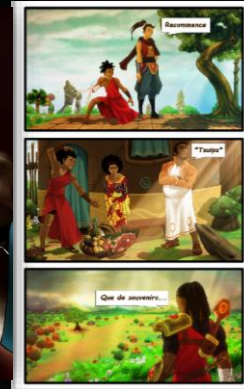


# KIRO'O GAMES

« The Wallbreaker Vision »

Building the most inspiring company in Africa

Vidéo Games – Comics – Animation – Fintech



<https://join.aurionverse.com/>

Click on the link to visit our animated website



founders@kiroogames.com



www.kirooworld.com

This document is designed to make you discover  
our company corporate vision and culture.

[>> Click here to download the Business Plan summary <<](#)

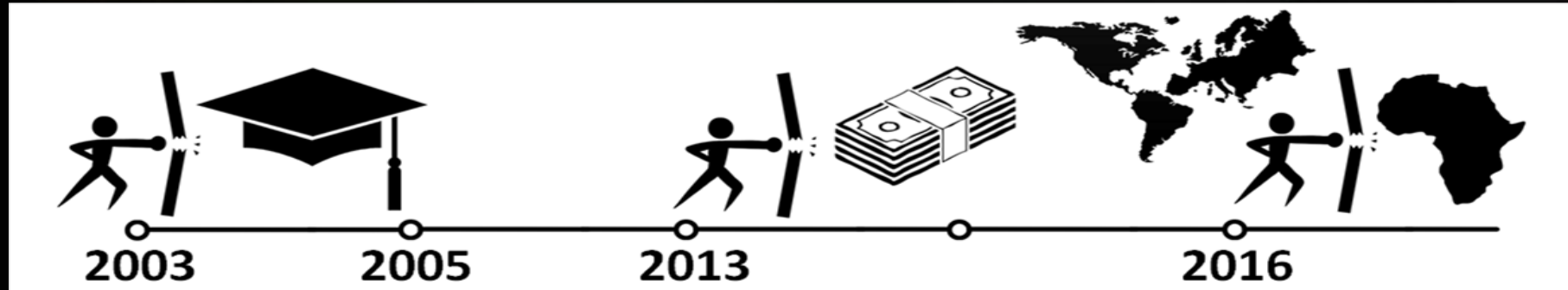


Contact us at  
**[founders@kiroogames.com](mailto:founders@kiroogames.com)**  
for more details



# OUR STORY

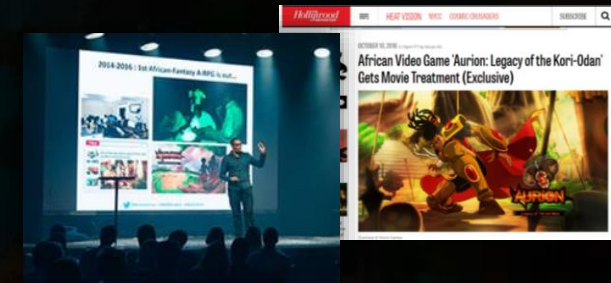
Kiro'o is a team made up of professional wallbreakers since 18 years



Without travelling out of Africa, we learned by ourselves how to make games via the internet

We raised our 1st seed stage without VCs or banks (220K USD raised on 98 investors in the world)

We released the best PC game designed by sub-Saharan Africans with an African-Fantasy theme



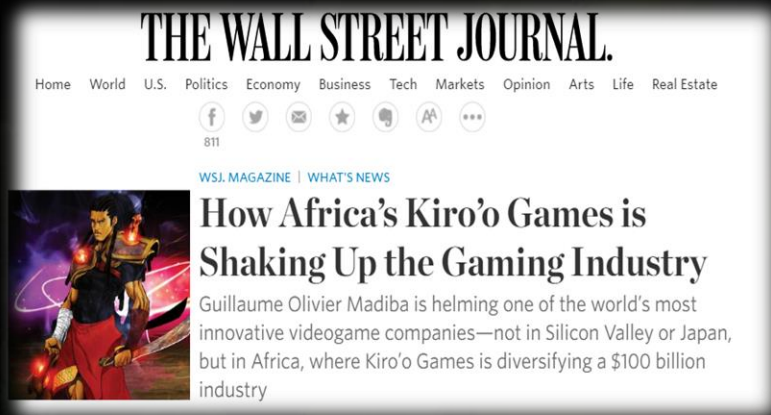
Adaptation, Leadership, Management and Creativity is the DNA of our company's culture.

