Time Raiders

The Greatest NFT Treasure Hunt of All Time,

A Play-to-Earn NFT Game

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Utopian Crypto Labs

Abstract

Time Raiders is a fast-paced shoot and loot NFT game. The loot that players collect through gameplay has actual real-world value and can be bought, sold, and traded, as well as being used in the game itself.

Players travel through time to fight enemies and take their resources back to their own time, where they can be crafted into new items, sold to fund their activities, or used to power up their character and items. When not in combat, players spend their time in the Interdimensional Hub, home of other time raiders, armourers, scientists, and the ever-present black market.

Everything in the game is an NFT that can be bought, traded, sold, or staked for Xpendium ($XPND), Time Raiders' native in-game cryptocurrency. Time Raiders joins the ranks of play-to-earn NFT games such as Axie Infinity and Zed Run that capture the attention of crypto gamers who want not just fun, but profit. The game is designed to surpass current gameplay quality and game narrative in the space.

Introduction to the Game

The year is 2247. As humanity's technological prowess increased, so did its appetites, and soon consumption far outstripped what the Earth could supply. Resources became scarce, and competition for them intensified. Corporate moves became corporate raids; national manoeuvring turned to war; advancing your career left actual bodies trampled underfoot. Class difference became class divide as the wealthy built gleaming technological towers filled with tech, medicine, and luxury barely comprehensible to the teeming masses left fighting for the scraps.

It soon became apparent even to those who controlled empires that the end of humanity would come soon. No technological breakthrough was imminent, no consensus would be achieved to settle conflict, no social solution would put an end to the divisions of the remnants of humanity.

Against this looming doom, a mysterious substance was discovered. Seemingly appearing from nowhere and spread among the have and the have-nots without regard for status, this mystifying new material was available to all. This new material, 'Flux', allowed people and objects to move through time. Sudden access to the resources of the past offered humanity new hope. This hope caused the rise of a new profession: 'Time Raider' Those brave enough, reckless enough, or desperate enough to take the risk could move across time to make their fortunes or meet their fate at the hands of their ancestors.

Time Raiders will be initially released on PC, with future launches planned for Console & Mobile.

Market Opportunity

The rise of the pandemic radically changed the day-to-day lives of people across the globe. As lockdowns and restrictions limited opportunities for interaction outside the home and left people around the world looking for new forms of entertainment, people turned to gaming in huge numbers. Many analysts believe the games industry is valued at $180.3 billion for 2021 with 3 billion gamers worldwide, according to NewZoo (https://newzoo.com/key-numbers/). However, new research from BITKRAFT, one of gaming's top venture firms, projects a more complete global market size of $335.5 billion in 2021 - over 90% or nearly $160 billion higher than Newzoo's estimate (https://naavik.co/business-breakdowns/market-sizing). It's hardly surprising that an accurate number is difficult to pin down when nearly half of humanity is involved in gaming in one way or another. What is clear beyond a doubt is the sheer scale of the industry and the opportunities available within this space.

A significant trend in the gaming industry has been the end of single-purchase standalone games in favour of subscription and microtransaction models. This constant stream of small transactions has

the effect of keeping players in the same games for much longer than is the norm for single-purchase games while also making the lifetime cost much higher than was previously the norm. The initial outcries about microtransaction based game models have died down significantly and it is generally accepted as standard in the modern gaming landscape.

Concurrent with the increase in the gaming industry was a sharp rise in participation in cryptocurrency markets. While it's Bitcoin that dominates the news cycles, explosive growth in decentralised finance (DeFi) spaces and the rise of many independent blockchains has far outstripped the value rise in the main coins. Growing awareness of NFTs has accompanied this expansion of the cryptocurrency market.

