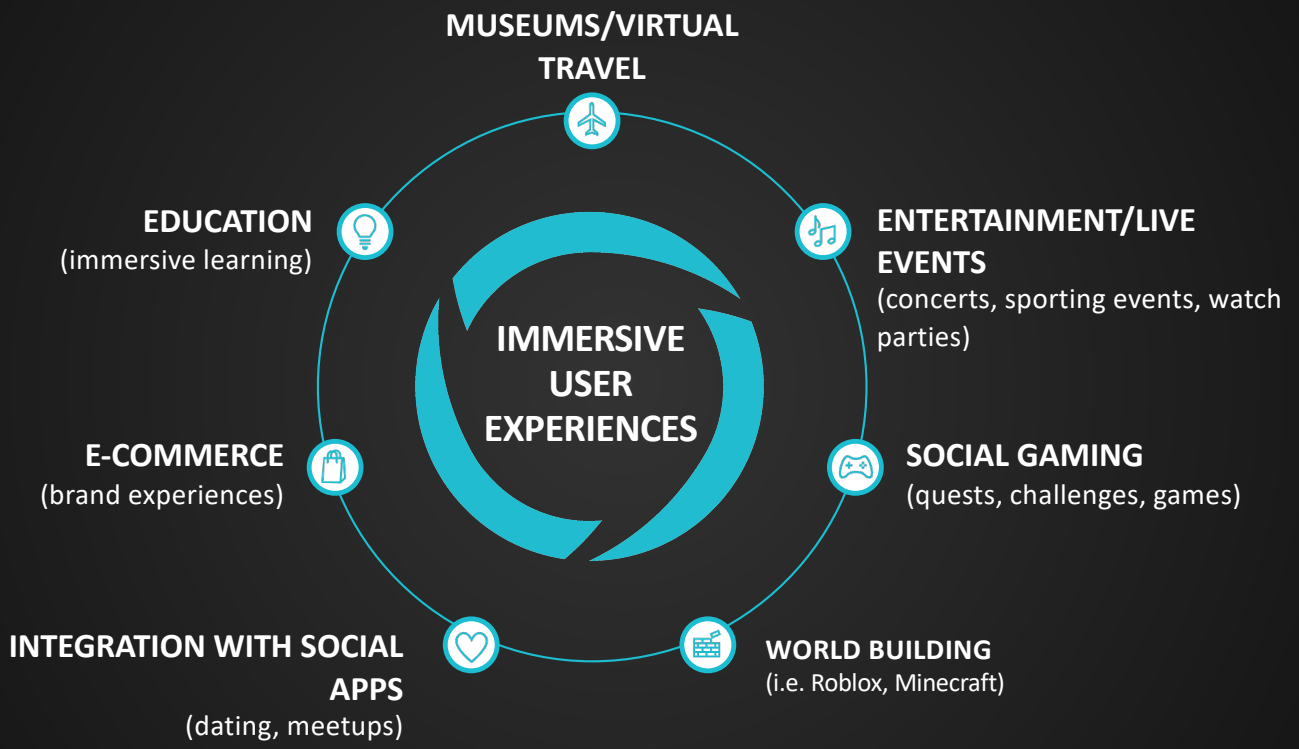
Sansar is a fully functioning, user-driven Social Computing Platform

- Native economy driven by User Generated Content (UGC)
- Access to 3000+ worlds
- Built-in avatar and world building tools
- Enjoy Sansar in VR or 2D Desktop mode - with seamless switching
- Only virtual worlds platform with in-world livestreamed content
- Sansar has its own virtual currency
- Cross-platform with native support for Mac OS soon

Metavent validation with LG Electronics

- 3-way deal with LG Electronics & Source Digital to offer "Metavents" on 120mm+ LG Smart TV's (launched @CES 2023)

SANSAR **SOCIAL COMPUTING** USE CASES



SANSAR **CURRENT FEATURES**

USER-CREATED WORLDS
- Sansar allows users to create, share, and monetize their own virtual worlds using an extensive set of creation tools
- Custom assets can be purchased from the store or uploaded
- World building is done in game with built in tools

AVATAR CUSTOMIZATION
- Users can design and personalize their own avatars with a variety of styles, outfits, and animations
- fully custom avatars can be purchased from the store or uploaded

VIRTUAL MARKETPLACE
- The Sansar Store enables users to buy and sell virtual goods, providing a platform for creators to monetize their digital assets
- all custom assets uploaded by users can be sold on the store

EVENTS
- Sansar hosts live events such as concerts, meetups, and virtual conventions, which users can attend



SOCIAL INTERACTIONS
- Sansar supports voice and text chat in world as well as direct messaging, allowing users to interact and socialize with others within the platform

IN-WORLD MEDIA
- Sansar has an in-world media screen material that can be applied to any object. This allows for watching videos, screen sharing, presentations, and more

SCRIPTING API
- Sansar provides a scripting API that creators can use to animate objects, create interactive elements, and much more

DESKTOP AND VR MODES
- Sansar can be experienced in both desktop and virtual reality modes, allowing users to choose how they interact with the platform
- The game can be launched in either mode and switching between the modes during play is seamless

SANSAR **CURRENT FEATURES**

MULTI-USER EXPERIENCES

- 50 -75 users can inhabit the same space simultaneously, interacting with each other and with the environment in real-time
- Unlimited instances of the same world can be created each holding 50-75 users

REALISTIC GRAPHICS

- Sansar offers high-fidelity graphics and spatial audio, making virtual experiences feel more immersive and realistic
- The style of the graphics is up to the world creator's artistic vision

MODERATION TOOLS

- The platform provides tools for reporting and blocking other users, as well as managing the user experience in one's own world

PHYSICS ENGINE

- Sansar has a built-in physics engine that enables realistic interactions between objects

