INVESTOR PRESENTATION | 2026

Rise of Crowns
Civilizations

A live 4X kingdom-war strategy game on Google Play, built and launched by one founder. Now raising to scale it into a studio.



BUILD . FIGHT . CONQUER

LIVE ON GOOGLE PLAY

FREE-TO-PLAY 4X STRATEGY

Hexyn Technologies (OPC) Private Limited | Founder: Rajandeep Singh

THE OPPORTUNITY

Why This Wins

4X

is one of mobile gaming's stickiest genres: players invest months, not minutes.

SOCIAL

Alliances and wars create loops that keep players returning and spending.

LIVE

The game is already shipped and updating, so your capital funds growth, not R&D.

Product risk is already behind us. What remains is team, art and marketing - exactly what this round funds.

RISE OF CROWNS: CIVILIZATIONS

The Game

Rise from a humble ruler to a legendary king. Build a capital, train armies, recruit heroes, research technology and fight rival kingdoms on one massive shared world map.

GENRE	4X Strategy / Kingdom Builder
PLATFORM	Android (Google Play)
RATING	Everyone 10+
MODEL	Free-to-play, in-app purchases



Rise of Crowns: Civilizations

REAL IN-GAME SCREENS

See It In Action







WHAT PLAYERS DO

Core Gameplay

Build

Grow a settlement into a mighty capital with deep upgrades and economy.

Command

Train infantry, cavalry, archers and siege, then march them to war.

Heroes

Recruit legendary commanders and craft winning combinations.

Research

Unlock technologies that boost economy, troops and growth.

Conquer

PvP and PvE: scout rivals, attack, defend and take territory.

Alliances

Rally allies, share aid and win large-scale kingdom wars.

LAUNCHED 29 SEP 2026

Traction

LIVE

Launched 29 Sep 2026 on Google Play

396

Device acquisitions (last 28 days)

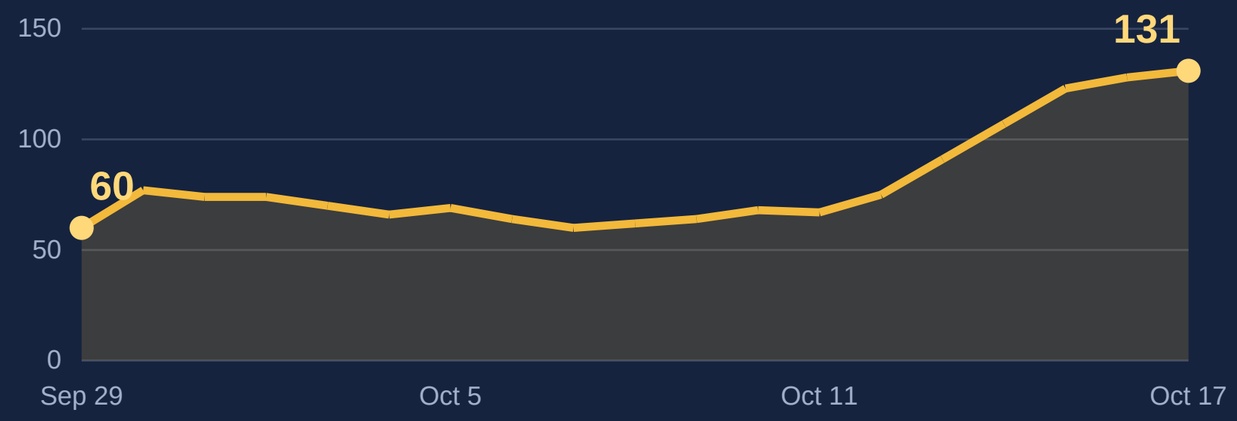
170

Monthly active devices

+963%

Monthly active devices vs previous 28 days

Installed audience since launch (devices)



SHIPPED SINCE LAUNCH

- Multi-army selection for faster war management
- Send armies directly to empty world-map spaces
- Russian language support, first step to global reach
- Performance, UI and stability improvements

Source: Google Play Console. Growth compares the last 28 days to the previous 28.

FOUR REASONS

Why Invest

01 Execution proven

One person took a complete multiplayer strategy game from idea to live store release.

02 Capital efficient

Almost every rupee goes into growth, not catching up on product.

