

Every time you play a game, scroll a feed, or watch a video, someone profits off your behavior.

But never you.

Gaming is the most behavior-rich, data-driven industry on the planet and none of that value goes to the player

Baishi is the AI engine and Data Layer that pays you to play



INTRODUCING BAISHI

The first system where user gameplay builds data, trains AI, and earns you rewards

Play



Capture Data



Build Data Layer



AI Engine



Create AI Agents



Expand Data



Monetize



Reward







Repeat





From Problems to Products : BAISHI's Solution Stack

Four Core Innovations : One Unified Platform





The Problem

-  Web3 games are creatively bankrupt and engagement is low
-  There is no easy way to build or personalize game experiences
-  AI is just a buzzword in most games, there's no real tech behind it.
-  Players generate data but have no ownership or benefit

The Opportunity

-  Players want immersive gameplay that adapts to them, not games that play the same every time.
-  Users want to design and express themselves in games, not just consume
-  AI tools are maturing , users now expect real utility and impact
-  Data monetization is a \$100B+ market and users want a cut

Baishi's Solution

-  **Immersive AI Gameplay**
Baishi offers immersive 3D gameplay, VR capabilities and cinematic in-house created episodes with CGI and SFX effects.
-  **No-Code Game Creation**
Generate assets, levels, or full games from text prompts, no dev skills needed
-  **Personal AI Agent NFTs**
Each player owns and evolves their own AI that can play, earn, and be traded
-  **Monetizable Gameplay Data**
Players own their behavioral data and earn as it's licensed to AI labs & studios

Traction

Beta Test Waitlist Sign-Ups : 35,000+

MAU: 30,000+ (As of May 2025)

DAU: 7000+ (As of May 2025)



5000+

Pre-TGE Holders

Through Aspecta Build
Key Launch



\$150,000+

In Grants

From



100,000+
NFT Mint Whitelist
Wallets



Chosen for GameSwift
Incubation



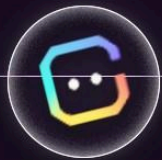
OG Badge Recipients
 Cookie3



5+
Live Games
Built



ChainGPT Grant +
Live Product
Development
(In Progress)



Partners



not only do users love us, our partners do too

Tech Stack Partners

Gala Games

ChainPeak

Gem Hunters

DragonNinja

KAPital

Bitgert

YesCoin

ALF

Lottry

KingdomX

TokenWars

FULLHOUSEGG



KOL/LaunchPad Partners

ArenaVS

WoWearn

Gameswift

Alpaca Finance

Tilted XYZ

eMoney

Plena Finance

Cookie3

Enjinstarter

Gamevolution



Strategic Gaming Partners

ChainGPT

Terrace

ACT Labs

PlayZap

U2U Network

SEI

Aspecta



Key Backers

\$250,000+ Raised (As of July 2025)



