

# Tiny Boo

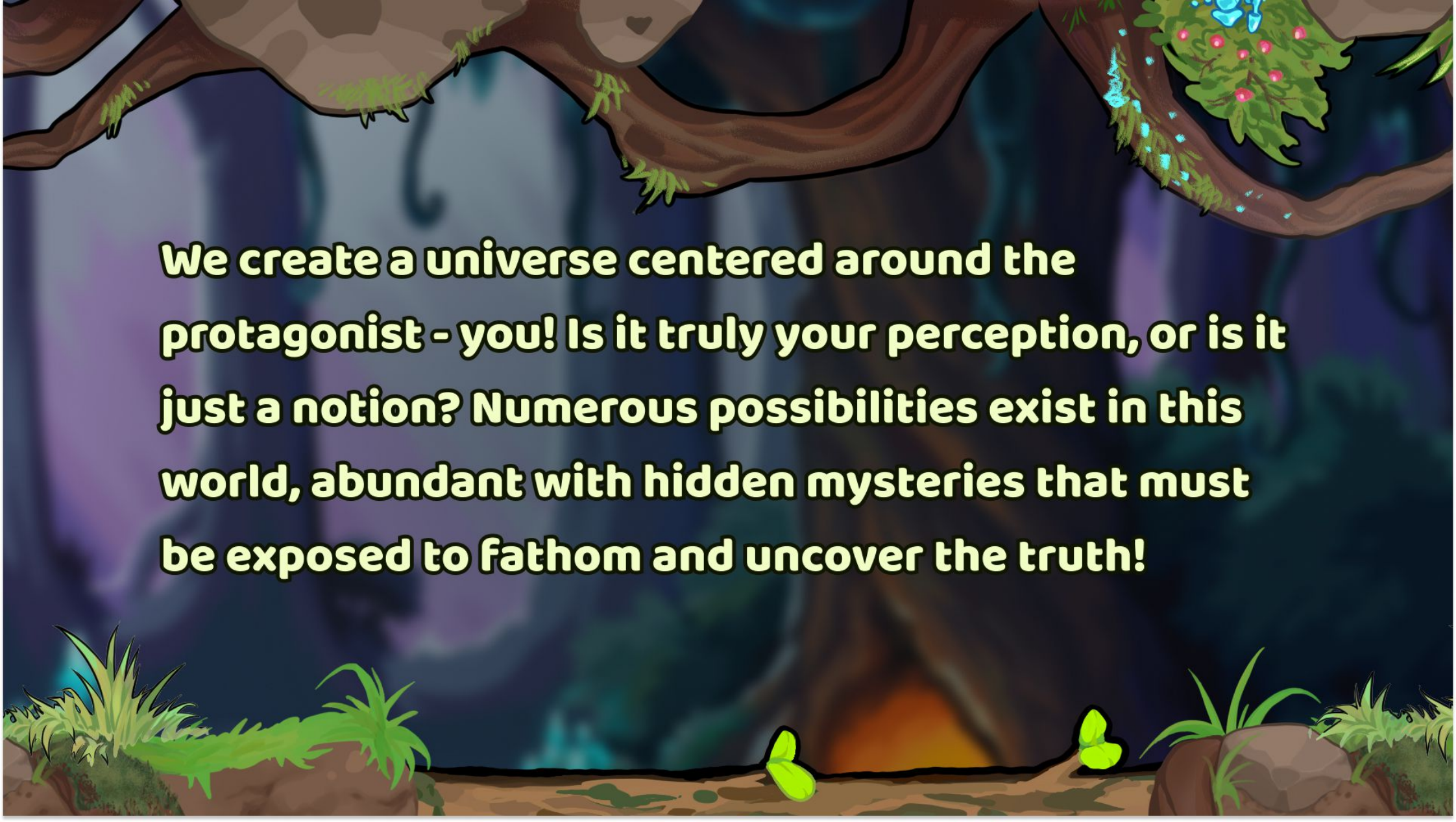
HOMECOMING



# World of Tiny Boo

**Tiny Boo: Our journey begins with Homecoming in this magical world of puzzles, secrets, and adventures. Our team plans to create a complete universe for little Boo where the world adjusts to the character, rather than the character adapting to the world as usual.**