03 Sticky genre

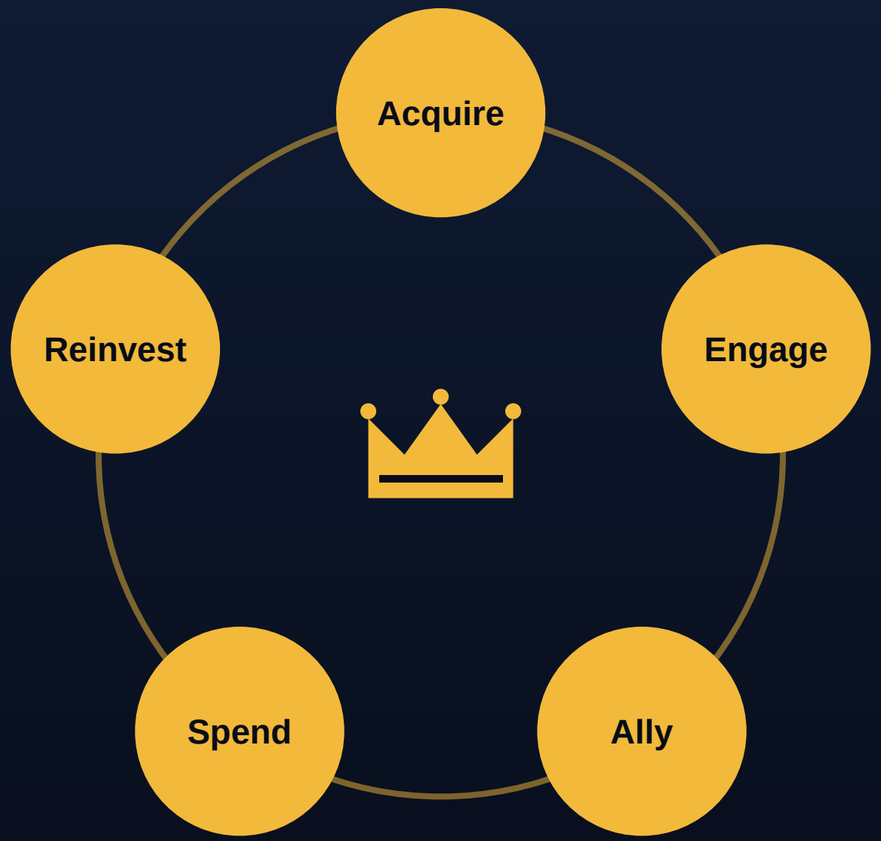
4X games monetise through long-term engagement and alliance play.

04 Clear plan

Hire, polish, acquire players, expand languages and regions.

HOW THE FLYWHEEL EARNS

Business Model



In-app purchases

Resources, speed-ups, bundles and premium items.

Live events

Rankings, expeditions and limited-time rewards.

Alliance depth

Social bonds raise retention and lifetime value.

Free to start

Low friction to install, revenue grows with engagement.

WHAT YOUR CAPITAL UNLOCKS

Roadmap

Done

NOW

- Android live
- Regular updates shipped
- Solo-built core game

Build the team

PHASE 1

- Hire developers
- Hire artists
- Faster feature releases

Acquire players

PHASE 2

- Paid marketing + creators
- Community and events
- Track retention and ARPU

Scale globally

PHASE 3

- More languages
- New regions
- Studio and next titles

ONE PERSON. ONE LIVE GAME.

The Founder

RS

Rajandeep Singh

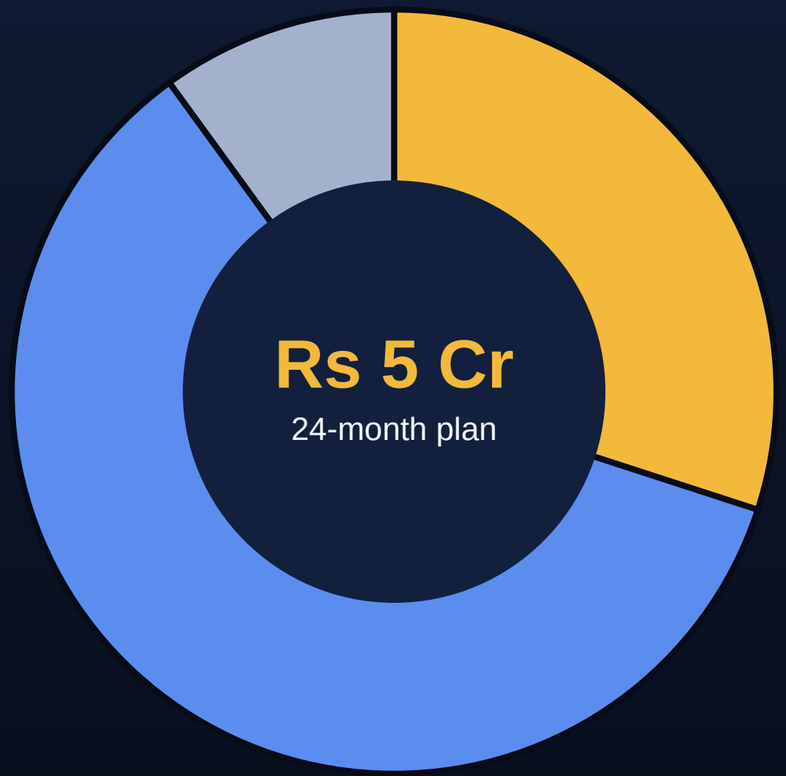
FOUNDER | HEXYN TECHNOLOGIES (OPC) PVT. LTD.

Designed, developed and launched Rise of Crowns: Civilizations end to end: client, game systems, backend, store release and live updates.

If one founder can ship this alone, imagine what a funded team can do.

RAISING 5 CRORE INR | ABOUT 24 MONTHS RUNWAY

Use of Funds



Team of 5 — 30%
2 developers, 2 artists, 1 marketer

Marketing & UA — 60%
Paid, creator and community growth

Reserve & ops — 10%
Servers, tax, equipment, buffer

Capital can be released in stages against retention and cost-per-install milestones.

THE ASK

Back the founder.
Crown the kingdom.

We are raising Rs 5 crore, releasable in stages against milestones, for about 24 months of runway: a team of 5 plus marketing for a game that is already live. Ticket sizes are flexible.



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PLAY STORE
Rise of Crowns: Civilizations

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