VR AVATAR CONTROL

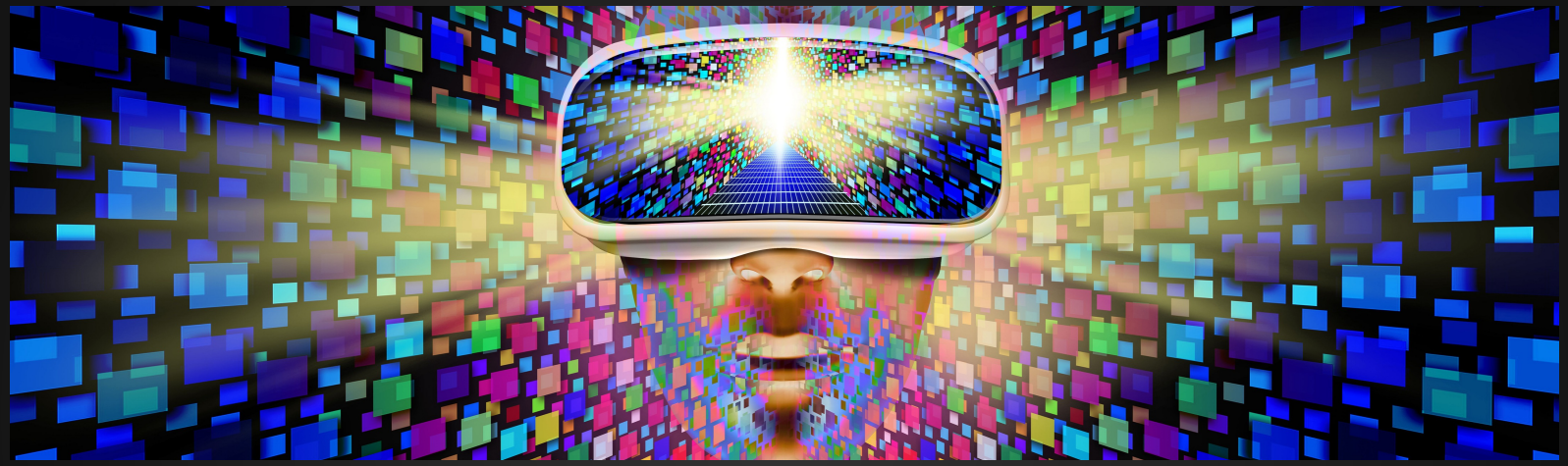
- For those in VR mode, Sansar offers full body tracking for those with the equipment and excellent full body IK for those without

PLATFORM SUPPORT

- Windows 100% - desktop and VR on almost any headset
- Linux 95%
- Mac 90%
- Xbox 98%
- Streaming in browser 100%
- Streaming VR to mobile headsets 99%



SANSAR **UPCOMING FEATURES**



IMPROVED WORLD BUILDING TOOLS
- physics based joints
- improved object manipulation gizmo
- new hot keys for object movement
- better object organization

RENDERING ENGINE ENHANCEMENTS
- flat mirrors
- reflective surfaces
- water and under water shaders
- additional object material shaders
- color Grading
- HDR support - 99%

CODEX IMPROVEMENTS
- Atlas categories with improved search capabilities

GAME BUILDING TOOLS
- script apt team/pvp score display
- script api high scoreboard
- free cam obeys collisions
- Adjustable limits for players in an instance

GAME PLAYING MECHANICS
- flying, jet packs, hoverboards
- double jump
- sprint
- swimming
- climbing
- kicking, punching, pushing
- custom animations tied to implements (such as a special sword swing)
- driving mode
- player damage

SANSAR **UPCOMING FEATURES**



AVATAR IMPROVEMENTS
- fully morphable bodies
- changeable skin textures
- attaching accessories to any bone
- high-heel morphs
- physics bones
- ragdoll

ACCOUNT FEATURES
- user nickname changes
- user email changes

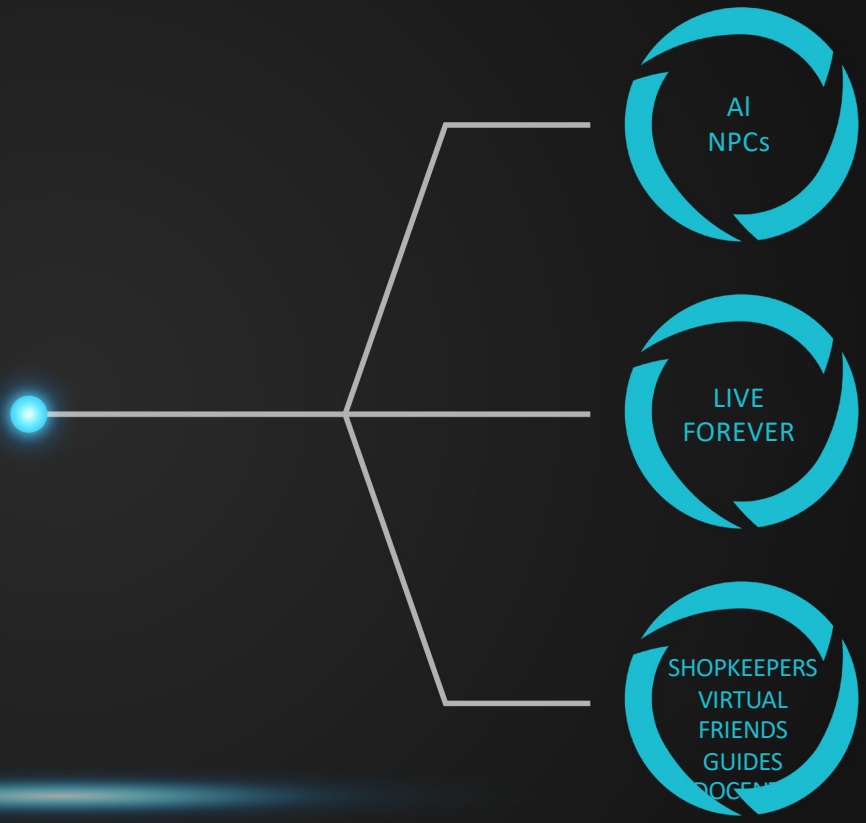
EVENT HOSTING TOOLS
- advanced moderation tools
- production team permissions
- advanced scheduling features
- world instancing tools

