



SPACEWALKERS







# About us

We are a group of experienced developers working on a series of games set in a universe created by a Polish science-fiction bestselling author Przemysław Karda.

We've gathered our experience by working on many projects for reputable studios, such as:

- Flying Wild Hog
- Bloober Team
- ONE MORE LEVEL
- Ancient Forge Studio





# How we've converted our passion into a game studio?

After gathering so much experience and creating so many games, we've decided to connect two of our most valuable resources, know-how and passion to create a studio, that will reach even further goals.

We're extremely motivated to give our players the entertainment they need.







# Interregnum Chronicles: Signal

This is our first game, which is the  
prologue to a series of games.

It's available worldwide!







# The scale of production is going to get bigger for all upcoming games.

Now we're focusing on traditional games - for PCs and consoles. The quality of experience is directly connected with the quality of games.

We're able to give you these sensations through our productions and projects!







# Video game industry:

- ★ Video game industry is constantly growing, which is an amazing opportunity, not only for investors who seek reliable profits, but also for creative people wanting to express themselves.
- ★ Year after year, the gaming industry has seen tremendous growth - both in the number of players and in revenue.
- ★ In comparison to other places on our planet, Poland is an extremely comfortable place for a game development. There are dozens of medium-sized and hundreds of small studios across the country, full of ambitious developers. It creates an amazing opportunity for new investors and implementation of incredible ideas.





# How many games do we produce?

The production of Spacewalkers studio games is dependent on the amount of funds raised on the Tecra Space platform. We assume that every million of dollars will turn into another game.

So:

With \$2 mln raised we will make 2 games.

With \$3 mln raised we will make 3 games

With \$4 mln raised we will make 4 games...

Till we reach: \$10 000 000.00





This is how we would spend raised funds.

Type of expense		Share percentage
Game production	_____	62%
Marketing	_____	15%
Other	_____	1%
Liquidity pool on Dec	_____	5%
Outsource	_____	10%
Tecra Space fee	_____	2%
Distribution	_____	3%
The value of burned coins	_____	2%





# Why you should choose us?

We are motivated to provide players with an innovative, immersive and rewarding gaming experience on both PC and consoles.

Our goal to create games in the highest quality of premium AA productions and simultaneously keeping gates opened for creativity.

This makes us unique and better than the competition, because we create our own paths.







Gaming industry is now worth over  
\$150 billion.

Join us now!

A private round is now available on