**We create a universe centered around the protagonist - you! Is it truly your perception, or is it just a notion? Numerous possibilities exist in this world, abundant with hidden mysteries that must be exposed to fathom and uncover the truth!**

**What is**

**Tiny Boo ?**

**HOMECOMING**

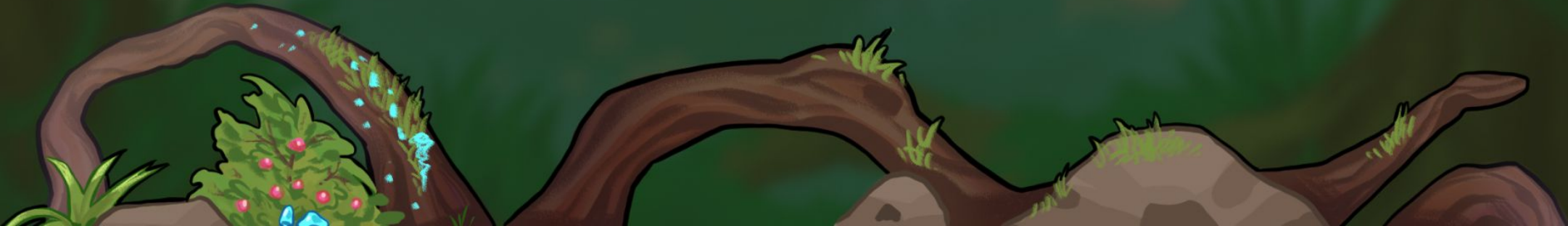
**This is a next generation platformer adventure that has a whole new set of mechanics which were never used before and turn your world upside-down!**












## **Who are we exactly?**

**We are a creative, enthusiastic, young team who wants to revolutionize the gaming industry. Our mission is to develop innovative game mechanics and make gaming industry more diverse.**



# What are we offering?

-  **The whole new concept of platformer gaming**
-  **Colorful world and main character**
-  **Adventurous and fascinating gameplay**
-  **Unexpected plot twists**
-  **Huge variety of customization**
-  **Magical atmosphere**
-  **And a lot more**