ANIMATION FEATURES
- in-world avatar scale
- custom facial emotes
- increased animation length
- full body sit emotes
- custom idle scale animations
- synchronized multi-person animations

AI **APPLICATION IN SANSAR**

WHY SANSAR IS UNIQUELY ABLE TO QUICKLY DEPLOY THESE AI TECHNOLOGIES

- Our custom engine allows for deep integration of any technology
- Much of our existing infrastructure was developed with integrations in mind
- Our application list for modern AI in Sansar
  - AI NPCs – Fully customizable characters to enhance concurrency
  - AI assistants – Helps players in real-time during exploration
  - AI pets - Similar to AI NPCs but can follow the players
  - AI world building – 3D asset creation on demand during editing
  - Fully embodied AI players – AI personalities that inhabit Sansar just as other players would
  - Digital AI cloning – When enabled we collect a player's personality so that they can have a digital clone of themselves when they choose or after they have passed on
- Universal translator
- *Sansar has the capabilities, opensource AI tech exists, we only need to integrate these enhancements*



PORTING TO **MAC**

NATIVE MAC AND VISION PRO CAPABILITY

Rendering Progress: Most of the work for porting Sansar to Mac has been completed, with only the rendering aspects remaining to be fully addressed.

Metal Pipeline Completion: With 90% of the Metal pipeline already completed for native Mac rendering, the porting process is nearing its conclusion.

Reach for Vision Pro: By running natively on M2 Macs, Sansar will be within reach of the Apple Vision Pro, expanding the potential user base.

Apple's Gaming Focus: With Apple's strong emphasis on the gaming market, Sansar can leverage this trend to attract more users.

Casual Gaming Market Attraction: Sansar's compatibility with Mac and Vision Pro positions it well to attract a significant portion of the casual gaming market on these platforms.





AWS GAMECAST

WHAT DOES OUR INTEGRATION WITH GAMECAST ENABLE?

- **Superior Streaming:** GameCast's state-of-the-art streaming technology allows for a high-quality, low-latency Sansar gaming experience on any device enhancing user engagement and satisfaction.
- **Cost-Effective Solution**: With GameCast's industry-low cost per user, Sansar can offer an affordable, high-quality gaming experience to its users on any device.
- **Expanded Accessibility**: GameCast allows Sansar to reach any web-enabled device, broadening the user base to include 2D screen gamers, thereby making Sansar more widely accessible.
- **Integration with TV Streaming Providers**: Leveraging GameCast, Sansar currently integrates with LG TVs and is discussions with other streaming companies, further extending the platform's reach into households worldwide.
- **Device Compatibility**: The use of GameCast allows Sansar to be available on a wide range of devices, even low-end ones, ensuring accessibility and inclusivity for gamers of all kinds.
- **Potential for Growth**: With the vast reach of GameCast, Sansar has a potential for exponential growth, tapping into markets that may have previously been inaccessible and uncoupling Sansar from VR headset adoption rates.
- **Enhanced User Experience**: Offering Sansar on multiple devices through GameCast ensures a seamless and consistent user experience, regardless of the device being used.

SOMNIUM SPACE

SOMNIUM SPACE **INTEROPERABILITY**

WHAT DOES OUR INTEGRATION WITH SOMNIUM SPACE MEAN?

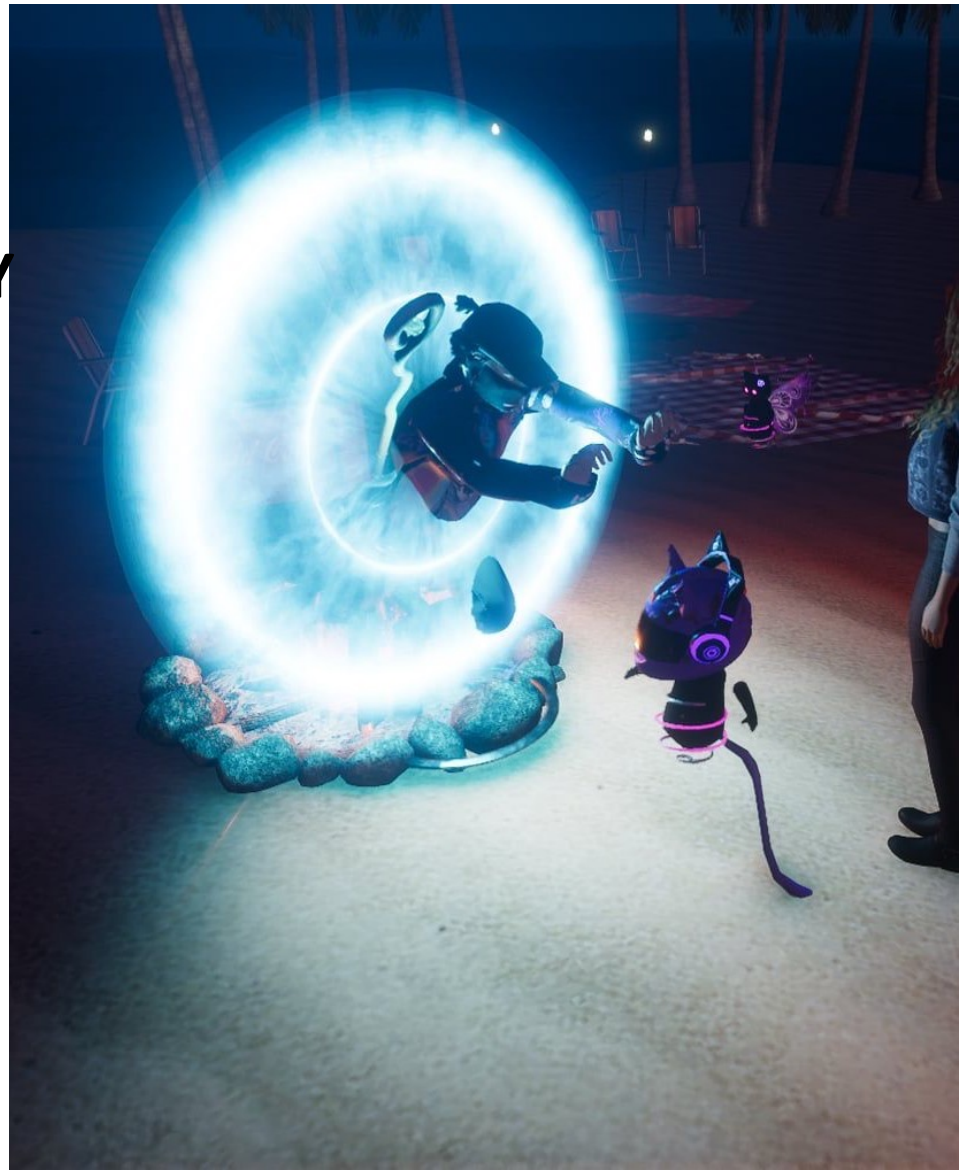
AVATAR INTEROPERABILITY: Sansar and Somnium Space will be the first virtual worlds with the ability to seamlessly transport between experiences using the same avatar.

