

Our Story:

We are firm believers in the triple bottom line of People, Planet, and Profit. Regenerative businesses are the only way forward, and consumers are waking up to this. Our founders are laser-focused on seeing Sankari Studios' Mission come to fruition:

"To engage, educate, and inspire people to improve the social, economic, and environmental well-being of our planet through pro-social gaming, community building, and charitable giving."

Sankari Studios - KATOA ("Everyone" in Maori)

Sankari Studios is launching "KATOA", a revolutionary mobile gaming platform tackling the climate crisis. We are seeking collaborations with anyone interested in making a Return on Humanity while moving the dial on climate. In tandem, we are building a valuable company with a global onramp to MetaNature, Web 3 adoption and NFTs.

With the global market of mobile gaming exploding and more than 2.2 billion gamers playing 120 billion hours annually, we are seizing the opportunity to rapidly engage billions to mitigate climate change — from raising awareness and learning, to changing habits, direct impact and activism, as well as groundbreaking ways of funding solutions.

Sankari's first game - KATOA:

Each game in the KATOA universe features an immersive and interactive environment that mirrors real world ecosystems which players restore — whether the Great Barrier Reef or a rainforest.

- Players learn about issues and solutions and earn impact points based on saving these ecosystems.
- Impact points are underwritten by us, corporate and philanthropic sponsors and translate into real \$.
- Players allocate this funding to vetted organizations and climate entrepreneurs who are saving our planet.
- Sponsors actively support carbon sequestering with each \$ that supports the game.
 - KATOA's supported projects incorporate clear and transparent carbon metrics and carbon off-setting opportunities.
- Playing = Direct Climate Impact!
- Supporting = Direct Climate Impact!

Sankari's first game "KATOA Oceans", incorporates a garden-life simulator that takes place initially on the Great Barrier Reef. Future biomes for KATOA include Antarctica, Rainforests, the African savanna, soil and agriculture, sustainable cities, carbon solutions, and species protection, all with one mission in mind: To mitigate the climate crisis!

Our Company:

As a company, Sankari's ecosystem is strategically structured to take advantage of exponential growth in the following sectors: The world's leading form of entertainment (gaming), carbon off-setting, creator economies, the Metaverse, social e-commerce and new interactive opportunities for brands and companies.

Sankari Studios is a mission driven Public Benefit Corporation and [structured as a hybrid](#) which allows for traditional, impact and philanthropic investments.

Status: KATO A Oceans GBR is soft launching October, 2022. Hard launch is scheduled for February 2023.

Prior games developed and managed by Sankari's team include Pokémon Go, Call of Duty, Spiderman, James Bond, and the Tony Hawk franchise with retail sales of 5 Billion +.

Website: <https://www.sankaristudios.com>

Sankari / KATO A Latest Milestones:

- Sankari Studios is one of four start-ups asked to present and demo their work at the **Clinton Global Initiative** in NYC 9/19-9/20.
- **Unity**, the world's leading platform for real-time content creation has **partnered with Sankari Studios**. Sankari received a \$100,000 grant into the Sankari Programs Fund for 2022. Both companies will **collaborate on marketing and the launch of KATO A**. Unity has massive global reach with a 50% market share in the global gaming market which is priceless support.
- **Play testing LA July 2022 was a huge success.** The Point Insights Ltd one of the top game research / game testing firms, did a thorough play test with all of Katoa's target markets. The game, marketing and messaging passed with flying colors, and was received with overwhelming enthusiasm. Players repeatedly commented that this game seemed "too good to be true", pertaining to the ripple effect of real world impact.
- **KATO A Soft Launch:** Soft launch is on time and on track for **October 2022 with 25,000 + test players** in Canada.
- **KATO A Hard Launch:** Hard launch is scheduled for **February 2023**.
- **Seed Round:** Sankari has **completed its \$3.5m seed round**.
- **Series A:** We are starting to take informal meetings come October 2022.

KATO A and Blockchain / NFTs: We are currently collaborating with a sustainable blockchain partner which will allow players to prosper while the planet prospers. KATO A's Impact Currency benefits the player and the planet and is an integral part of the Sankari Universe. Sankari's NFTs are directly tied to game play. Proceeds benefit our planet's ecosystems and the player gains advantages in-game by owning them. Think of players owning NFTs of endangered species and their value being tied to the number of species left or saved. Think of earning KATO A Coins / Carbon Credits which are directly tied to carbon sequestered by game play. The possibilities are expansive and exciting.

There is a gaping hole in the market for this a game. Sankari Studios and KATOA plan to fill that hole by revolutionizing gaming, gifting, and real-world impact on a global scale.