



PROJECT INFO

- LAPD 2195 is a multiplayer strategy-action game, centered on futuristic combat between customisable Mechs.
- The game will **target PC via Steam**, leveraging online multiplayer with both competitive and co-operative play.
- 11,063 Wishlists on Steam with no demo/playable.
- 1,227 players subscribed for the alpha test.
- \$25,300 USD in marketing secured from Galaxies Showcase.
- \$20,000 USD in miscellaneous funds secured from Creative Director Peter Ryan



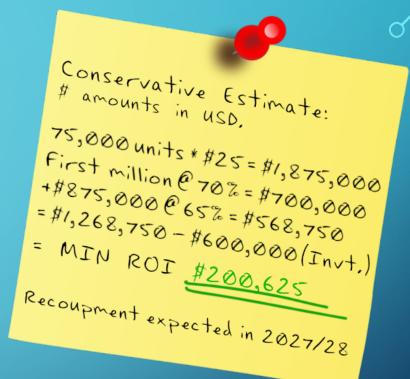
COMPANY INFO

- Apeirogon Games, was established as a sole proprietorship in 2016 by Peter Ryan, a 25 year veteran of the indie game industry.
- Peter has contributed to the development of numerous projects, culminating in
 5 shipped projects.
- He has experience in all areas of game design:
 Level design, Environment Art, 3-D modeling, Animation, Sound Design, 2-D
 Art, and Programming.

INVESTMENT AMOUNT

- Seeking \$600,000 USD in quarterly increments of \$75,000 over 2 years.
- Targeting August 2025 project start and Summer/Fall 2027 release.
- Projected sales of 150,000 300,000 units generating
 \$2.4m \$5.9m USD net income.
- Expected Minimum ROI: \$200,625 USD or +33%.
- In exchange for investment we offer 70% of net income until recoupment, with a further 30% share for 5 years after release.*

*See <u>full business proposal</u> for details.



COMPARABLES:





To demonstrate the potential for profitability and minimize investment risk, we have conducted research into similar games with comparable genres, budgets, and team sizes. While finding precise data on digital game sales can be challenging, we utilized a tool called the Steam Revenue Calculator (https://steam-revenue-calculator.com/) to estimate the gross revenue for five games that share key similarities with L.A.P.D. 2195.

MONETISATION STRATEGY

- Initial Purchase: The game will be sold at a price of \$20 \$30 USD.
- Cosmetic Micro-transactions: Offer optional cosmetic skins and customisations for Mechs (without affecting gameplay balance).

Ongoing Content Driving Engagement

One critical factor driving ongoing revenue is the release of free DLC or Expansions to the game. This strategy ensures:

- **Player Retention**: Players who bought the game in Year 1 stay engaged with new content in Year 2, leading to repeat purchases and further micro-transactions.
- **New Player Acquisition**: Ongoing updates, expansions, and community-building efforts (through events, social media, and influencers) attract new players, expanding the player base and increasing sales.

CONTACT

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https://www.apeirogon-games.com/

https://store.steampowered.com/app/649560/LAPD 2195/

https://www.youtube.com/@ApeirogonGames

Full Business Proposal

https://www.apeirogon-games.com/lapd-business-plan