1 — Introduction

One Platform. Worlds of Possibilities.

Cheap broadband Internet, modern GPU technology, but also software standardization and exponential AI advancements, unlocked complex graphics and physics directly streamed on modern browsers. The team leveraged this to create a planetary-scale voxelified Earth Digital Twin, based on our proprietary *programmable reality* engine. The platform has several use cases, among which:

Gaming & Entertainment

Simulated multiverses with programmable gameplay

Massive MMO/MMORPG with built-in economy

Machine Learning Research

Training & Reinforcement learning of AI agents and embodied ML models

Spatial computing

2 — Core Concepts

Rich Worlds. Within Reach.

World Model

Comprehensive top-down World model includes physics, biochemistry, geology and much more. The whole architecture is programmable via SDK.

No Setup

No setup required, entire worlds can be delivered in real-time on the integrated peer-to-peer network, resulting in optimal distribution and minimal storage cost.

WebGL2 & WebGPU

They are available almost everywhere and allow complex physics and beautiful graphics to run in the browser and on consumer grade hardware.

3 — Gaming & Entertainment

Worlds Governed by Physics, defined by Players.

A planetary-scale Earth Digital Twin, accessible using only a GPU accelerated web browser and a standard broadband Internet connection.

Features

Comprehensive top-down simulation of Earth complex systems such as climate, biome, laws of physics. The platform ensures a rich experience for players and comprehensive data exports for data scientists.

Beautiful and realistic natural scenery generated according to real climatic zones (Köppen climate classification)

Programmable game play and in-game currency. Interoperability with blockchains and smart contracts (EVM/SVM).

4 — Gameplay

Player Retention Dynamics & Game mechanics

Survive

Farm

Fish

Hunt

Dynamic Survival & Foraging

Real-time climate changes force players and agents to adapt daily hunting, fishing, and farming strategies based on shifting geographic zones.

Craft

Build

Trade land

Real Estate Crafting

Players do not just build temporary structures, they spend time processing raw resources to create permanent custom assets on physical Earth coordinates.

Explore

Travel

Bird-watching

Sight-seeing

Discovery

A true digital twin of Earth with millions of recognizable, real-world landmarks and a full biome.

5 — In-Game Economy

Monetization & Economy

Monetize

Goods & Services

Land

Programmable Real Estate

Using our SDK, players can deploy custom code onto their physical land parcels. This transforms land ownership from cosmetic into a functional, user-generated micro-business.

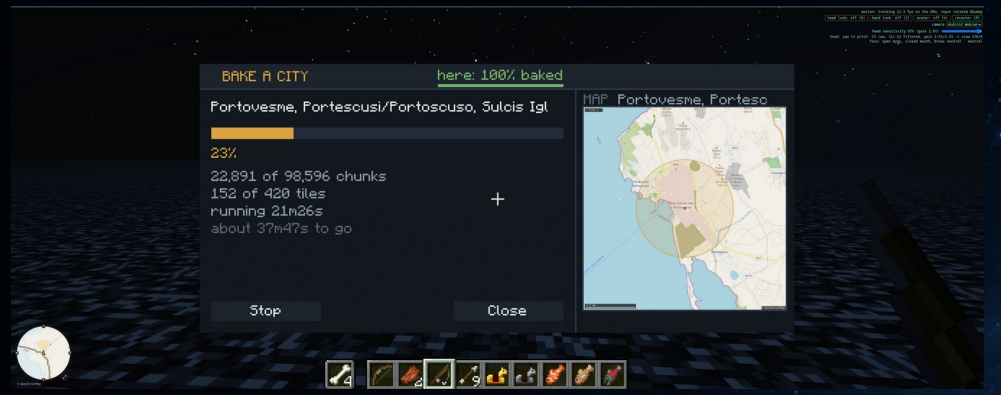
Trade

Marketplace

Stores

Built by Players

Players can create stores and trade goods and services through an integrated marketplace, turning their creations into revenue.



6 — Market Opportunity

Three markets, one engine

Why now

Digital twins today mean big downloads and expensive enterprise hardware. We run an Earth-scale voxel physics and biochemistry engine in the browser (WebGL2/WebGPU) on a peer-to-peer network, so ML labs and gamers can use the same platform with no install.

Spatial Computing

$230.8B in 2026, projected to reach **$1.1T by 2033**. Real-time, high-density spatial mapping remains a key bottleneck.

Embodied AI & Simulation

Embodied AI is estimated at **$6.5B in 2026**, projected to reach **$67.6B by 2033**. Scalable virtual environments offer a testing ground for training and evaluation of autonomous agents before real-world deployment.

MMO/MMORPG Gaming

A **$31B** market with proven revenue from virtual economies, which we extend with on-chain assets and smart contracts.