Time Raiders will capitalise upon the confluence of these trends. The market is built on small transactions, so there is low objection to buying upgrades for a character in a nominally free-to-play environment. By using NFT technology to create player characters, weapons, companions, upgrades, and so on, players will have the new opportunity to resell purchased items and maintain their real-world value. This is a massive upset to the existing business models of game studio ownership of all game assets, where purchase value is never again available to the player and selling items to other players is an illegal, copyright infringing activity that always carries the threat of being banned from the game. The ability to earn actual value through the gaming activities that gamers are already doing is desirable to players, as seen by the breakout successes of games such as Axie Infinity and Zed Run. Time Raiders will bring Play to Earn Gaming to the mass market.

WWII-Themed Gaming Landscape

While Time Raiders is not a strictly WWII themed game, the initial set of missions will be set there. Games using this setting are quite prolific and popular. On Steam alone, 486 titles have this tag, with over 180 million copies purchased. The setting continues to attract both studios and players, and will be familiar to everyone.

There are some standouts in a very packed field of titles. Company of Heroes 2 sold over five million copies. Men of War: Assault Squad 2 and Foxhole each sold hundreds of thousands copies, while Blitzkrieg 3 sold over 70,000. The newest of the large sellers was released in 2017, so Time Raiders does not have the competition of a new game in the field capturing the attention of gamers. The sheer number of units sold across all games shows the enduring appeal of the genre and gives Time Raiders the instant setting recognition that will draw players in.

Game Mechanics

Time Raiders, at its core, is a shoot and loot game. Players will face off against waves of enemies of a variety of types, get loot drops from slain enemies, and return to the marketplace to sell their items, upgrade their weapons and characters, and add power to their Time Flux to access new levels. All transactions will be in the native token Xpendium ($XPND). The initial setting will be an alternate timeline World War II Europe with Nazis as the main antagonists. The nature of the game lore allows virtually unlimited new settings to be created, as Time Flux allows travel to any point in history and any point on Earth; in addition to settings such as Ancient Greece, Imperial Rome, Prehistoric Earth, Medieval Europe, or Samurai-era Japan, the game's setting in 2247 will allow travel to points that are in the player's futures but still in the game's past.

Players will start with a generic character that they can upgrade and customise in a variety of ways. The player also collects a series of Companions with different character classes, which allows them to use certain types of weapons and class-specific items and abilities. There are currently seven classes available outside of the main player character:

- Gunners
  Utilising rapid-fire, high ammo weapons such as assault rifles, Gunners sweep the battlefield using low- to mid-damage but high-frequency attacks.

- Ninja Monks
  Specialising in stealth and close-quarters combat, Ninja Monks use ambush and surprise to deal with enemies one-on-one.

- Snipers
  Relying on accurate, long-range riflery, Snipers remove threats with minimal personal exposure to the battlefield.

- Heavies
  With heavy armour, high health, and powerful but slow-firing weapons, Heavies wade directly into battle and use their high damage to defeat enemies with as few shots as possible.

- Demolition
  Explosions, fire, and chaos their stock in trade, Bombers use shock and awe tactics to both defeat and intimidate their enemies.

- Techies
  A variety of specialised technology from the future gives these Raiders their edge and abilities that seem like magic to foes in the past.

- Peaceniks
  Scientists, doctors, and researchers provide support roles and help their more aggressive counterparts complete their missions.

In addition to upgrading and customising their main character, players can also upgrade and customise companions to assist them on their journey. Using specific companions in a given level will allow access to regions that would be otherwise inaccessible. This mechanic encourages not only repeat play of existing levels, but a motivation to collect all available classes for main characters and companions, as each level contains branching paths. Some paths require specific combinations of classes and provide opportunities for players to find rare and unique items through wise choices.

Each level ends with a boss fight. Victory is rewarded with loot, commodities, artefacts, and a chance to acquire a facility that produces in-game items.

The facilities earned through boss fights come in a variety of flavours, from mines to production facilities to munitions factories to research labs. These facilities take time and resources to build, staff, and maintain. Starting requires having items from three different timelines to allow the facility to pinpoint a time and place and begin working. Thus, the player has to play three different missions in the same level using different combinations of companions.

