

ROBLOX · AFK ACTION RPG



A LIVE-OPS RPG BUILT TO KEEP SAILING

INVESTOR BRIEF · IGDx 2026 ♦ SOFT LAUNCH 26 OCT 2026

A GAME BY  4CROWS
DIGITAL

◆ WHAT WE'RE BUILDING

A ROBLOX RPG BUILT TO BE KEPT ALIVE, NOT JUST LAUNCHED.

Players progress while away, then jump into bosses, events and PvP when it matters. Every Fighting Style stays relevant, so each update adds choices instead of retiring the player's favorite.

PLATFORM ROBLOX PC · MOBILE	SOFT LAUNCH 26 OCT 2026	LAUNCH SCOPE 5 ISLANDS 5 STYLES
EARLY SIGNAL 50+ DISCORD Members (team included) are already asking for tester slots, early access to livestream, and the launch date.		



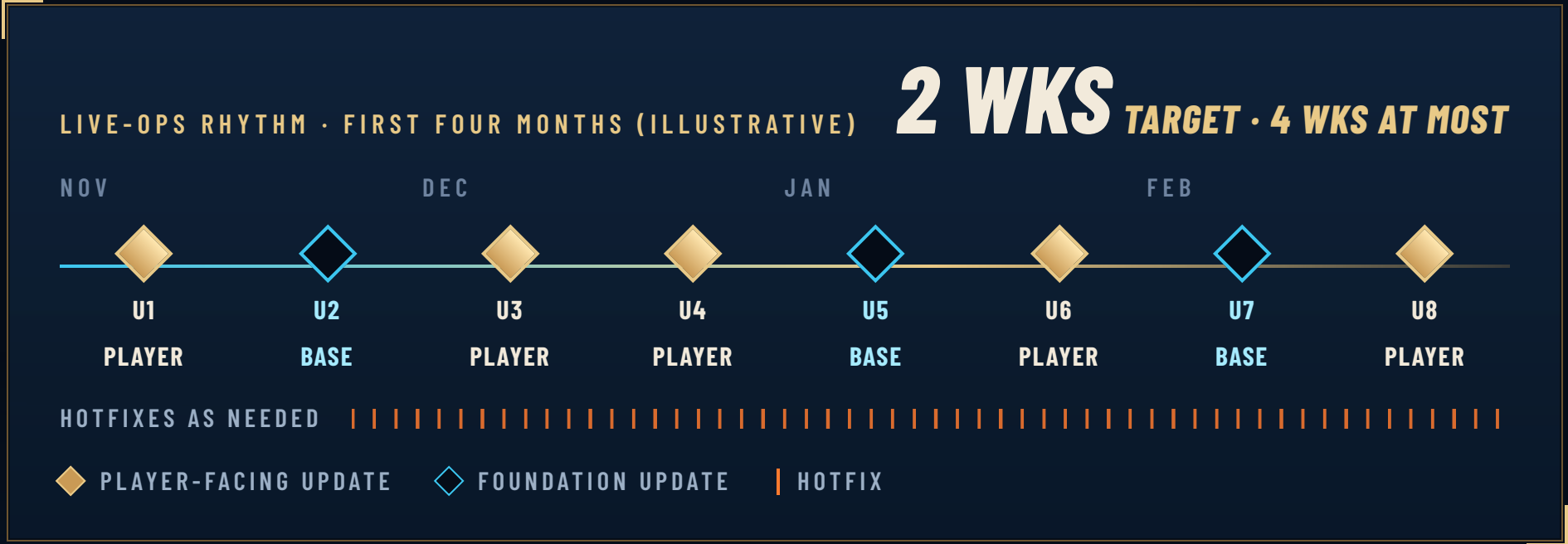
● IN-ENGINE FOOTAGE

DAWNWIND ISLAND

◆ SUSTAINABLE LIVE-OPS

WE SAIL WITH OR WITHOUT A PARTNER.

A partner doesn't decide whether Bounty Seas continues. It decides how fast we can go.