BLOCKCHAIN CURRENCY COMPATIBILITY: Sansar is implementing Somnium Space's proven blockchain token.

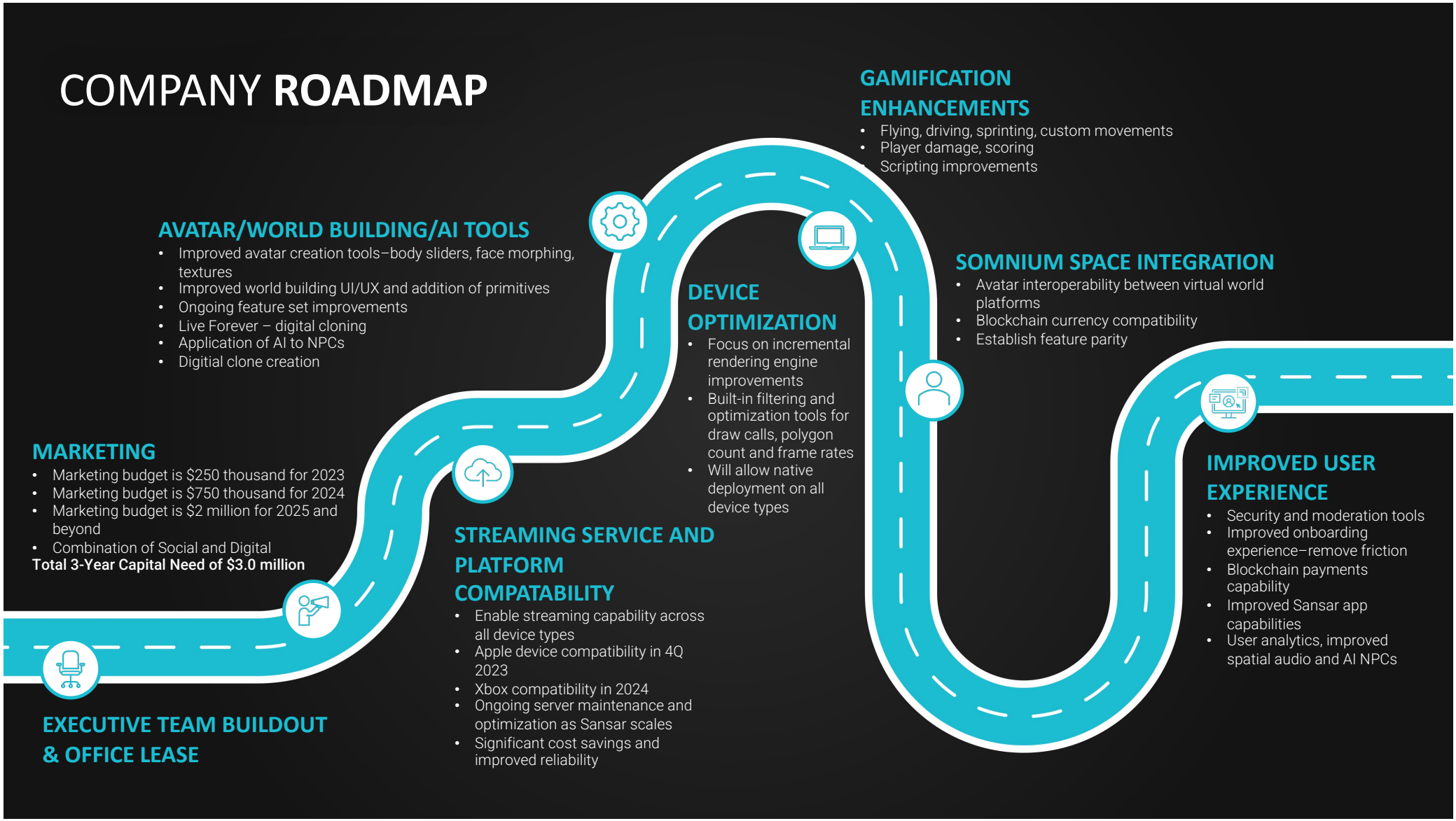
EXPANDED ACCESSIBILITY: Sansar and Somnium Space will make it easy for their respective users to establish a digital presence in both worlds, increasing concurrency in both Sansar and Somnium Space.

SHARING OF IDEAS AND TALENT: Artur Sychov the Founder and CEO of Somnium Space, and a recognized thought leader in the space, has joined the Board of Directors of Sansar, Inc., providing valuable insight and domain expertise. Additionally, Sansar and Somnium Space share engineering best practices to optimize the scalability, security and stability of both platforms while minimizing costs.

SHARED FEATURE SETS AND ROADMAP: Sansar and Somnium Space are targeting feature parity, including AI elements, by the end of 2024, allowing each platform to realize the strengths of the other.