Staking $XPND and NFTs is possible in completed facilities and provides a growth mechanism for players outside the main fighting aspects of the game. Additionally, each type will produce unique resources that will be in demand among players without personal access to those facilities and allow players to take orders and sell items on the open market.

When not engaged in the shoot and loot arcade levels, players will spend their time in the Interdimensional Hub. The ID Hub houses a large variety of spaces for players to interact with:

- The Black Market, where $XPND is bought and sold, as well as all in game items

- The Raiders area, where players keep their main characters and companions

- The Armoury, where loot can be combined with weapons for a variety of upgrades

- The DNA Lab, where loot can be used to upgrade characters and companions

- The Holo chamber, where players can train their characters to upgrade them

- The Resurrection chamber, where slain companions can be revived

- The Fusion Chamber, where Flux can be upgraded to allow access to new levels

- The Quests Area, where players can take on quests by staking their items, such as:

    - Staking companions to complete missions

    - Research where Mad Scientists can be hired to invent new items from other items and parts

- - Factories where designs from Mad Scientists can be created
- The Time Flux Portal, where level and game mode can be selected

All activities come with a cost paid in $XPND, which can be gained in several ways (see Token Utility below)

Player Experiences: Ways of Making Money in the Game

Players approach games in widely diverse ways, and Time Raiders will be no different. This game, with the added layer of profit-making, will make this interaction even more complex. Two people whose gameplay style would be quite similar in a traditional game may have completely different methods of making a profit in Time Raiders. Here we have some examples of how we envision these differences playing out.

Gamer One - The Average Gamer

Jeff is an average gamer, focussed on gameplay and fun; he's not familiar with NFTs and is unused to a play-to-earn environment.

Eager to get into the action and confident in the skills he's developed over years of play, Jeff clicks through most of the tutorial. He lands on a beach, and jumps right into battle, pleased that his first weapon is a decent machine gun that lets him make some progress.

He takes a side path when it's presented; after all, heading the opposite direction from the main objective is where the good loot is usually stashed. Up ahead he see something golden, guarded by a large group of Nazi guards. He's not sure if his starter character is up to the task, but there's no harm in trying, so he attacks. These enemies are tougher than the first ones he fought, and he ducks behind cover to figure out his next moves. One guard tries to flank and catch his exposed side, but Jeff sees this tactic coming, and focuses his fire until there's one less enemy between him and that golden object. He checks the loot from this drop, and finds that there's a better gun than the one he's carrying in his inventory now! He equips it, gets back into the fight, and notices the difference as more guards drop and the loot starts stacking up in his inventory. It's not enough in the end, and he's finally overwhelmed and thrown back to the ID Hub.

He's levelled up, but isn't sure if that's enough, so he heads to the shops and starts looking at items, learning the things he clicked through during the tutorial. On the corner of his screen he sees a live counter that says the exchange rate is 12.4 $XPND to the dollar. The NPC shopkeeper will give him 2 $XPND for his new gun, but the auction market has a few of the same kind on sale for 10. He thinks

the gun is worth using, though, so he heads back to the mission to try again. He levels up again, sells some loot he doesn't want to use, and picks up a companion to accompany him into battle. After an hour of play and some tantalisingly close tries to make it to the end of the path, he's finally strong enough and skilled enough to take down the last guard and claim his prize. He's already carrying about 20 $XPND of loot when he goes to look at what he's been fighting to get. It's a piece of the Amber Room, and he loves the art and the description of the item. Better yet, when he shows it to the vendor back at the ID Hub, it's worth 100 $XPND! The price of $XPND has gone up too, and now he has to decide if he wants to keep it for himself, sell it to the vendor, or put it up for auction at the player marketplace. No matter what he decides, he's played the game, he's had fun, and he's earned some money on top of that.

Gamer Two - The Crypto Game Enthusiast

Michelle is a crypto game enthusiast, very familiar with NFTs and keen to earn from the game.

Michelle didn't take the side path that Jeff did, and instead sees something on the beach that gets her attention. It's not clear what she's looking at, but it's blocked off by a line of tanks. She thinks there must be something worth fighting for behind those tanks, and makes getting past them her focus.

