TREASURE HUNTERS

FACTSHEET

THE REAL WORLD BECOMES YOUR PLAYGROUND.
POWERED BY WEB3.

INVESTMENT HIGHLIGHTS

Proven concept & strong community base
Over 100,000 users in the Web2 version and a fully functional MVP already live.

Native gamified engagement
Real-world quests, location-based mechanics, NFT rewards, and staking loops drive long-term user retention.

Scalable Web2.5 model
Fully abstracted UX enables frictionless onboarding — no prior crypto knowledge required

Dual B2C/B2B monetization
Players explore and earn. Brands create missions, drive foot traffic, and gain exposure through Web3 tools.

Community-powered activation model
Treasure Hunters enables partners and creators to launch branded, gamified campaigns that activate and reward real communities on-chain and on-the-ground.

Lean but experienced team
Web3-native leadership with past launches in mobile apps, community tech, and digital branding.

MONETIZATION SCALABILITY

For Consumers (B2C)

Hunt
Explore the real world, complete location-based quests, and interact with checkpoints to progress in the game

Collect
Earn $HUNT tokens, NFTs, loot, and exclusive brand rewards.All fully ownable and usable within the Treasure Hunters ecosystem.

Connect
Join live partner missions, community challenges, or Social-Fi activations. Your actions in-game strengthen your connection to real brands, real places, and real people.
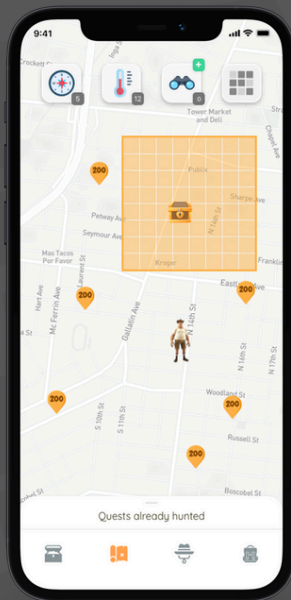
For Businesses (B2B)

Activate
Drive real-world engagement by launching branded checkpoints and gamified missions. Bring users to stores, events, and partner locations.

Advertise
Turn in-game mechanics into immersive marketing channels. Promote your products, services, or messages through quests, loot rewards, and narrative experiences.

Leverage
Harness Web3-native tools like on-chain loyalty, Social-Fi mechanics, and NFTs to build brand affinity, reward retention, and track real engagement through smart analytics.

ROADMAP

Q3 2025
Pre Seed + Seed Sale Whitepaper V2

Q4 2025
App revamp, Web3 integration, Community & Brand Expansion

Q1 2026
IDO + TGE, Partner dashboard V1

Q2 2026
Staking, $HUNT Listing, New game modes

Q3 2026
Quest V2, Partner dashboard V2

Q4 2026
Expansion, Marketing and brand/partner activation with Web3 to Web2 tools

KEY METRICS (WEB2 & MVP)

Web2

- +100,000 downloads (iOS + Android)
- ~60,000 player accounts
- ~1,200 daily active users (average)
- +6,000 physical gifts delivered
- +1099% ROI on quest (PS5)
- Featured in Le Matin, Bilan, 24 Heures, RFJ...
- Strategic partner: TX Group (Tamedia), Raymond James Financial, Inc.

MVP

- +10,000 downloads (Android, soft launch)
- 560 accounts · ~250 DAU (after few weeks)
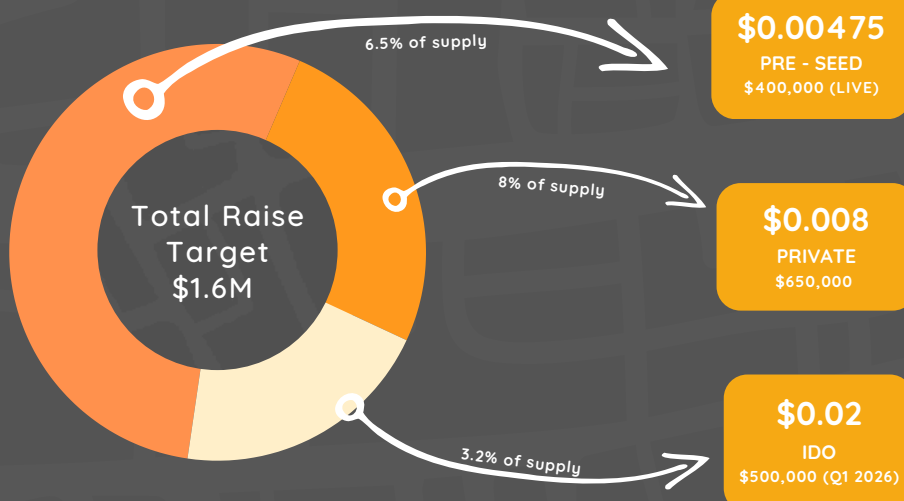- +12,800 chests opened · +585,000 coins collected
- Strategic partner: Swisborg, SolidProof
- Community: 10.8k X · 7.9k FB · 7.6k IG · Discord 6.2K

Fundraising

Total Raise Target $1.6M

6.5% of supply →
$0.00475
PRE - SEED
$400,000 (LIVE)

8% of supply →
$0.008
PRIVATE
$650,000

3.2% of supply →
$0.02
IDO
$500,000 (Q1 2026)

8 Million
Pre-Market Valuation

$HUNT Utility

In-Game
- Access Play-to-Earn quests & progression
- Unlock exclusive missions, rare loot & premium layers
- Boost avatar, gear & personal stats
- Stake $HUNT for in-game perks & earning multipliers

Community & Partners
- Join branded campaigns & tokenized events
- Access loyalty programs: airdrops, discounts, early drops
- Enable community-level voting (quests, loot, themes)

Use of funds

$450k Seed

- 20%
- 15%
- 10%
- 5%
- 50%

- ● Marketing
- ● Game Development
- ● Events/PR
- ● Operational costs
- ● Legal/Compliance