COMPANY **ROADMAP**



EXECUTIVE TEAM BUILDOUT & OFFICE LEASE

MARKETING

- Marketing budget is $250 thousand for 2023
- Marketing budget is $750 thousand for 2024
- Marketing budget is $2 million for 2025 and beyond
- Combination of Social and Digital

Total 3-Year Capital Need of $3.0 million

AVATAR/WORLD BUILDING/AI TOOLS

- Improved avatar creation tools–body sliders, face morphing, textures
- Improved world building UI/UX and addition of primitives
- Ongoing feature set improvements
- Live Forever – digital cloning
- Application of AI to NPCs
- Digitial clone creation

STREAMING SERVICE AND PLATFORM COMPATABILITY

- Enable streaming capability across all device types
- Apple device compatibility in 4Q 2023
- Xbox compatibility in 2024
- Ongoing server maintenance and optimization as Sansar scales
- Significant cost savings and improved reliability

DEVICE OPTIMIZATION

- Focus on incremental rendering engine improvements
- Built-in filtering and optimization tools for draw calls, polygon count and frame rates
- Will allow native deployment on all device types

GAMIFICATION ENHANCEMENTS

- Flying, driving, sprinting, custom movements
- Player damage, scoring
- Scripting improvements

SOMNIUM SPACE INTEGRATION

- Avatar interoperability between virtual world platforms
- Blockchain currency compatibility
- Establish feature parity

IMPROVED USER EXPERIENCE

- Security and moderation tools
- Improved onboarding experience–remove friction
- Blockchain payments capability
- Improved Sansar app capabilities
- User analytics, improved spatial audio and AI NPCs

SANSAR **TARGET MARKETS**



PC GAMING MARKET

In 2022, the global online PC gaming market was worth $42.9 billion U.S. dollars

**Source: Statista*



VR HEADSET USERS

In 2022, ~19 million VR headsets were sold, with projected unit sales of ~27 million by 2027

**Source: Statista*



CONSOLE GAMING MARKET

In 2022, the global console gaming market was worth ~$39 billion dollars and is expected to grow to ~$51 billion by 2027

**Source: Market.us*



VIRTUAL WORLDS

In 2022, the global virtual worlds (“metaverse”) market was worth ~$100 billion dollars and is expected to grow to ~$894 billion by 2028

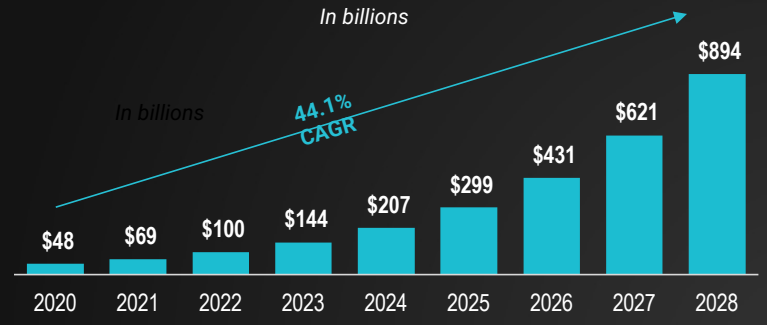
**Source:* Reports and Data Research

MARKET **ECONOMICS**

Virtual worlds are expected to drive over $894 billion in economic value by 2028 and major market sectors have ample room for market share to be captured.

VIRTUAL WORLDS INDUSTRY SIZE

In billions



VIRTUAL WORLDS INDUSTRY SIZE

- The virtual worlds industry as defined by Reports and Data Research is expected to grow from $100 billion in 2022 to over $894 billion by 2028 representing a CAGR of 44.1%
- According to McKinsey & Company virtual worlds have the potential to generate up to $5 trillion in value by 2030
- 1% of market share captured would represent $9 billion of value
- Digital penetration among major categories within the virtual worlds industry remain largely untapped
- Growing industry holds significant potential growth and capture of market share for both incumbents and start-ups

VIRTUAL WORLDS TOTAL ADDRESSABLE MARKET

In billions

	Music	Retail	Education	Advertising
TAM	~$68	~$16,614	~$5,500	~$1,138
Digital Penetration	31%	17%	5%	37%
Use Cases	Streaming Virtual concerts Virtual awards Meet & greets Virtual studios	Virtual items Virtual stores Fashion shows Purchase physical items	Virtual labs Virtual trips Classrooms Virtual clubs	Billboards Branded worlds Branded stores Branded items Branded games

REPRESENTATIVE VALUE OF SHARE CAPTURED

In millions unless otherwise stated

Market Value \ Share Captured	0.0010%	0.0100%	1%	5%	10%
$0.5 T	$5	$50	$5,000	$25,000	$50,000
$0.7 T	$7	$70	$7,000	$35,000	$70,000
$0.9 T	$9	$90	$9,000	$45,000	$90,000
$1.1 T	$11	$110	$11,000	$55,000	$110,000
$1.3 T	$13	$130	$13,000	$65,000	$130,000

Goldman Sachs Investment Research; Reports and Data Research; PitchBook Data

FINANCIAL

PROJECTIONS

B2B **STRATEGY**

STRATEGY MINIMIZES CUSTOMER ACQUISITION COSTS AS BRANDS PROMOTE THEIR OWN DIGITAL EXPERIENCES, INCREASING OVERALL PLATFORM ENGAGEMENT.

- **INFINITE INSTANCING CAPABILITY**
- **CLOUD STREAMING TO ANY DEVICE**
- **PAYMENT GATEWAY INTEGRATION**
- **ESTABLISHED MARKETPLACE FOR "VERCH" OR PHYSICAL MERCHANDISE SALES**
- **INTEGRATED AD SERVING TECHNOLOGY COMING SOON**
- **CLIENT CAN DESIGNATE WORLDS AS PRIVATE OR PUBLIC**
- **VOICE AND TEXT CHAT CAPABILITY**
- **OPTIONAL SANSAR STUDIOS 3D EXPERIENCE BUILD SUPPORT**
- **NATIVE AVATAR/WORLD BUILDING TOOLS**
- **AI POWERED NPCs COMING SOON - STORE ATTENDANTS, GUIDES, DOCENTS**



B2B **STRATEGY –** CORPORATE WHITE LABELED EXPERIENCES

Sansar's backend will soon allow B2B clients the comprehensive technology infrastructure necessary to quickly establish a white-labeled digital social presence.