She takes a more measured approach than Jeff did, hunting down the easier enemies first to get experience and items she can sell. She knows that each of the items is its own NFT, from the guns to the upgrade parts she collects.

Every time she runs the mission, her focus is on killing as many enemies as she can and collecting every last piece of loot. Items can take a while to sell on the open market, but she'll get more there than she would from the NPC vendor and knows that players will undercut the NPCs as well so it's the best place to buy what she wants to get. The first thing she does when she dies and respawns in the hub is put her loot up for sale and check to see if any of her previous listings sold while she was out on the mission. She's better off after each mission, and is pleased with her progress.

Once she's satisfied with what she has for sale, she starts to upgrade her character and the one companion she decided to keep instead of sell. She likes playing light, fast characters who rely on agility to stay alive, so she's chosen a Heavy as her companion to soak up the damage she'd rather avoid entirely.

This time, she heads right to those tanks. It takes a few tries before she finds the way through, but once her Heavy has a rocket launcher, it keeps the tanks' attention and allows her to slip behind them. A few well placed grenades against the weaker armour at the rear takes down the last of them, and she gets the NFT they were guarding. It's a submarine that can be used once per day to launch a

barrage of missiles at a spot of her choosing. The art is great and the power of the weapon is formidable. When she gets back to the ID Hub, she finds that the vendor will take it off her hands for 1000 $XPND, and no one else is selling them in the auction house. She suspects that it's only going to go up in value as players start making their way through the levels and stronger enemies appear, so she holds on to it. While she's waiting for the right time to sell it, she also has a powerful new weapon in her arsenal that will take down enemies she otherwise couldn't defeat. More importantly, she'll be able to get to loot most players can't, and that's where she sees the most potential profit.

Gamer Three - The Arcade Gamer

Gavin is an arcade gamer, but is familiar with play-to-earn strategies.

Gavin is looking forward to the game and finds levelling up quite satisfying, but he's also keen to make some profit along the way. It makes a nice change, earning while playing games, and he wants to maximise both his character and his $XPND.

He's thorough and methodical in his gameplay. He breaks every container he sees for the loot. He kills every enemy he can find for the loot. He repeats the first level several times, taking the maximum haul he's able to back to the ID Hub every time. He finds a path he can't go down and makes a note of it, then goes back to loot some more.

Back in the ID Hub, he goes over his spoils. He finds the vendor prices acceptable, and sells his unwanted items immediately, rather than waiting for the player market to decide what does and doesn't have value. Altogether, what he sells gives him 250 $XPND. This is about $12; he knows that this could potentially be worth more later, but cashes out half of his earnings immediately, reasoning that money is money and it's better to have it in his wallet.

He's kept his companion NFTs, his weapon NFTs, and the NFTs he needs to upgrade them. He nearly sold the upgrade materials, but the vendor warned him they'd be needed for upgrades, and he kept them instead.

Gavin heads to the upgrade area. He uses his materials and some of the $XPND he got from selling his loot to upgrade his character, his companion, and his main weapon as much as he can with the materials he has available.

He goes to the Fusion Chamber and merges the Time Flux he looted with the Flux he already has. It's enough to unlock the next level, so the next stop is the Time Flux Portal and then back into the action. When he sees the level select screen, he decides to go back to the first level and head down the path he couldn't before. He settles in to earn some more loot and $XPND, and clicks through to start the battle.

NFTs: The Core of Time Raiders

NFT General Information

Time Raider NFTs come in different rarities, with values increasing with rarity and in-game utility. The NFTs earned in the game can be items, consumables, and sometimes art for art's sake. Rarity levels proceed through a scale:

- Common (Gameplay items): have little value and are very common. These are mostly for use in the game, and excess can be sold to vendor NPCs.
- Rare (50,000-100,000)
- Very Rare (5000-25000)
- Super Rare (1000-2500)
- Extremely Rare (100-500)
- Scarce (10-50)
- Unique (1- 5)
- Extinct (Scarce items that are visible, but not collectible in that timeline)
- Legendary (1 only, hidden, to be found once)
- Limited Edition (time-sensitive or collaborations with artists, influencer or partners)
- Seasonal (holiday tie-ins, or any other time-limited event in world zeitgeist)
- Multi-Part (multiple slivers of an NFT to put together to create the actual NFT)

NFTs for Pre-Sale

Some NFTs will be created for future use in-game. These can be released early after the game launches, following our development roadmap, but they will have no immediate in-game benefit until the levels of the Roadmap are reached.