# OUR STORY

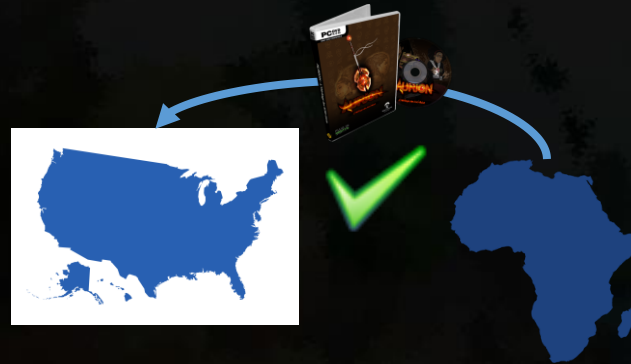
Our 1<sup>st</sup> game is now the strongest African-Fantasy brand designed in Africa



Our 1st game : **Aurion Legacy of the Kori-Odan**  
is now the **strongest African-Fantasy brand designed in Africa.**



There are more than  
**400 press releases** about Kiroo  
and Aurion as a reference for the  
African gaming market.



From 2013 to 2016, our business  
model was to create a PC game in  
Africa and sell it in USA.  
**(OK)**



**7/10**



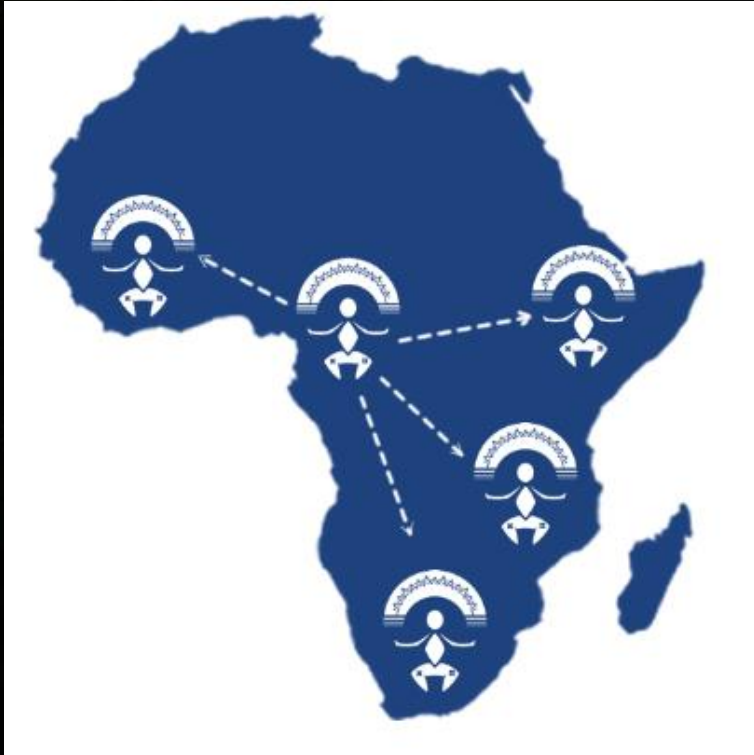
**9,5/10**

**7/10** is the general review note  
by gaming expert websites  
about our 1st game.

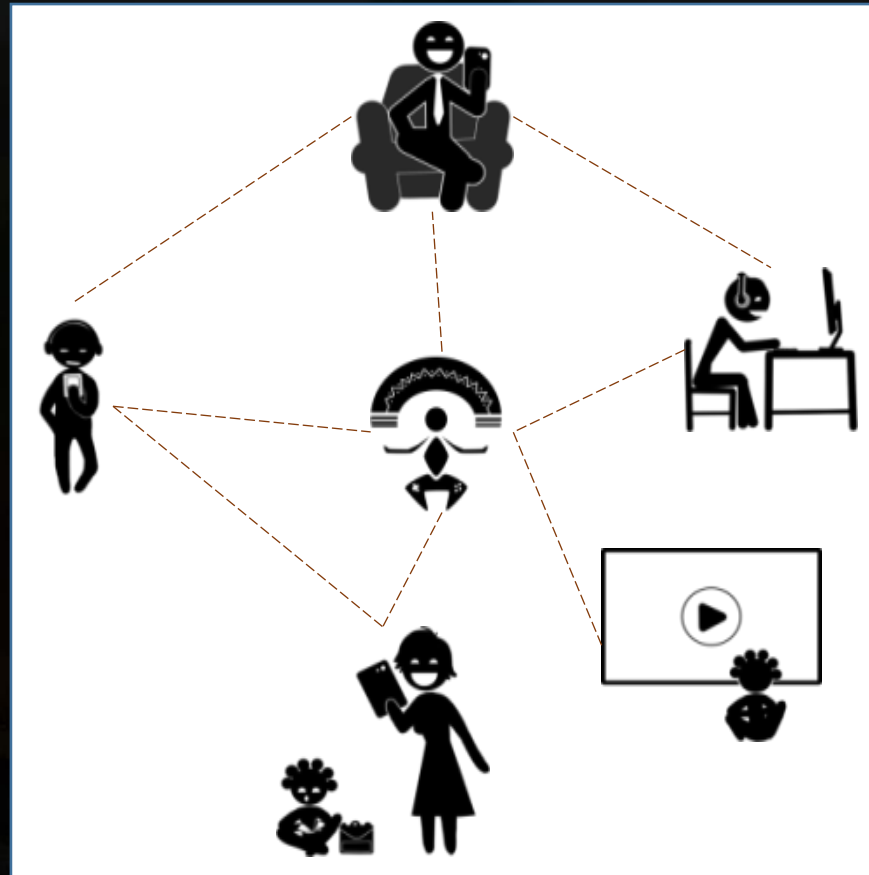
# OUR VISION

More than a game studio, we want to create an ecosystem

In the long term, we want to conquer the African digital entertainment market. To achieve this, our content will have to **reach every member of the family**.



A presence across the continent...