STREAMLINED INFRASTRUCTURE DESIGN

- The entire platform will be able to be replicated with very few commands.
- Designed in close collaboration with AWS engineers.
- Enables easy deployment of white labeled instances of Sansar for corporate partners.
- Enhanced scalability to the limits of AWS resources.

SERVERLESS ARCHITECTURE

- No maintenance, management, or capacity planning tasks.
- Reduced need for experienced DevOps personnel.
- Enables easy deployment of white labeled instances of Sansar for corporate partners.
- Reduced monthly operating costs.

SANSAR **CAPITAL NEEDS**

ENGINEERING TEAM NEEDS

A development team unit (DTU) consists of:

- (1) Engineering Manager – US Based
- (2) C++ Engineers
- (1) UI/UX Engineer
- (2) Devops/Backend Engineers

Total assumed fully loaded yearly cost of a DTU is ~$500,000 based on remote development team based in Central America

3 DTUs are needed to execute enhancement roadmap in 2023 and 2024

Estimated Capital Need: ~3.0 million over three years

ADDITIONAL CAPITAL NEEDS

Executive Management:
CFO, COO

Backoffice Support: Accounting; HR

Business Development

Marketing/Social Media/Community

Office Space and SG&A Expenses

Marketing – Social and Digital Channels

Estimated Capital Need: ~$3 million over three years

SANSAR'S CURRENT BURN RATE IS ~$75,000 PER MONTH, INCLUSIVE OF SERVER COSTS. SANSAR IS A FULLY BUILT, FULLY OPERATIONAL PLATFORM AND INCREMENTAL CAPITAL IS NEEDED FOR FEATURE ADDITIONS ONLY.

FINANCIAL PROJECTIONS **ASSUMPTIONS**

IN-WORLD COMMERCE (IWC) ASSUMPTIONS

Sansar Daily Average Users (DAUs) spend an average of one hour per day on the Sansar platform

- Roblox daily average usage of 2.5 hours per day by comparison[1]

Sansar Creators keep 80% of all revenue generated from IWC using Sansar Dollars

- Compares favorably to Roblox Creators who keep 70% and 30% for experiences and avatars, respectively
- Creator community will gravitate to Sansar

Sansar yearly revenue per DAU assumed at $20.00 for IWC

- Roblox yearly revenue per DAU of $22.22 from 2021 10-K[1]

CORPORATE ACTIVATION & EVENT ASSUMPTIONS

Corporate activation revenue at $100,000 per activation at a 75% margin

- Cost associated with building corporate experience or world
- Ad revenue within corporate worlds will be split according to IWA assumptions

Event revenue assumed at $25,000 per event at a 50% margin

- Cost associated with event production
- Advertising revenue within events will be split according to IWA assumptions

IN-WORLD ADVERTISING (IWA) ASSUMPTIONS

Each Sansar DAU visits an average of 10 experiences per hour

Advertisiing revenue is split 20% to Creator, 40% to Source Digital (Sansar's ad partner), 40% to Sansar

CPM for ads placed in Sansar is $20.00

26 ads placed per Sansar experience/world

Shoppable Advertising

- 50% of Sansar experiences have shoppable opportunities
- 2 shoppable opportunities per shoppable experience
- 5% of Sansar visitors are buyers
- Average transaction size of $60.00
- 20% transaction fee split between Sansar and Source Digital

USER GROWTH ASSUMPTIONS

Daily Average User Growth (Native Platforms):

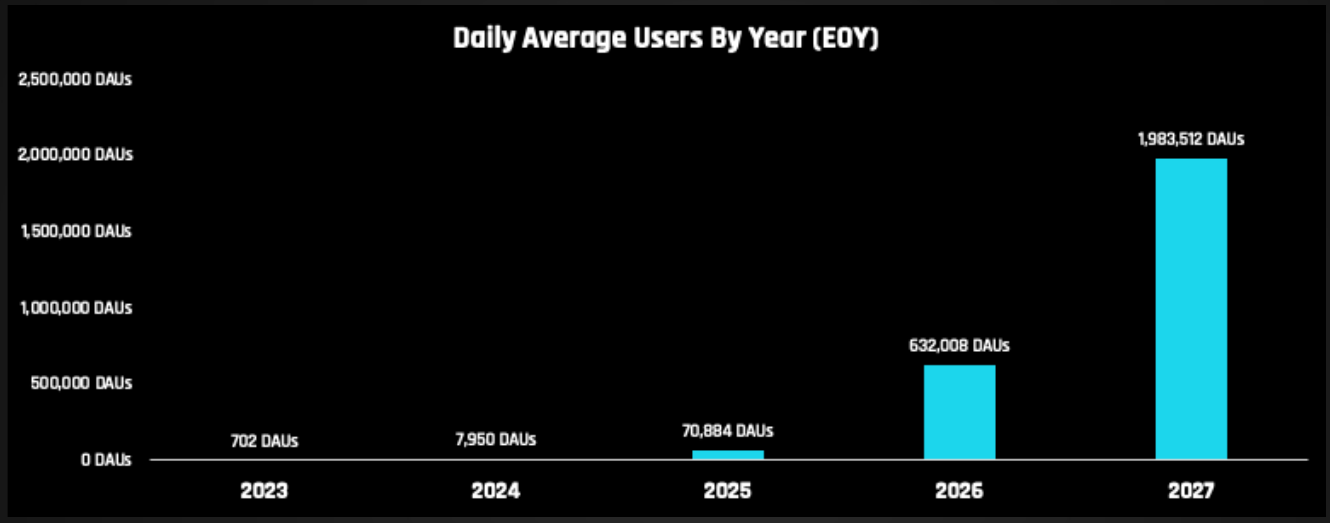
- 20% per month for 2024
- 20% per month for 2025
- 20% per month for 2026
- 10% per month for 2027