This is an excerpt from the full list of NFTs that are currently planned to be created and auctioned, at the start, in a pre-sale.

- Naked Churchill Postage Stamp (The Time Raiders Founders NFT Token): There are 6 Tiers of Founders Token, with limited numbers of each. Each tier provides additional benefits, which may include additional HP, armour, accuracy, energy as well as an increased chance of finding better items throughout the game and special regular NFT Airdrops. Further benefits include items, skins, access to missions and rank within our discord server.
- Missile launching submarine (100 only): Can send a barrage of missiles to decimate a group of enemies at any time during a mission It allows players to blast their way through tough

enemies to reach treasure or progress a mission. Also grants access to a future 'underwater base' level. It can only be used once per day

- Lancaster Bomber (100 only): Uses a smart bomb to decimate a group of enemies at any time during a mission. It allows players to blast their way through tough enemies to reach treasure or progress a mission. Gives access to a future 'air travel only' island level. It can only be used once per day

- Future Level Treasure Map (100 only): A literal Treasure Map NFT (for a level in the future) with a missing piece. It is a part of the treasure hunt for the Ark of the Covenant. The Ark level will be unlocked as a Special Level in the future for a small number of qualifying players. The winner will get the Ark (Unique NFT and massive $XPND prize - prize to be announced).

- And many more released every quarter. For up to date information on Time Raiders NFTs go to Discord and also see our Medium article.

Token Utility : Xpendium ($XPND)

Everything in the game is an NFT that can be bought, traded, sold, or staked for Xpendium ($XPND), Time Raiders' native in-game cryptocurrency.

Play-to-earn:	In-Game Utility:
- Find & sell loot, commodities or artefacts - End of level rewards - Sell new items from factories on the Black Market - Daily rewards, special events, partnership incentives - Daily/weekly/monthly quests - Staking - Purchase $XPND through an Exchange	- Buy items - Upgrade weapons - Upgrade characters - Upgrade companions - Breed flux - Unlock levels - Manufacture new items - Staking

Staking

There are 3 forms of Staking XPND. Governance and XPND earning will both be done outside of the game via the TIme Raiders XPND Staking portal. Within the game the staking mechanic will be used to upgrade NFTs to increase their value or to produce and Mint new NFTs.

Tokenomics

Total Token Supply		1,000,000,000	Price (USD)	Raise (USD)	Valuation (USD)
In-Game Ecosystem	10%	100,000,000			
Staking & Earning	10%	100,000,000			
Operations	25%	250,000,000			
Utopian Game Labs	18.5%	185,272,000			
Team	10%	100,000,000			
Advisors	5.0%	50,000,000			
Seed	3.0%	30,000,000	$0.005	$150,000	$5,000,000
Strategic	4.0%	40,000,000	$0.014	$560,000	$14,000,000
Private 1	7.0%	70,000,000	$0.015	$1,050,000	$15,000,000
Private 2	4.3%	42,909,818	$0.018	$772,377	$18,000,000
Public IDO Launchpads	3.2%	31,818,182	$0.022	$700,000	$22,000,000
TOTAL	100%	1,000,000,000			

Technology

The game engine we are using for Time Raiders is built on the Unity platform using Unity tools. We have written a number of specialist game code modules and optimisation routines that enable us to develop games rapidly and are immediately fun to play even in an initial prototype.

The engine offers complex coop, enemy and NPC AI and multiple weapons support (long or short-range plus close combat). Intuitive player character control and a controllable dynamic game camera.