CEO Abhishek Buchvani



THE GEM HUNTERS

Co CEO Sewa 'Pandah' Cherny



CBDO Peter Makowski



BD Lead Matt Radominski



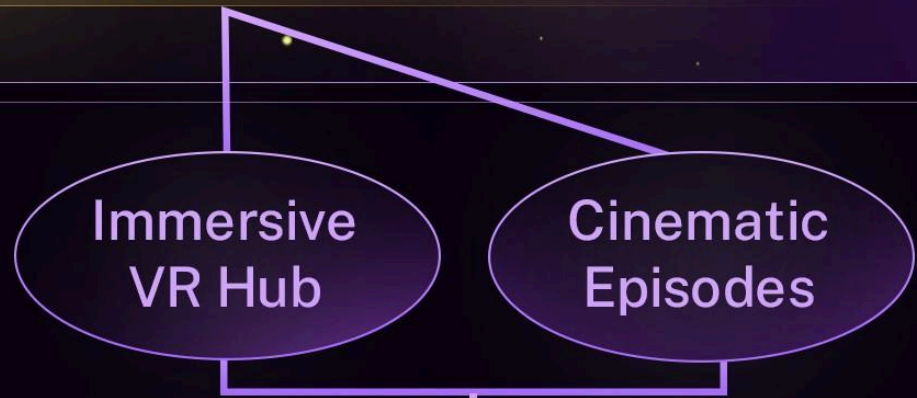
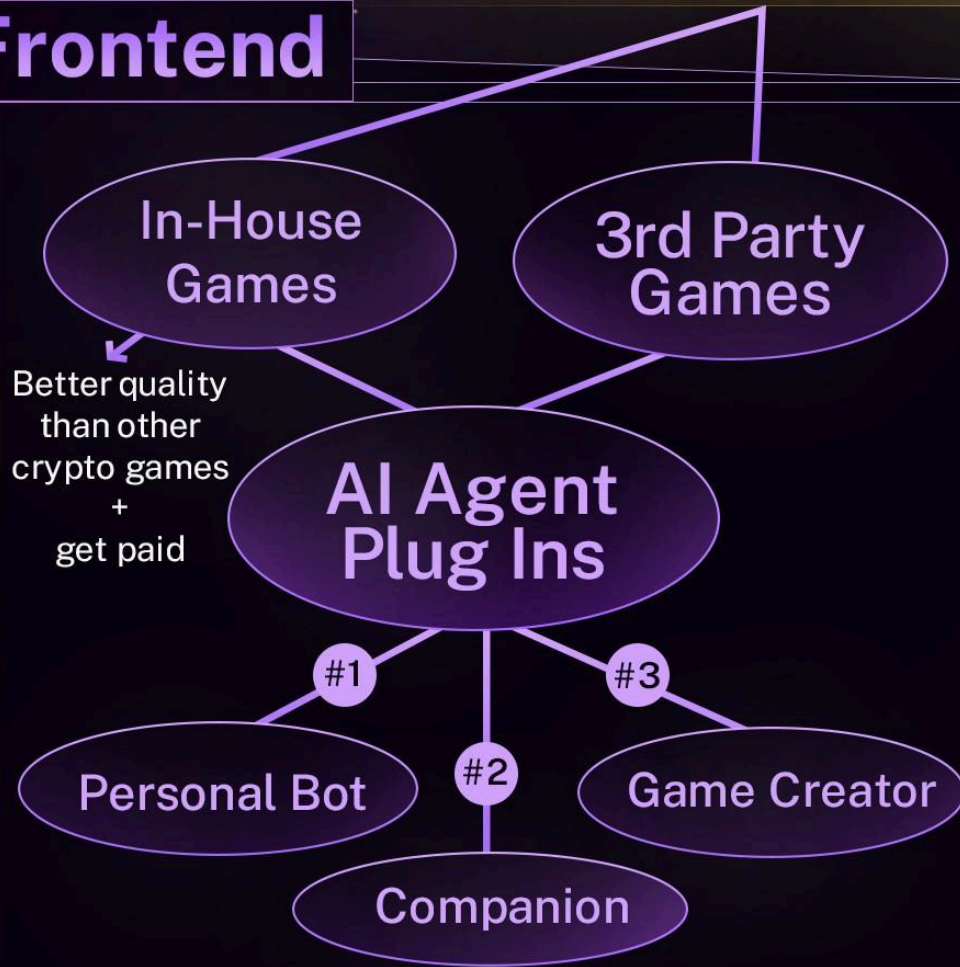
Team Ambassadors



Whale Syndicate

Understanding BAISHI

Frontend



The marketing side of crypto
(50% of the battle)

Proof of Concept

Tech Works (Link to POC : baishi.ai/8ball)

Bonus : Community love our games and AI Bots

Backend

How data is owned by the user

- 1) Tied to wallet (decentralized)
- 2) User consents to data collection

GamePrint Data Layer

*Like a fingerprint, but from your
gameplay. Unique, behavioral,
and sellable.*

Tracks

- Decision Timing
- Win/Loss Behavior
- Risk Preference
- UI Interaction
- Play Style

All things our
AI Agents
Already Track

(\$ Sell Data To:

- 1) Game Studios/Creators/Publishers
- 2) AI Training Companies
- 3) Ad Tech / Behavioural Targeting Firms
- 4) Anti-Cheat Companies



Game Studios

Pay Users in \$BAISHI
(X%)

Baishi Makes Software
Fee (Y%)

Data Layer Illustration

How Does It Work?