Daily Average User Growth (Streaming Platforms):

- 25% per month for 2024
- 20% per month for 2025
- 20% per month for 2026
- 10% per month for 2027

[1]Source: Roblox 2022 10-K

USER & FINANCIAL **PROJECTIONS**



BY COMPARISON, ROBLOX CURRENTLY HAS ~66 MILLION DAUs

FINANCIAL PERFORMANCE METRICS

	2023	2024	2025	2026	2027
Headcount (EOY)	3	35	50	55	57
Daily Average Users (EOY)	702 DAUs	7,950 DAUs	70,884 DAUs	632,008 DAUs	1,983,512 DAUs
Total Revenue	**$183,991**	**$3,169,203**	**$11,647,108**	**$59,937,595**	**$237,087,041**
Gross Profit	$87,581	$1,934,164	$6,034,605	$23,988,645	$87,013,393
Operating Expenses	$750,678	$5,630,680	$8,184,402	$9,534,102	$13,761,649
EBITDA	***-$663,097***	***-$3,696,515***	***-$2,149,797***	***$14,454,543***	***$73,251,744***
EBITDA Margin (%)	-360.4%	-116.6%	-18.5%	24.1%	30.9%

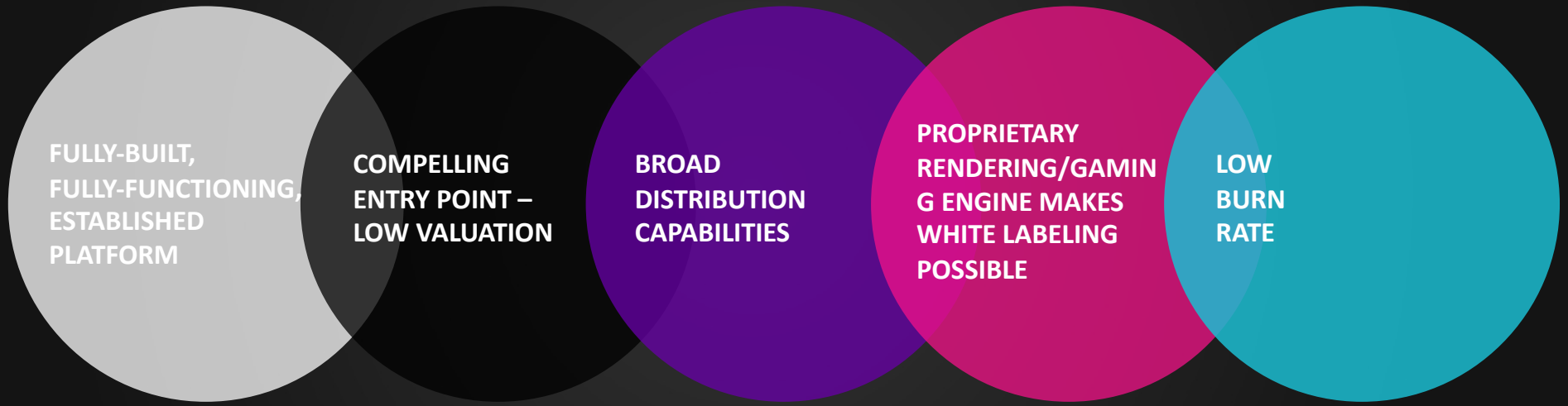
PROFITABILITY IN 2026 THAT QUICKLY RAMPS

USE OF PROCEEDS **SUMMARY**

SOURCE OF FUNDS	
ROUND 1: 2023 CAPITAL NEEDED	$5,000,000
ROUND 2: 2024 CAPITAL NEEDED	$0
ROUND 3: 2025 CAPITAL NEEDED	$2,000,000
TOTAL SOURCES OF FUNDS	$7,000,000

USES OF FUNDS	
ROUND 1 - Late 2023	
DEVELOPMENT TEAM UNIT (DTU) AND CREATIVE HEADCOUNT	$2,300,000
MARKETING EXPENSE	$1,300,000
EXECUTIVE TEAM, BACK OFFICE AND SG&A	$1,400,000
TOTAL ROUND 1	$5,000,000
ROUND 2 - 2025	
DEVELOPMENT TEAM UNIT (DTU) AND CREATIVE HEADCOUNT	$400,000
MARKETING EXPENSE	$300,000
EXECUTIVE TEAM, BACK OFFICE AND SG&A	$300,000
CASH RESERVE	$1,000,000
TOTAL ROUND 2	$2,000,000
TOTAL USE OF FUNDS	$7,000,000

INVESTMENT **HIGHLIGHTS**



COMPETITIVE ANALYSIS

COMPETITIVE **ANALYSIS**

Below is a competitive analysis of Metaverse platforms based on ability to socialize in-game and ability to create and monetize content through the in-game economy

METRIC EXPLAINED

- Companies are ranked on the "Social" scale by a user's ability to communicate in game (text, talk, body language, facial expressions, etc.) as well as number of users in game
- Companies are ranked on the "Economy" scale by importance of economy to the ecosystem, user ability to monetize content, as well as number of in game transactions

METAVERSE COMPETITIVE LANDSCAPE



Proprietary Research

COMPETITIVE **ANALYSIS**

Below is a set of past deal transactions involving competitive companies in the Metaverse space.

WHAT THIS MEANS?