The engine code has performance optimisation, offering excellent frame rates, high numbers of on-screen NPCs and support for in-game cut-scenes and multiple audio streams.

Menu behaviour, HUD, save functions, loading systems, reward systems and keyboard and controller support are all complete. In-game code for character chat, barter and trade is in place.

The game supports the minting and melting of NFTs and is integrated with Enjin wallet and Enjin SDK.

Our currency token is 'Xpendium' ($XPND) and is supported in and out of game.

We will use IPFS decentralised file storage for off-chain security.

Our initial launch for Time Raiders will focus on PC, but our game engine features give our team a major headstart in any game project, allowing us to deliver a high-quality product across a number of platforms.

Project Roadmap

Q4 2021

- Seed Funding is secured
- Private marketing and further fundraising begins.
- Finalise game design.
- Development of the first levels of the game.
- Integration with Enjin.
- Creation of first NFTs.

Q1 2022

- Early/Pre-game release of limited NFTs.
- Public "Go Live" with 1st 3 levels (PC only)
- In-game NFT release.
- Development of Multiplayer gameplay.
- Release of additional Pre-Historic levels

Q2 2022

- Beta test and public release of Initial Multiplayer features (Co-op and PvE).
- Between 4 and 6 new levels released, set in new time periods, for example, Futuristic, Ancient Rome or Dark Ages.
- 3rd Party NFT releases for Player "NFT Hunts".

Q3 2022

- 3rd Party NFT releases for Player "NFT Hunts".
- Between 4 and 6 new levels released, set in new time periods, for example, Middle Ages, Napoleonic War, or Future Time Flux War.
- Multiplayer gameplay updates and improvements,
- Player versus Player Multiplayer features such as Guild Factions, Battle Arena and Raids etc.

Q4 2022

- Seasonal gameplay and NFT updates.
- Between 4 and 6 new levels released

Q1 2023

- Player designed and generated levels.
- Player designed, minted and embedded in-game NFTs.

Marketing & Go-To-Market

We will grow the Time Raiders community by utilising a combination of channels to push potential players down the funnel. Using top of the funnel channels (Twitter, Online, Influencers, Press) to create awareness, middle funnel channels (Medium, Blogs, Press) to drive consideration, and use bottom of the funnel communication channels (Discord and to a lesser extent Telegram) to deeply engage and convert followers to game players, loyal fans and advocates.

The core of our retention strategy is building a strong community of game fans and project advocates who will provide feedback on game development, grow the community as well to provide ongoing community support and engagement. We are confident that the quality of the game in combination with an engaged community will retain players, and drive desirability for NFTs and $XPND. We will create an environment where the most engaged members of our community are rewarded and positive behaviours are positively reinforced.

To support the long term success of the project and $XPND desirability we will target users who provide ongoing value to the project by using specific content, channels and messaging, in combination with selectively onboarding influencers and partners to amplify our reach to relevant target audiences.

Marketing Roadmap

Q4 2021

- Secure Domains.
- Secure Social Handles.
- Outreach to community managers and partners.
- Finalise Community Growth Plan.
- Define Content Strategy.
- Develop Brand Identity.
- Website 1.0 Holding/Landing Page.
- Onboard Community Managers.
- Launch Social (Medium, Twitter, Telegram, Discord).
- Outreach to Influencers.
- Website 2.0 Live.
- Commence Community Campaigns (Tokens, NFT and other incentives).

Q1 2022 (Community Scale & Product Launch)

- Commence PR campaign.

- Commence Influencer Campaigns.
- AMA Roadshow.
- Launchpool Allocation Mining Event.
- Promote Early/Pre-Game release of limited NFTs.
- Game Launch Campaign.
- Onboard Token & NFT holders to game.
- Promote the release of additional Pre-Historic Levels.

Q2 2022

- Onboard players for new Multiplayer features.
- Promote New Level Release.
- Hype 3rd Party NFT Hunts.