How Much & How Data Monetization Payout Works

\$50K Example

Baishi Data Vault Payout Model



Player Data

All player data goes into a vault for a 30-Day Period

Separate vault per game, different vaults can be grouped up for buyers
(e.g. all shooting games data together sold to Fortnite [Epic Games])



Data Vault

At the end of the month, Baishi monetizes the data

- Direct API Access
- Subscription (SaaS) to dashboards or query layers
- One-off reports or training data sets



Revenue From Data Sale (\$50k)



35K Player Pool

Revenue is distributed proportionally based on player "Data Scores" in \$BAISHI

- Time Played
- Game Diversity
- Complexity of Decisions
- Quality Signals (e.g. high skill, unique patterns)

Outcome - What Does This Lead Too?

Players are happy —→ earn **money** playing the games they love

Games are happy —→ more players

Game studios are happy —→ more data for better game creation

Baishi is happy —→ makes **money** from software fee

Baishi holders & community are happy —→ **money** put into Baishi
and it rises

\$BAISHI Token Utility

01

In-Game Currency

\$BAISHI is used for game wagering, PvP, tournaments, and cosmetic upgrades

02

AI Agent Ownership & Customization

Used for training, upgrading, and customizing AI agents. Also includes:

Buying/selling agents as NFTs

Deploying agents for PvP/earning

03

Data Layer Rewards

Users earn \$BAISHI for opting in to gameplay data sharing, funded by Baishi's buybacks from data sales.

04

Cross-Platform Licensing

Studios pay in \$BAISHI to access dashboards, SDKs, AI tools, or in-game agent infrastructure.

05

VIP Access & Boosts

\$BAISHI is used to unlock exclusive features like player analytics, early access to new games, higher reward multipliers, and AI agent perks.

Token Value Drivers

01

Buyback & Burn (Revenue-Driven)

A % of real revenue (from data sales, games, and NFTs) is used to buy and permanently burn \$BAISHI.

02

Deflationary Staking

Staking rewards come from buybacks and partner token pools (not from minting new \$BAISHI tokens)

What We've Already Built

In-House Games

- 5 playable in-house made games
- AI-powered 8-Ball with post-game summary report
- *Private test links available for partners*

Immersive VR Hub

- Navigate the Baishi world in VR
- Access games, talk to our AI, stay updated

Cinematic Episodes

- Animated episodes to educate new users
- Immersive and comedic storytelling

Three AI Agents

- *Personal Bot*: Learns you, plays for you, mints as NFT
- *Companion*: Feedback, coaching, conversation
- *Game Creator*: Turn ideas into fully built games; no code required