# What is "Tiny Boo" about?

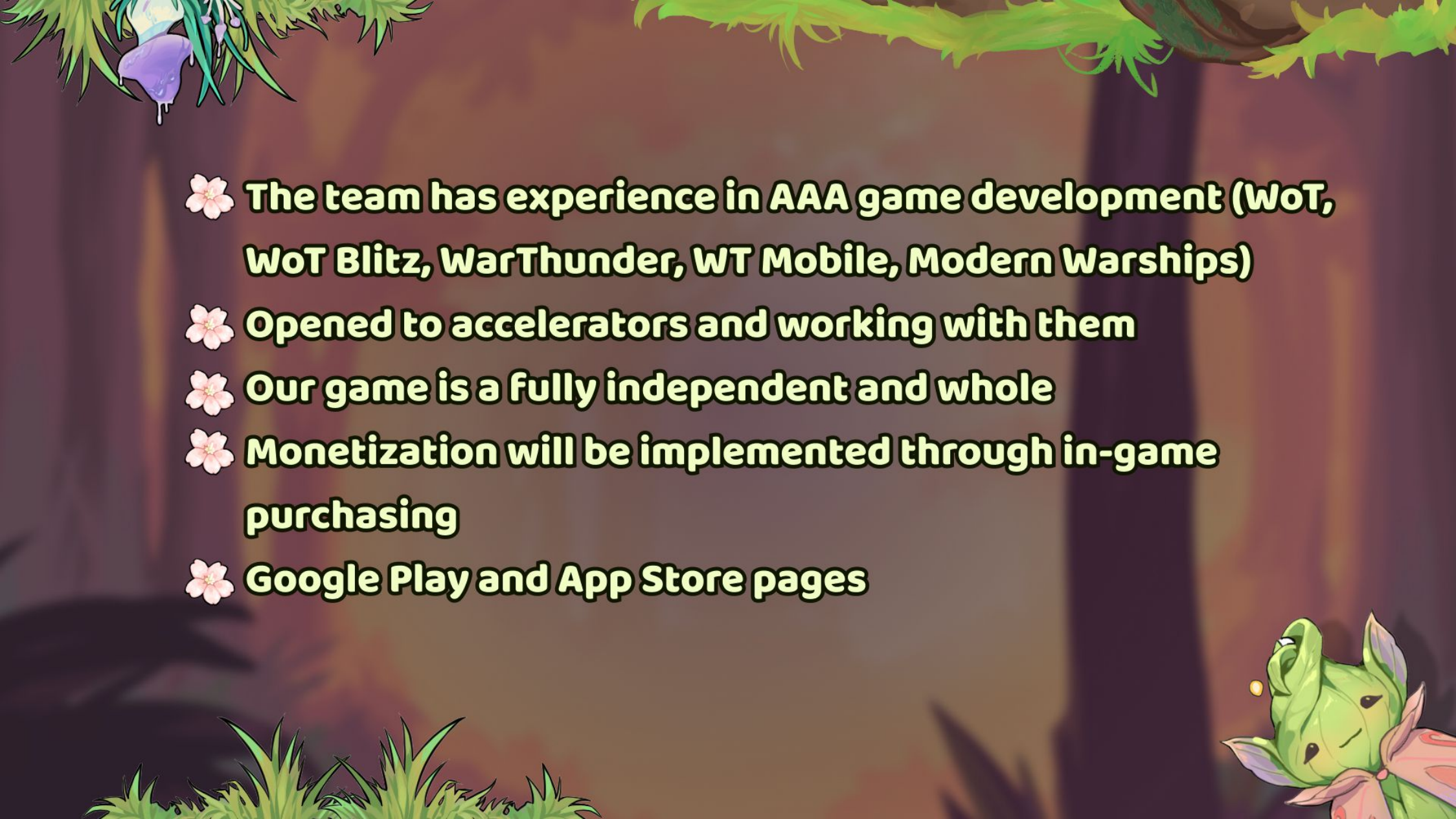
**This game follows the journey of Boo, a small, magical woodland creature. After a powerful gust of wind knocks Boo and his companions off their favorite tree, they become scattered throughout the vast forest. Lost and unsure how to return home, Boo must take brave steps and hold onto his unwavering belief that he will eventually find his way back.**



# Why us?

- 🌸 **We have a great team of an 8 adventure loving, creative and hard working people, who created this game from scratch**
- 🌸 **We created a game that anyone can play, anytime and anywhere. It's a casual game accessible to everyone. Tiny Boo: Homecoming offers an adventure for every person, regardless of gaming experience**
- 🌸 **GDWC 2021 prize winners in the Innovative Gameplay category**
- 🌸 **We have experience in nurturing startups with capitalization over \$10m (Elo.pub, Steam Market, StreamPub, AltCover)**



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- ❁ **The team has experience in AAA game development (WoT, WoT Blitz, WarThunder, WT Mobile, Modern Warships)**
  - ❁ **Opened to accelerators and working with them**
  - ❁ **Our game is a fully independent and whole**
  - ❁ **Monetization will be implemented through in-game purchasing**
  - ❁ **Google Play and App Store pages**

# Our roadmap



- Release on Apple Store, Google Play
- Release on Steam, Samsung Games and Huawei games
- Release in HTML5 format and publish to Facebook, MySpace, etc.
- Expansion of customization in the store towards character skins
- Manufacturing of multiplications
- Soft toys, merch



# What do we need investments for?

- **Marketing for the launch, engaging the audience, raising interest levels, etc.**
- **Product development (additional customization, improvement of the existing product)**
- **Development of Tiny Boo story and world**
- **To grow the development team**
- **Developing a product merch (toys, polygraphy products etc.)**



# Where can you find us?

**Our website:**



**<https://tinyboohomecoming.com>**

**Our Email:**



**Email: [games@xploit.ltd](mailto:games@xploit.ltd)**

**Telegram: [xploitravy](https://t.me/xploitravy)**

**Thanks for attention!**