



# NEON METROPOLIS

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Cyber World

## ABOUT US

A multi-service and faceted sole-proprietorship. We are leading the sci-fi, cyber, futurism, and transhumanism of the world through our values and company. "Neon Metropolis is a fully immersive cyberpunk city metaverse, where players can explore a neon-lit world filled with advanced technology and a diverse cast of characters. With endless possibilities for customization, players can create their own unique avatars and build their own virtual businesses and communities. Experience the thrill of the future in Neon Metropolis."







# PROBLEM

## MARKET GAP

Creating a Neon Metropolis Metaverse that is available in VR/AR and as standalone applications. Transport yourself to a vibrant metropolis.

## COSTS

Creating the Neon Metropolis Metaverse and project. HR-management and monthly allowances. Advertisement in the community and scale.

## CUSTOMERS

Everyone from all over the age categories from a child, teen, and adult benefiting to the use of the Neon Metropolis Metaverse.

## USABILITY

Customers want a cutting-edge VR/AR experience Neon Metropolis Metaverse. It is also can be a video game and explorable for their travel and leisure.

## FINANCIALS

Developing and improving the UI/UX of the Neon Metropolis Metaverse and it's UI/UX/GUI/3d graphics. Advertisement and scaling of the application in the market.

# SOLUTION

## CLOSE THE GAP

Our Neon Metropolis Metaverse makes metaverses more avant-garde and open-source. And little to none other product on the metaverse community offers the same benefits and features.

## COST SAVINGS

Reduce costs for clients and customers wanting more features and design in buying a premium metaverse application.

## TARGET AUDIENCE

Everyone from Gen Z, (10-25), Millennials (26 -41), Gen X (42-57), Boomers II (58-67).

## EASY TO USE

A simple metaverse that everyone easily install and use. UI/UX/GUI friendly even to a children.

# PRODUCT OVERVIEW



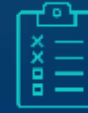
## UNIQUE

Only metaverse specifically dedicated to cutting-edge VR/AR experience, features, and exploration



## FIRST TO MARKET

First beautifully designed metaverse that's both vibrant, breathtaking, and functional



## TESTED

Conducted testing with Alpha and Beta development phase of the metaverse



## AUTHENTIC

Designed with the help and input of software developers and metaverse experts



## PRODUCT BENEFITS

Cutting-edge Virtual/Augmented Reality Experience

Quick customer service assistance

Explorable and Enjoyable Experience



# COMPANY OVERVIEW



# BUSINESS MODEL

## RESEARCH

We based our metaverse on customer needs, goals, implementations and Neon Metropolis metaverse users and sales.

## ABSTRACT

We believe people need Neon Metropolis Metaverse cutting-edge virtual/augmented reality experience that brings the city future of life.

## DESIGN

Minimalist design and easy to install and use. Functional UI/UX/GUI for everyone to use.



# MARKET OVERVIEW

\$3B

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Opportunity to build  
Fully inclusive market  
Total addressable market

\$2B

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Freedom to invent  
Selectively inclusive market  
Serviceable available market

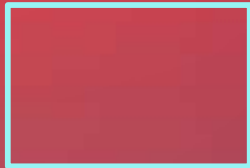
\$1B

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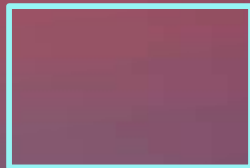
Few competitors  
Specifically targeted market  
Serviceable obtainable market



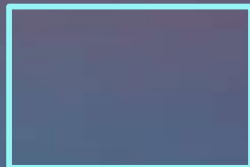
# MARKET COMPARISON



Opportunity to build  
Fully inclusive market  
Total addressable market



Freedom to invent  
Selectively inclusive market  
Serviceable available market



Few competitors  
Specifically targeted market  
Serviceable obtainable market



# OUR COMPETITION

## NEON METROPOLIS METAVERSE

The project "Neon Metropolis" is a fully immersive cyberpunk city metaverse that allows players to explore a neon-lit world filled with advanced technology and a diverse cast of characters. Players can create their own unique avatars and build their own virtual businesses and communities within the game world. The game offers endless possibilities for customization and personalization, allowing players to tailor the experience to their own preferences. The game also incorporates elements of "smart cities" and the Internet of Things (IoT) to make the game world more interactive and responsive to player actions. The project aims to offer a fully immersive and engaging virtual world experience with the potential for player choice and non-linear gameplay and the possibility of using Virtual Reality or Augmented Reality technology.

## COMPETITORS

Other metaverse community available for installation, use, and development.