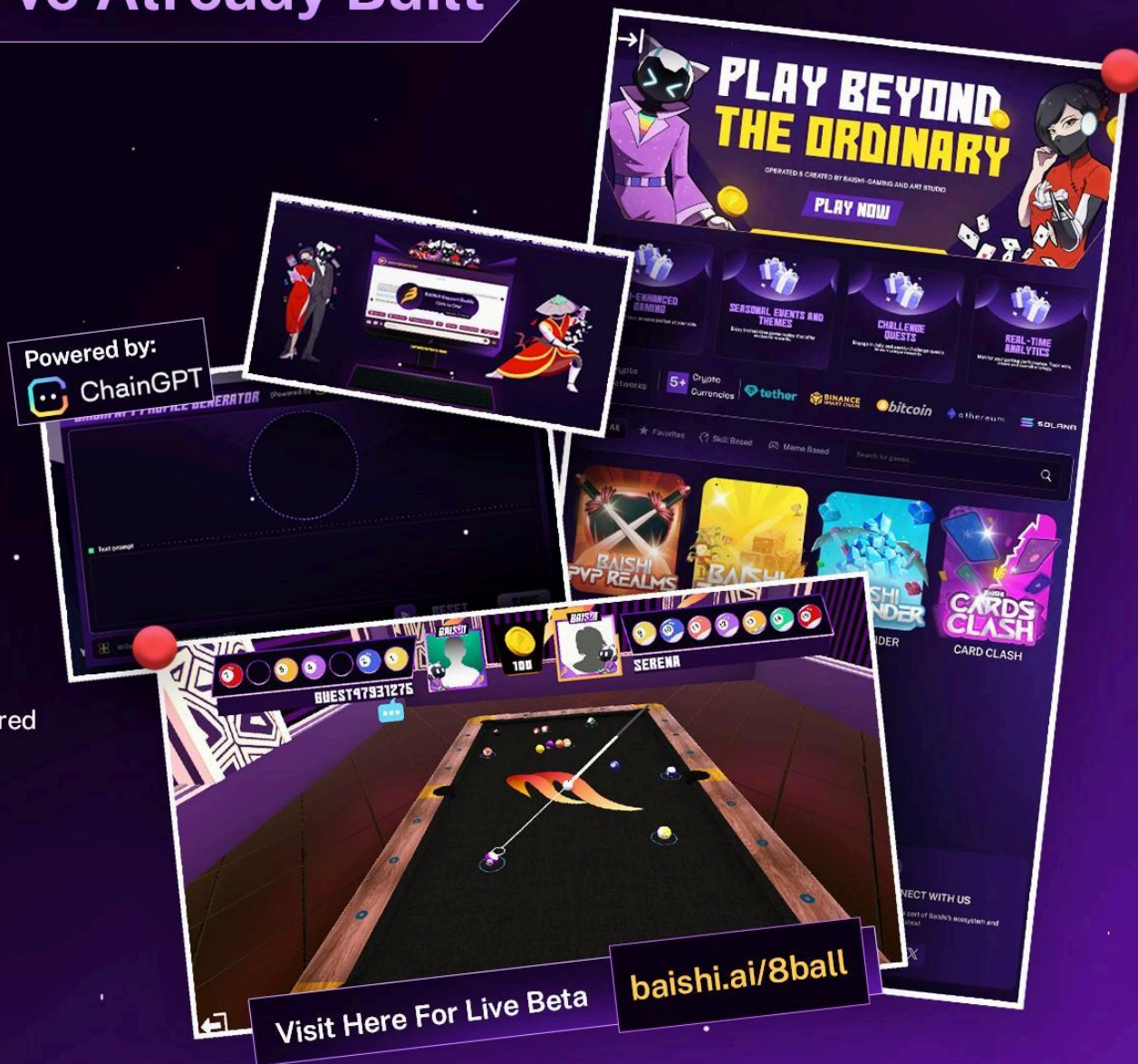
GamePrint

User-Owned Data Layer

- Player data builds a decentralized gameplay cloud
- Valuable for AI/game studios and rewards users

User Support Tools

- NFT Profile Picture Generator
- 24/7 Support Buddy



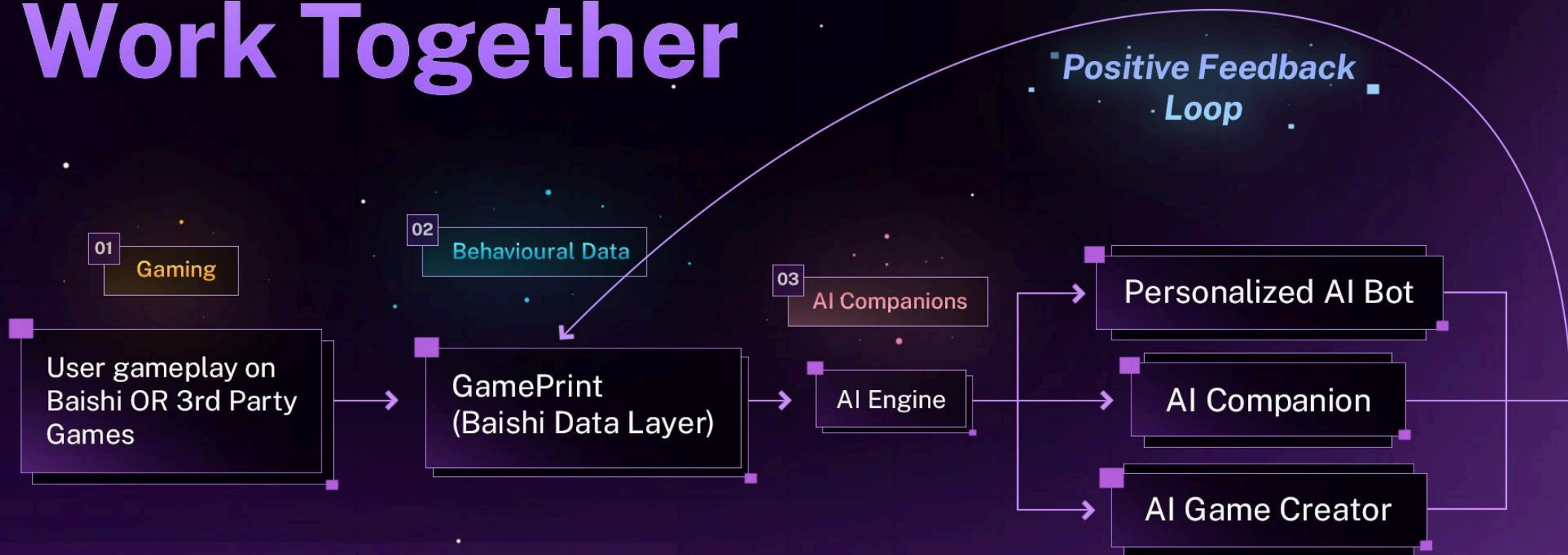
The \$350B+ Opportunity: Where BAISHI Sits