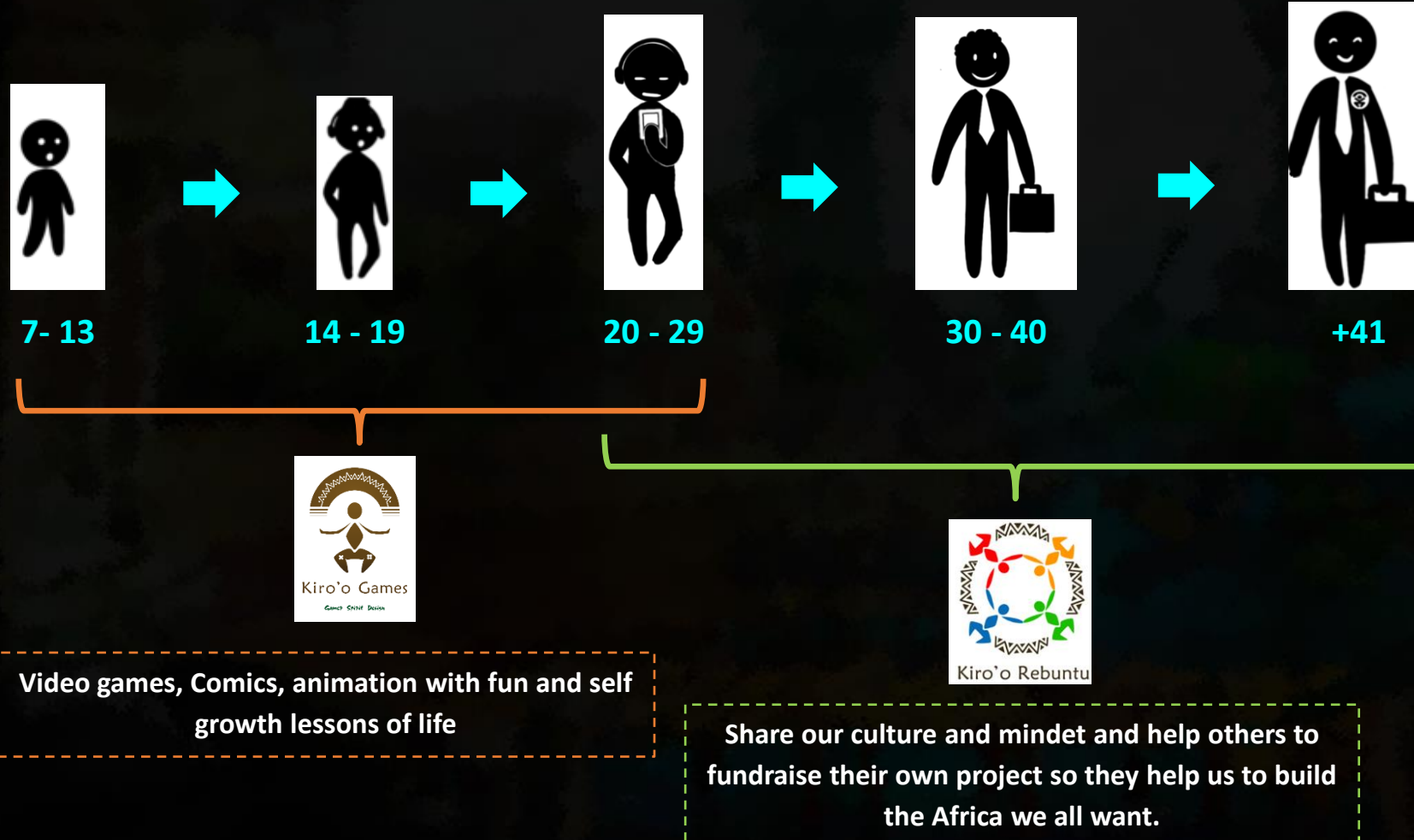
... for all family members



... both digitally and physically.

# OUR VISION

That's why we need to become a brand that inspires our customers' entire lives

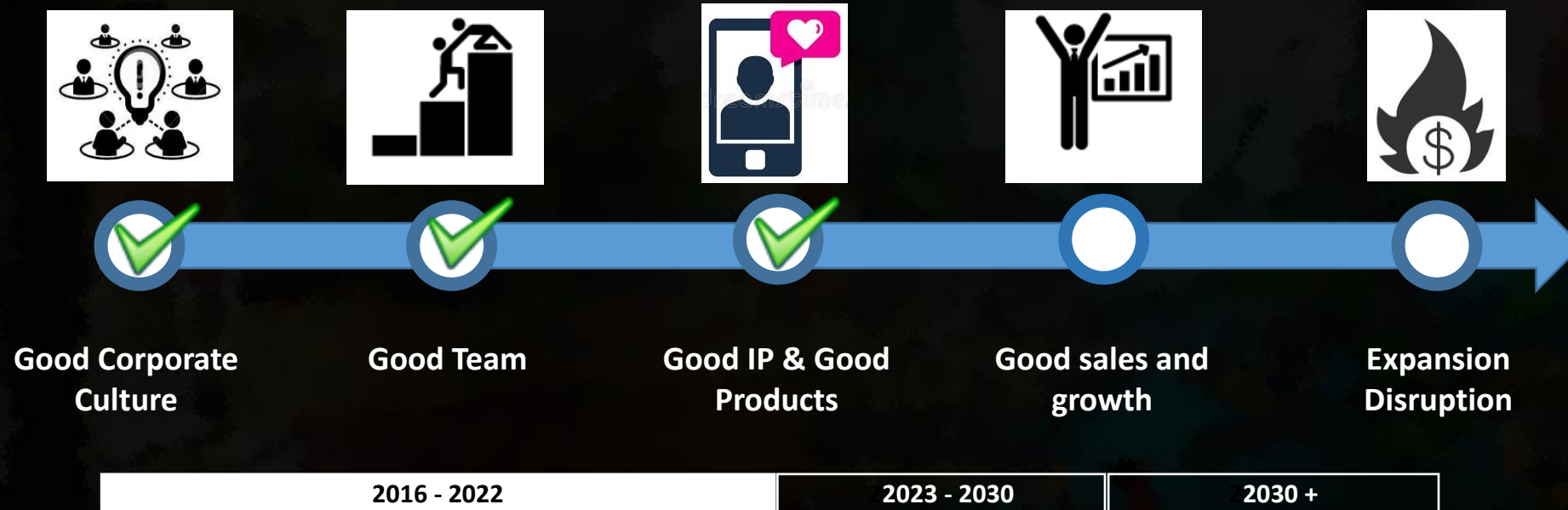




# OUR GOAL

There is a common rational path to build this kind of company

On the five (5) steps to become a world class company,  
Kiroo have **already cleared three (3)**



Taking the next step in Africa requires **substantial financial resources**, as we need to ensure a constant and aggressive presence on the market. These resources are already available to us in an already structured market, hence our **short-term strategy**.