Q3 2022

- Promote New Level Release.
- Hype 3rd Party NFT Hunts.
- Communicate Updates & Improvements to community & prospective players.

Q4 2022

- Promote New Level Release.
- Hype 3rd Party NFT Hunts.
- Onboard new and existing players to celebrate Seasonal Gameplay.

Q1 2023

- Promote user-generated levels & NFTs; identify, acquire and onboard creators.

Utopian Game Labs Team

The company has a rich history in developing video games, stretching back over twenty years. The team have developed more than 25 mainstream titles on multiple platforms including Nintendo, PlayStation, Xbox and PC.

Always on the cutting edge of video game development, the company has committed R&D into the latest technologies such as Artificial Intelligence, Machine Learning, Cyber-Security and now, Blockchain Gaming.

Simon Bailey – Studio Head

Experienced Director, Studio Head and Executive Producer of Video Games. A developer, deal-maker and co-publisher - focused primarily on Console, Mobile and PC DLC and now NFT markets; 30+ game titles developed and published. Able to satisfy License-holders, Stakeholders, Publishers, and Platform owners. Simon has produced and managed many well-known titles including Peppa Pig, Scooby-Doo, Doctor Who, Star Wars Clone Wars, Young Indy and High School Musical.

Anthony Charlton – CEO

30 years as a marketing professional and business strategist across multiple sectors including sport, leisure and hospitality, and more recently, with specialist knowledge of information technology, the blockchain and the video games industry; Anthony has senior leadership experience, and has taken a number of businesses from inception, through growth and into profitability, and ultimately to financial exit. For ten years, Anthony has been a personal business coach and mentor, and has worked with individuals and organisations to advise on future strategy and C-level planning.

Matt Nagy – Lead Designer

Matthew Nagy has been working in video games since 1994, working for Probe Entertainment as lead designer of Die Hard Trilogy, then Alien Trilogy, 2 of the biggest selling PlayStation games of all time. Matthew went on to design Batman & Robin for Acclaim, before leaving to set up his own companies Coyote Developments and then Attractive Entertainment, industry specialists for problem-solving, but in the later years, producers of 7 original Wii titles which Matthew co-designed with his team. In more recent years, Matthew has been co-designing and producing original Hidden Object games for Big Fish, and a free to play battle game, Battle Rise, for mobile.

Luke Richards – Designer

Designer and entrepreneur. A long history as a science fiction and fantasy author led Luke first into narrative design, but he quickly co-founded an indie studio and video games vocational academy, then found a home with Utopian Game Labs. Luke has a strong track record of building, leading and inspiring teams, inventing creative projects and moving them towards a powerful audience impact.

Horea Trinca - Lead Technical Artist and Game Designer

Associate owner and project manager at TSG since 2011 and working with UGL since 2017. More than 15 years professional work in CGI, architectural rendering and games. Master's degree in Computer Science, proficient C# programmer.

Mălina Amănăloie - Dev Team Project Manager

Project Manager with experience in strategic planning, team and project management gained through numerous volunteering activities at BEST Cluj-Napoca, and with a technical educational background in Automation and Applied Informatics. Mălina really enjoys using her skills to contribute to the exciting creative advances that happen every day in the gaming industry.

Adrian Bugnar - Art Director

Associate owner and project manager at TSG since 2011 and working with UGL since 2017. More than 15 years professional work in CGI, architectural rendering and games. Master's degree in Arts, proficient in all that is 3D graphics - from modelling to animation, proficient user of many DCC apps (mainly 3ds Max, Blender, Mudbox, Zbrush, Substance Painter, Fusion, Resolve, After Effects).

Jonathan Reid - Project Manager

Senior Project Manager with 20 years experience of delivering complex, multi-million dollar development projects. Five years of applying extensive project management skills and techniques to video game development; forged during a previous career driving high profile programmes within the competitive automotive, defence, mobile and consumer electronic industries. APMP accredited and experienced in multiple project management processes including Agile and Prince2.