- Roblox is the market leader and demonstrates the potential market cap of a metaverse-focused company based on in-world commerce and user generated content
- Most of the other companies have completed significant transactions. ~~SandboxVR~~ and Improbable have significantly higher valuations than Sansar, despite having essentially the same number of users

LATEST METAVERSE COMPANY TRANSACTIONS

Company Name	Deal Date	Deal Type	Deal Size[1]	Pre-money Valuation[1]	Post-money Valuation[1]
Improbable	30-Sep-2022	Venture Capital	111.00	2,900.00	3,011.00
Spatial .io	15-Dec-2021	Venture Capital	25.00	no data	no data
SandboxVR	30-Aug-2021	Venture Capital	30.00	90.00	120.00
VRChat	16-Jul-2021	Venture Capital	80.00	no data	no data
Decentraland	30-Apr-2021	Venture Capital	25.50	no data	no data
Roblox (NYS: RBLX)	06-Jan-2021	Last Venture Capital Round	520.00	28,000.00	28,520.00

[1] $ in millions

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PitchBook

METAVERSE **LEADERS**

Below are direct competitor user and deal transaction datapoints as well as Metaverse platform descriptions and other relevant information



SANSAR (TARGET)

$80M of capital invested into initial development by Linden Lab

A destination for self-expression, exploration, and live events in the virtual world. A social virtual worlds platform with the ability to customize avatars and worlds, network, and socialize with friends. User experience is driven by user created content and many B2B use cases.



SECOND LIFE

200k DAU

Creators cashed out $80M (2021)

World economy GDP of $600M

3D virtual online world that allows people to create avatars and have a "second life" in virtual reality. Residents can explore the world, meet others, socialize, and monetize virtual goods and services with one another.



ROBLOX

43.2M DAU (2022)

IPO at $45.31B valuation (2021)

Online game platform that allows users to create, develop, and monetize games for other players. "Closed Garden" that offers developers a publishing platform, online hosting and services, marketplace with payment processing, and a social network. Marketed towards a younger gaming audience.



VR CHAT

21k DAU (2022)

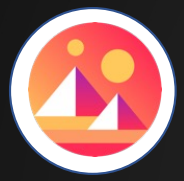
$80M venture capital raise in 2021

Virtual reality social platform that allows users to create, customize avatars, join communities, publish, and explore virtual worlds with others. Enables and focuses on user generated content to experience a social virtual reality.

Pitchbook Data, Backlinko, SecondLife, SteamCharts, and Proprietary Research

METAVERSE **LEADERS**

Below are direct competitor user and deal transaction datapoints as well as Metaverse platform descriptions and other relevant information



DECENTRALAND

$$25.5M venture capital raise in 2021
18k DAU (2022)

Virtual reality platform designed to purchase virtual properties and monetize it. Users can purchase virtual assets as NFTs via MANA cryptocurrency on the Ethereum Blockchain. This enables users to have an ownership record and full control over their world and monetization.



REC ROOM

$145M venture capital raise in 2021
$37M Total users (2021)
4-5M DAU (unconfirmed)

Platform that permits users to play within a virtual sports environment while chatting and socializing with others in the same virtual space. Users can create "room"s and monetize personal room usage to other users.



SENSORIUM XR

$100M raised by undisclosed investors
AI driven NPCs

Virtual platform creates party venues with cooperation of partners from the music and entertainment industry, enabling users to enjoy shows, socialize with friends, and buy accessories for avatars. Users can monetize, buy, and sell using the SENSO cryptocurrency.



REDPILL VR

$12.7M venture capital raised in Series B

Social music experience platform intended to connect people through the power of music, creativity, and art in virtual reality.

Yahoo Finance, TechCrunch, Pitchbook Data, and Proprietary Research

METAVERSE **LEADERS**

Below are direct competitor user and deal transaction datapoints as well as Metaverse platform descriptions and other relevant information



ALTSPACE VR

Acquired by Microsoft for undisclosed amount in 2017

Virtual reality social platform brings two-dimensional web content into shared virtual spaces where users can meet people, attend live events, and play interactive games.



SOMNIUM SPACE

$1.22M venture capital raised in 2021

Cross-platform virtual reality world designed for gaming. Utilizes blockchain to create an economy allowing users to buy, sell, create, and monetize content with other users using the CUBE cryptocurrency.



MANOVA WORLD – XR SPACE

Funded by Foxconn Technology Group

Social virtual reality platform that enables people to see and connect with others. The company sells its own proprietary 5G enabled virtual reality headset.



BLOCKTOPIA

$4.2M raised in 2021

Platform intended to be an event hub built on 4 main principles: to learn, to earn, to play, and to create. Users can buy, sell, and monetize items using the BLOK cryptocurrency.

Pitchbook Data and Proprietary Research

METAVERSE **LEADERS**

Below are direct competitor user and deal transaction datapoints as well as Metaverse platform descriptions and other relevant information

META (FACEBOOK)

1.93B DAU (2021)

Social networking ecosystem that makes it easy to connect with friends and family. Meta is committed to building an advanced Metaverse and porting over its already vast user base. Meta is developing its own cryptocurrency called LIBRA, status unknown.

MINECRAFT

Acquired by Microsoft for $9.44B (2014)
2.8M DAU (2022)

Sandbox survival game that gives users the ability to build limitlessly, socialize, create their own worlds, as well as create custom servers and game modes. Players can monetize their servers with ranks (does not have cryptocurrency).

SPATIAL

Completed $25mm Series B in Dec. 2021
$22mm Series A in 2020 at $45mm pre-money valuation

Developer of a holographic meeting software designed to assist in creating augmented reality and virtual reality working environments. The company's platform turns the space around into a shared augmented workplace.

TechCake, Statista, Pitchbook Data, and Proprietary Research

WORLD METAVERSE SHOW 2022

DUBAI

WORLD **METAVERSE SHOW 2022 - DUBAI**

PITCH COMPETITION

- Sansar won the pitch competition at the Dubai World Metaverse Show in October 2022.
- The judges were impressed with the Sansar's technology stack - including its proprietary rendering engine that provides a high-fidelity experience across many platforms.
- Sansar competed against several other Web 3.0 platforms, some of which had significantly greater funding and higher revenues than Sansar.




QUESTIONS
OR COMMENTS?