# OUR SHORT-TERM STRATEGY

## Conquering the casual gamer market in North America and Europe



Between 2024 and 2027, our **main objective** is to optimize and generate advertising and microtransaction revenues from our mobile game **"The Elites of Mboa"**



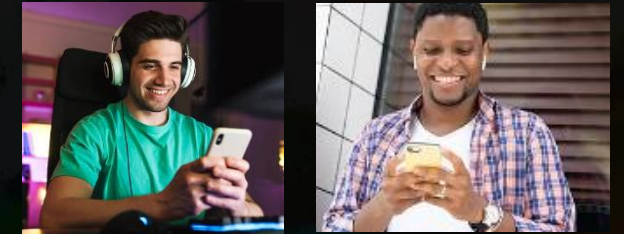
*Sub-Saharan Africa & Diaspora Market*

**160M**

connected young adults in Sub-Saharan Africa

**8M**

In the African diaspora



We target mainly  
**Mid-Core & Casual  
Young Male players**

**\$13.3M**

Potential revenue in 3 years  
or \$5.5M potential profit

Thanks to the results generated by our short-term strategy, **we intend to continue implementing our vision in Africa through the AurionVerse.**

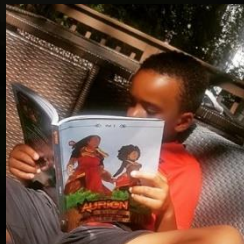


# GOOD IPs

We have demonstrated exceptional execution capacity



Parodic Smartphones games based on African social trends. For African Young adult market.



Cross Media African Fantasy IP for international geeks and african kids (USA, Europa)



The place where every geek in Africa will eat.

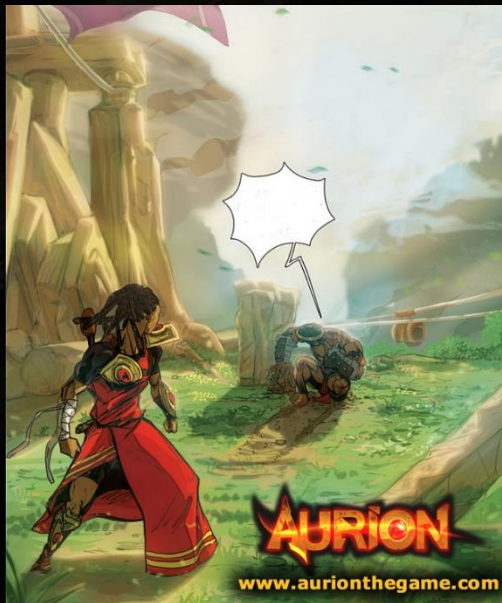
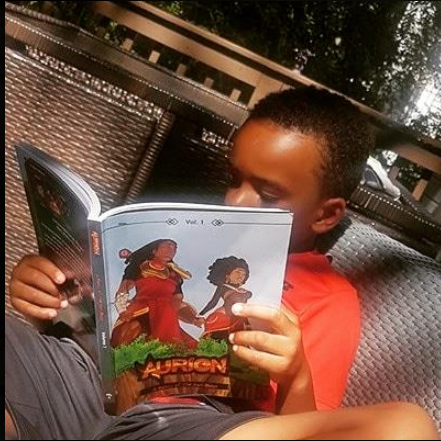


Sharing our business entrepreneurship experience and self-funding technology.

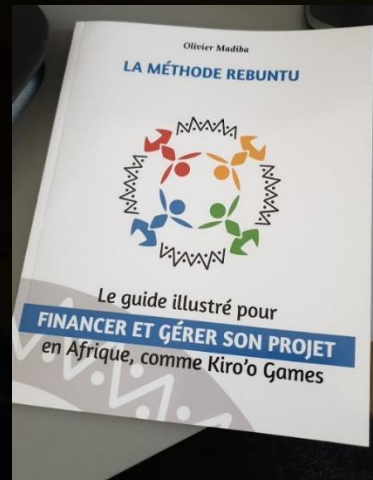


# GOOD IPs

With only one account, our user have everything



[www.kirooworld.com](http://www.kirooworld.com)



# KIRO'O GROUP

An ecosystem of companies sharing a common culture



Initial company *incorporated in 2015 in Cameroon*. Owns shares in Kiroo Corp.