Rafal Nowocien – Design Manager

Experienced, creative game designer (The Witcher) and producer with a strong games design and production management background, honed over 17 years in the video games business. Rafal manages the quality and integrity of all the designs that UGL produce.

Cristian Cristea - Technical lead

As an early computer enthusiast, he started programming at the age of 12. In college he dived into the world of game development, building his own 3D engine. Since then he contributed to a few dozen games, on numerous technologies, developing for desktop, mobile and VR. Alongside game development, he also worked on serious business to business applications for various clients.

Tom Brown – QA Lead

With 4 years working in the game industry. Tom has worked at GlobalStep UK as a QA Lead, testing games, apps and websites across a variety of different platforms including iOS, Android, PC, Mac as well as consoles such as PS4, Xbox One and Nintendo Switch. He was also the Assistant Tutor for GlobalStep Games Academy, teaching students the skills of QA testing on a nine-week intensive course.

Advisors

Tim Chaney

With unrivalled access to the top echelon of games publishers worldwide, built over 35 years of video game business leadership, Tim connects games studios to publishers and supports founders and top management to achieve investment readiness and prise open new relationships with the absolute top 250 All Formats and 120 Mobile-specific games publishers.

Michael Quintana

An innovations and emerging technologies specialist, combined with a knowledge of audience and effective strategic partnerships to equal brand identity, reach, and growth. Working with startups, all the way up to directly reporting to industry-leading CEO's, music stars, and esports/sports stars. He appears regularly on BBC TV and radio interviews for future innovative technologies.

Liam Robertson

Founder & CEO of Alphabit Fund, Liam advises many ground-breaking Blockchain enterprises and is a Chartered Financial Analyst (CFA) and Chartered Alternative Investment Analyst (CAIA), Liam holds a degree in Economics from the University of Newcastle-Upon-Tyne and a Masters in Finance from the University of Durham. He manages the Alphabit Fund portfolio, advisory and incubation services.

Ken Huang

The Chair of Blockchain Security Working Group of Cloud Security Alliance Great China Region. A Certified Information Systems Security Professional (CISSP) from International Information System Security (ISC2). As a blockchain architect, he has been invited to speak at numerous local and global conferences in Blockchain, AI, and Security, including Davos WEF, CoinDesk Consensus, IEEE, ACM, World Bank, Stanford University, UC Berkeley, Bank of China, and Huawei.

Tim Rainer

Tim is a serial entrepreneur, advisor and investor with a high capacity for learning new technologies which he integrates with blockchain businesses looking to scale and commercialise. He is a trader of cryptocurrency and NFTs, and a gamer at heart.

Chris Smith

A 12-year veteran in the games, esports & influencer industry, Chris is the founder of BIG Esports – An Australian-based strategic, consultancy & marketing business with a large global client base. Chris has worked in the industry in positions ranging from semi-professional gamer to tournament coordinator, marketing manager & journalist. He also runs one of the most industry-prominent LinkedIn profiles.

Timothy Aron

Commercial lawyer and consultant specialising in regulation and blockchain. Tim has advised many of the largest crypto projects and has a particular interest in helping teams navigate the complex international regulatory environment as they develop.

Partners

Enjin, Unity, Alphabit Fund, Alphabit Consultancy, The Music Sculptors, Blockchain Network Philippines, Sheldon Strategy & Consulting, BigEsports.

Social Media

Time Raiders will utilise various social media channels in order to increase awareness and bring new users to the game. We will also create content to be distributed across channels not listed below using influencers to advocate for the game to their own audiences.

Platform	Official Account Handle
Twitter	https://www.twitter.com/PlayTimeRaiders
Discord	https://discord.gg/timeraiders
Telegram Group	https://t.me/TimeRaiders
Telegram Announcements	https://t.me/TimeRaidersAnnouncements
Medium Publication	https://medium.com/TimeRaiders
Reddit Community	https://www.reddit.com/r/TimeRaiders/
YouTube Account	https://www.youtube.com/c/PlayTimeRaiders
Twitch	https://www.twitch.tv/playtimeraiders

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