Market Size by 2027-2030

- Global Gaming: \$250B
- AI Companions & Agents: \$12B+
- Behavioral Data Licensing: \$100B+

Most existing platforms target one vertical, while BAISHI spans three, creating deeper retention and multiple revenue models allowing us to scale

How All Opportunities Work Together



TAM and Revenue Model: Data Monetization Benchmarks



	Metric	Baishi (1M MAU)	Baishi (10M MAU)	Niantic (30M MAU)
1	Revenue Source	Selling gameplay + AI agent behavioral data to AI labs, studios, ad networks	Selling gameplay + AI agent behavioral data to AI labs, studios, ad networks	Sells movement + geolocation + behavior data to ad platforms and partners
2	Examples of Data Sold	Decision-making trees, skill profiling, timing behavior	Decision-making trees, skill profiling, timing behavior	Heatmaps, store visit patterns, real-world behavior
3	Monthly Users	1,000,000	10,000,000	30,000,000
4	ARPU from Data Sales	\$1.50–2.00/user	\$1.50–2.00/user	~\$2.78/user
5	Monthly Data Revenue	\$1.5M–\$2M	\$15M–\$20M	~\$83.3M
6	User Payout (70%)	\$1.05M–\$1.4M	\$10.5M–\$14M	N/A (users don't earn from their data)
7	Platform Revenue (30%)	\$450K–\$600K	\$4.5M–\$6M	100% of revenue kept by Niantic
8	Annual Platform Revenue	\$5.4M–\$7.2M	\$54M–\$72M	\$1B+
9	Average User Earnings	~\$1.05–\$1.40/user (Top earners: \$15–\$20 based on Data Scores)	~\$1.05–\$1.40/user (Top earners: \$15–\$20 based on Data Scores)	N/A

Important Note:

TAM and Revenue Model: AI Agent Benchmarks



	Metric	Baishi (100K MAU)	Baishi (1M MAU)	Virtuals.ai (100K MAU)
1	Revenue Stream	Fees from AI agent usage, upgrades, rentals, and marketplace activity.	Fees from AI agent usage, upgrades, rentals, and marketplace activity.	Fees from agent interactions, subscriptions, and tokenized agent sales.
2	Monthly Active Users	100.000	1.000.000	~100,000
3	ARPU (Data Licensing)	\$0.85–\$1.20 per user	\$0.85–\$1.20 per user	\$1–\$2 per user
4	Monthly Data Revenue	\$85K–\$120K	\$850K–\$1.2M	~\$200K
5	User Payout (70%)	\$59.5K–\$84K to users	\$595K–\$840K to users	~\$140K to users
6	Platform Revenue (30%)	\$25.5K–\$36K kept by Baishi	\$255K–\$360K to Baishi	~\$60K
7	Total Monthly Revenue	\$85K–\$120K	\$850K–\$1.2M	~\$200K/month
8	Total Annual Revenue	\$1.02M–\$1.44M	\$10.2M–\$14.4M	~\$2.4M/year
9	Average User Earnings	\$0.60–\$0.84/month Top earners can make ~\$6–10/month	\$0.60–\$0.84/month Top earners can make ~\$6–10/month	~\$1.50/month