*Incorporated in 2019 in the United States* to serve as a financial vehicle to facilitate fundraising operations. It will hold shares in all subsequent group companies. This entity is the focus of the current fundraising campaign.



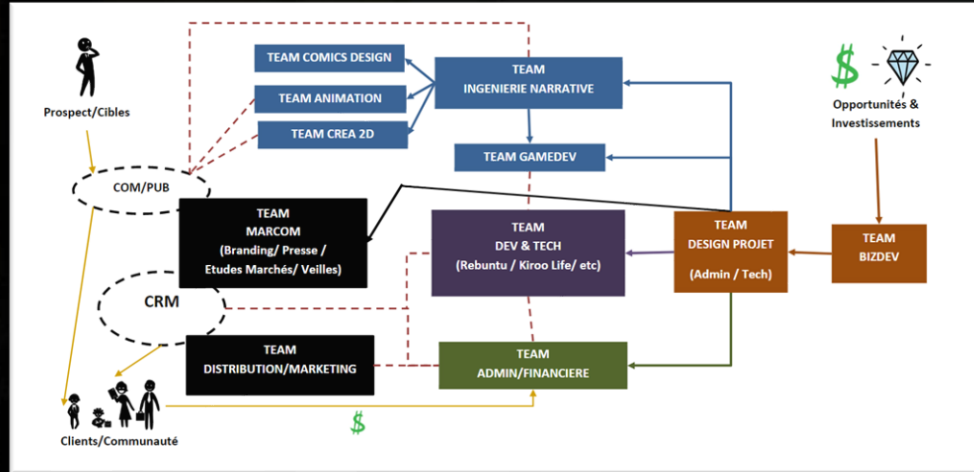
Some of the companies incubated by the group.



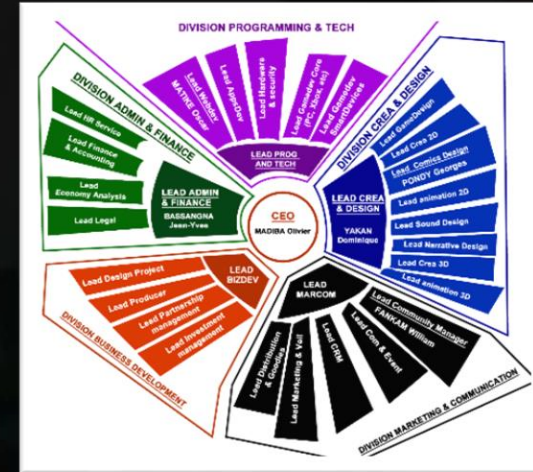
# OUR CULTURE

Our core value is “Unite, Dare & Grow ”

One of the greatest challenge in a tech company, is to build a strong corporate culture with an adaptive and innovative mindset. Since 2016, we have tested and integrated a “Wallbreaker” culture in our effective process.



Adaptive and innovation-driven process



Solar organigram  
(combining the best of leadership & management)



## Values at work

- Human Centered Design
- Design Thinking
- Da Vinci method
- People with a lot of emotional intelligence



# Thanks for you time - Kiro'o Team



**MADIBA Olivier**

Founder/CEO/Programmeur/Ecrivain

**madiba@kiroogames.com**

*Present since 2003, raised the early stage investment while coding the 1st game, writing the 15 hours scenario and leading everyone.*



**MATIKE Jacques Oscar**

Co-Founder/Lead Webdev/UI designer **j.matike@kiroogames.com**

*Present since 2007, designed all the game user interface while creating the websites and managing the hardware.*



**BASSANGNA Jean Yves**

Co-Founder/CFO/RH/Musique **bassangna@kiroogames.com**

*Present since 2010, designed our 1st fundraising process, managed all the administrative and finance while making the best African gaming music ever.*



**HONLA Eveline**

Lead Marketing & Communication

**honla@kiroogames.com**

*Present since 2018, she manages the studio's marketing and communication team. She brilliantly managed the launch of the demo from the African Community Leader.*



**FUHNWI Lawrence**

Lead Game Artist/ Game Designer /3D Artiste **fuhnwi@kiroogames.com**

*Present since 2018, he is leading the creative teams on all gaming IP and he is also leading the training of the studio in 3D.*



**PONDY Georges**

Lead Comic Design

*Present since 2013, the best comic artist in Cameroon with 20 years experience. He is the Lead Characters Design of the studio.*

**And 17 other  
nice/motivated/dynamic people**

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