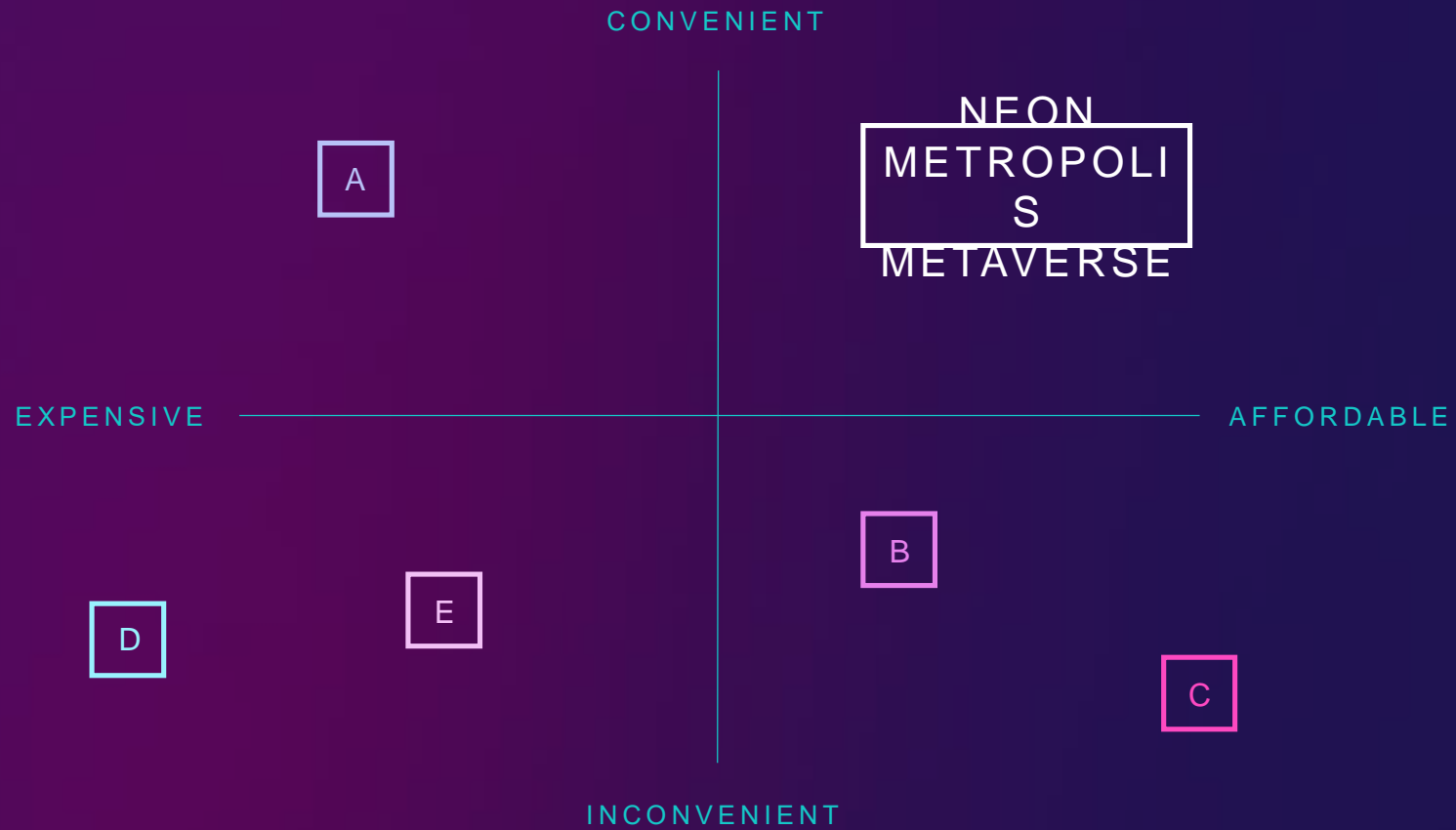
Like Meta from Facebook

AR/VR in Snapchat

Sandbox and it's affiliates.



# COMPETITION



# GROWTH STRATEGY

How we'll scale in the future

AUG 2023

Distribute the application to local people to help establish the product

OCT 2023

Release the application to the general public and monitor press and regional market trends

JAN 2024

Gather feedback from the start up community to expand availability of the application