Why BAISHI? = feature exists but is partial, limited in scope, or still emerging

Features	Baishi	Pixels	Virtuals	Futureverse	AI Arena	Altered State Machine	Niantic
Live Skill-Based Games (3D/VR)	✓	✓	✗	✗	✗	✗	✓
AI Companion System	✓	✗	✓	✗	✗	✗	✗
AI Agent NFTs (Trainable & Monetizable)	✓	✗	✓	✓	✗	✓	✓ 
Player-Owned Data Layer	✓	✗	✓	✓	✗	✓	✗
In-Game Data Monetization	✓	✗	✓	✓	✗	✓	✗
No-Code Game Creation via AI	✓	✗	✗	✓ 	✗	✗	✗
Cross-Game AI Bot Deployment	✓	✗	✓ 	✗	✗	✓ 	✗
Real Revenue-Back ed Tokenomics	✓	✓	✓	✓ 	✓	✓	✗
Community-Owned IP & Rewards	✓	✓	✓ 	✗	✗	✓	✗
VR + Desktop + Mobile Ecosystem	✓	✗	✗	✓	✗	✗	✓ 

How Baishi Generates Revenue

How Users Make Money



TEAM

Meet The Founding Team



Bruno Skocibusic

Founder & CEO
Backend Infrastructure &
Legal Structure

Jayson

Project Manager
Oversees Daily
Operations

Kristopher

Director of Art & Design
Creative Output &
Game Assets

Zain

Operations Lead
Partnerships &
Internal Systems

Enoch

Marketing Specialist
User Acquisition
Campaigns

Forty

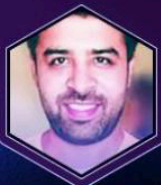
Community & Social Lead
Community Loops &
Branding

+2

Backend Devs

Game Logic &
AI Infra Devs

Meet Our Advisors



Abhishek Buchvani
CEO of PlayZap



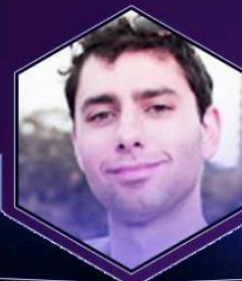
Diego Borgo
Web3 Brand Specialist



Sewa 'Pandah' Cherny
Co-Founder of Gem Hunters



Amrit Mirchandani
Former CMO of Fjord
Foundry



Jesse Beller
Founder of Terrace
(Y-Combinator)

What We Are Hiring to Expand:

Solidity / Security Auditors , Data Analysts, AI infra scaling engineers and user acquisition leads (LATAM + SEA focused)

Roadmap



Q1 2025

Completed MVP development and polished 5+ in-house games

Released Baishi **Beta Test Portal**

Formed ecosystem partnerships with Tier 1 partners

Finalized tokenomics and legal/compliance structure



Q2 2025

Raised **\$250K+** from strategic angels and Web3 communities

Built **32K+ beta waitlist** via collaborations with Gala Games, Cookie3, and more

Secured **\$150K+** in grants from SEI & U2U ecosystems

Aspecta BuildKey Campaign: 5,000+ pre-TGE holders, \$500K+ in volume

ArenaVS NFT Mint
100K+ whitelist wallets, sold out 3 rounds



NOW

Q3 2025

Execute **TGE** and list token on DEX and first CEX

Roll out **Founders Beta Program** with reward campaigns

Monetize **Data Vaults** via SaaS dashboards for AI/game studios

Launch **Baishi VR Arcade** with synced personal AI agents

Host Global AI Bot Tournaments & Streamer Collabs



Q4 2025

Release VR 2.0 Game Room with multiplayer AI integration

Expand game catalog to **30+ titles** (Baishi + partner studios)

Scale **AI Agent NFT utility** across gameplay and data monetization

Sponsor & speak at major **crypto/gaming conferences**

Scale backend infra & grow internal AI/gaming teams

Coming August 2025

\$BAISHI TGE:



@playbaishi



t.me/playbaishi



www.baishi.ai