7 — Market Positioning

A game world that doubles as an AI training ground

$5.2 Billion Serviceable Addressable Market

We sit where two growing markets overlap: open-world sandbox games and synthetic training data for AI. Our programmable worlds give players environments to build, explore, and trade in, while at the same time giving researchers controlled settings to train and evaluate AI agents.

B2C Games that run in the browser

Today's big open-world games mean expensive hardware, 100GB+ downloads, and closed platforms. Ours runs in the browser with nothing to install. Peer-to-peer delivery keeps our distribution costs low, and players can own land, trade, and build on top of the world.

B2B Simulation data for embodied AI (~$750M)

Robotics and foundation-model teams need huge volumes of simulated data to train agents that act in physical environments. Our SDK lets ML researchers use our world as a ready-made physics and biochemistry testbed. This represents a revenue stream that doesn't depend on game release cycles.

8 — Financial Targets

Capturing 1% to 3% of our Market in 5-7 years

Serviceable Obtainable Market: **$50M - $150M ARR in 5-7 years**

	Target	*How to reach it*
Year 1	**$100K–$600K**	Public launch; first paid enterprise pilots
Year 2	**$500K–$2M**	Pilots convert to annual licenses; new signups
Year 3	**$2M–$6M**	Enterprise customers; player economy development
Year 4-5	**$10M–$25M**	Enterprise expansion plus a scaled player base

Long-term goal (Year 5+): **$52M–$156M** (1–3% of SAM)

The AI Operational Advantage

Online games carry ongoing costs for hosting, support, and moderation. Our AI-assisted production pipeline and peer-to-peer architecture are designed to reduce content production and centralized infrastructure costs.

Our AI-Native Voxel Engine

We use AI throughout the development cycle, so we can ship and maintain the engine quickly. New content is generated programmatically rather than built by hand, and because players' devices share the network load, server costs grow much more slowly than our player base.

9 — Pre-seed Round

Bootstrap capital & Operations

Investment Opportunity $500,000 Pre-Seed

We are raising **$500k** at a **$3M** post-money valuation cap to bring our working browser-based engine to market. AI-driven development and low infrastructure costs have allowed us to build with a lean team. The funding will support operational scale, legal protection, and market entry as we launch the live network.

Investment Instrument **SAFE** (*)

Post-Money Valuation **$3,000,000**

Equity/Utility Offered **16.67%**

Current Operational Status Stealth Prototype / MVP

Core Technology Built Voxel engine compiled, with operational planetary terrain pipelines and WebGL2/WebGPU rendering.

AI-Assisted Development Extensive use of AI accelerated development and reduced staffing requirements. Core systems were built in stealth.

Current Traction Private alpha launching soon.

(*) (Simple Agreement for Future Equity) or Token/Network Right.

10 — Capital Allocation Breakdown

How deployed capital will be used

The allocated capital will be spent for:

AI Compute & Hardware — 40% ($200,000)

Settle outstanding AI compute costs and purchase dedicated local hardware. Optimize rendering engine for browser execution to improve client frame rates.

Marketing & Community Growth — 30% ($150,000)

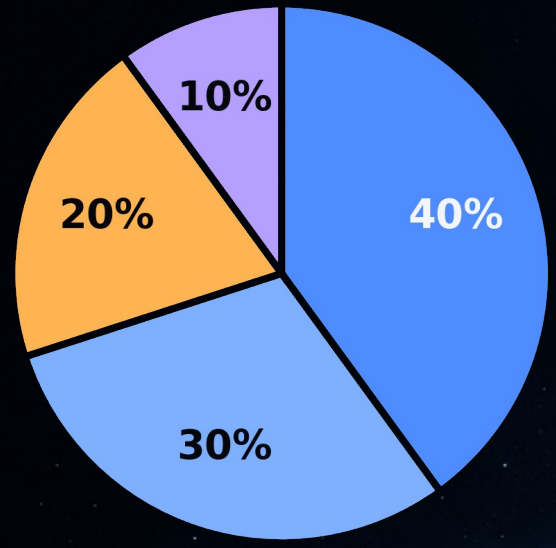
Launch early alpha access with creators and communities focused on open-world gaming and decentralized technology. Use creator partnerships and community outreach to attract players and grow the initial peer-host network.

Legal, Corporate Structure & IP — 20% ($100,000)

Engage specialist counsel to establish international entities, protect intellectual property, and review open-source and third-party software licenses.

P2P Infrastructure & Operating Reserve — 10% ($50,000)

Deploy signaling infrastructure to help clients discover and connect to peers, with a reserve for ongoing operating costs.



11 — Links

x.com/theoutgrid

deck.outgrid.cc

discord.gg/4ks5pYbeHd