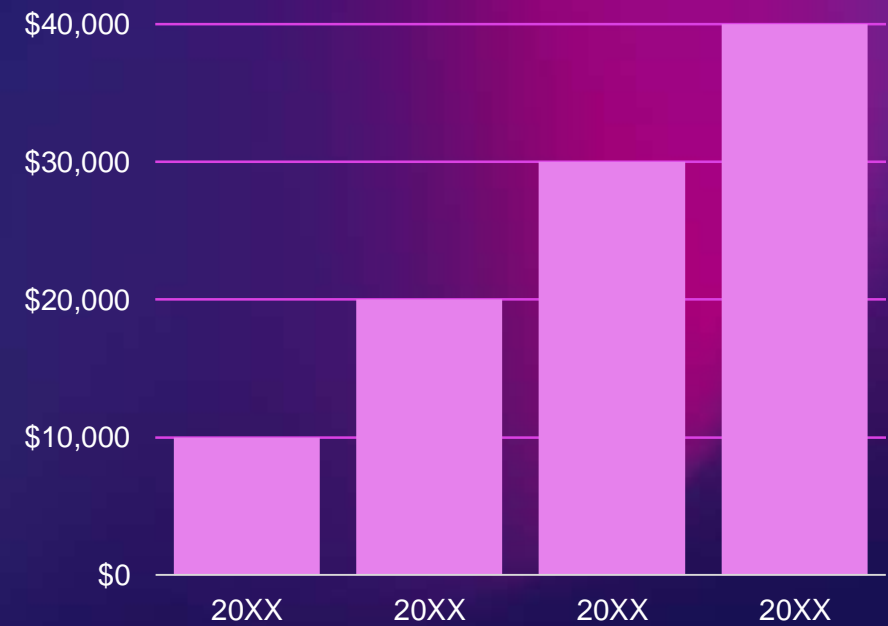
# TRACTION

Forecasting for success

## KEY METRICS

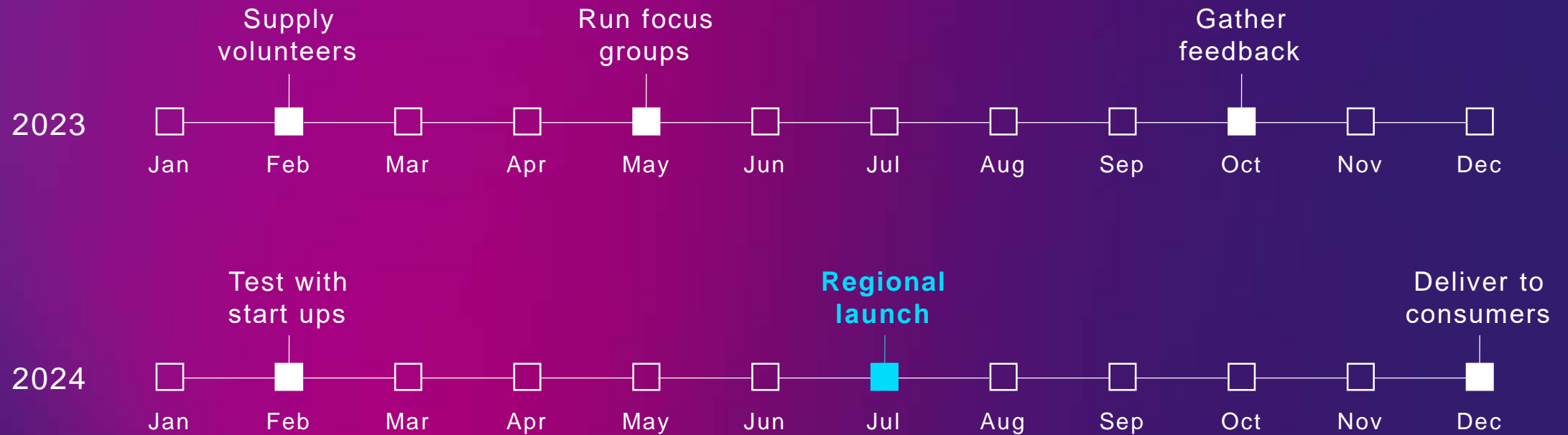
	CLIENTS	ORDERS	GROSS AVENUE	NET REVENUE
2023	10	1100	\$10,000	\$7,000
2024	20	200	\$20,000	\$16,000
2025	30	300	\$30,000	\$25,000
2026	40	400	\$40,000	\$30,000

## REVENUE BY YEAR





# TWO-YEAR ACTION PLAN



# MEET THE TEAM



**MICHAEL G. INSO**  
President



**NIALL BUBBA**  
DIGITAL  
Chief Executive Officer



**KENT IVAN INSO**  
Chief Operations  
Officer



**ABDULLAH NASSER**  
VP Marketing

# FUNDING



## CAMPAIGNS

Revenue obtained from online campaigns and reorders



## ANGEL INVESTMENTS

Amount obtained through other investors



## CASH

Liquid cash we have on hand



## SHARES

Number of shares converted into USD



# SUMMARY

The project "Neon Metropolis" is a fully immersive cyberpunk city metaverse that allows players to explore a neon-lit world filled with advanced technology and a diverse cast of characters. Players can create their own unique avatars and build their own virtual businesses and communities within the game world. The game offers endless possibilities for customization and personalization, allowing players to tailor the experience to their own preferences. The game also incorporates elements of "smart cities" and the Internet of Things (IoT) to make the game world more interactive and responsive to player actions. The project aims to offer a fully immersive and engaging virtual world experience with the potential for player choice and non-linear gameplay and the possibility of using Virtual Reality or Augmented Reality technology.





THANK YOU

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