WE KEEP SHIPPING

Updates, hotfixes and events continue for as long as the potential is there, partner or not.

A RATIONAL PATCH MIX

Some patches players will love. Others lay the foundation the next feature needs. Both ship, and we judge the trend, not a single patch.

THE CAPACITY GAP

With 6 people, a 2-week rhythm competes with hotfixes, community and platform work. Capital buys parallel capacity, not survival.

◆ EVIDENCE BEFORE EXPANSION

FOUR MONTHS OF LIVE DATA SET THE PACE.

LEARNING WINDOW · 4 MONTHS MINIMUM

SOFT LAUNCH
26 OCT 2026

FIRST DECISION
END FEB 2027

NOV	DEC	JAN	FEB
RETENTION D1, D7 and D30 by cohort		ENGAGEMENT CCU, DAU, playtime, returning players	
MONETIZATION Payer conversion and cohort quality		DELIVERY Release pace, bugs, stability, team load	

100K
CCU

SCALING IS A MUST
Every lever: full team, UA at scale, console and parallel content tracks.

1,000+
≈ 85 FULL 12-PLAYER
SERVERS

WORTH DEVELOPING
Open the next tranche: production and QA capacity, UA raised step by step.

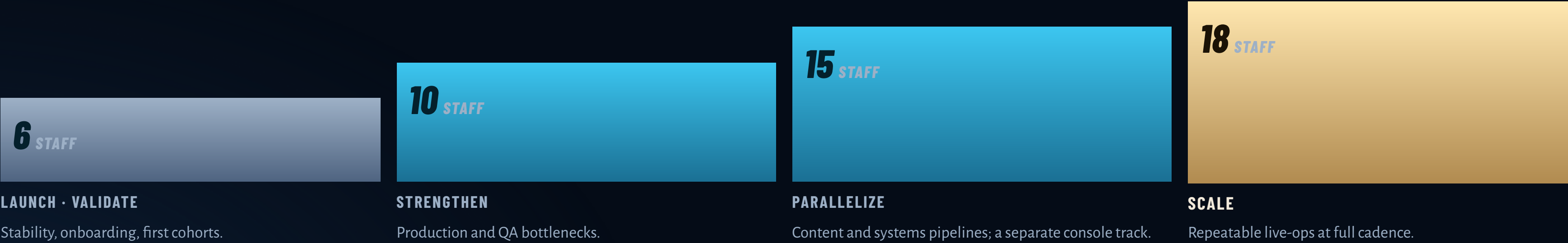
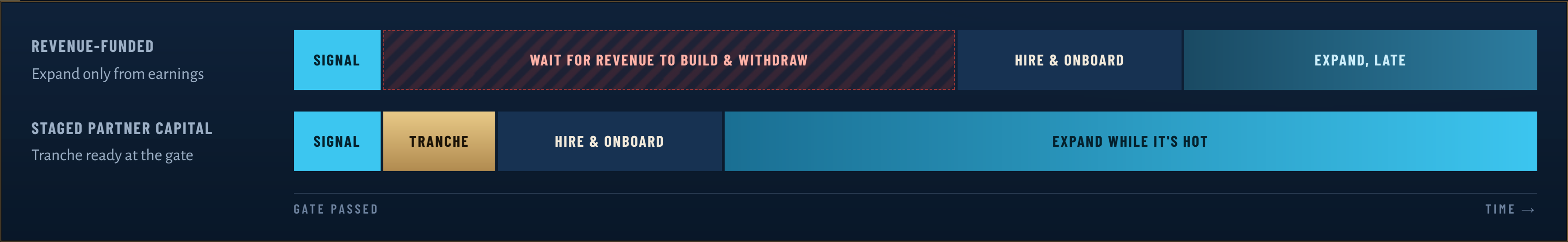
< 1,000
CCU

KEEP SAILING, FIX, RE-TEST
Live-ops continues while potential exists. Spend stays lean; onboarding and retention come first.

CCU means real concurrent players from Roblox analytics, not server count. Retention and monetization have to agree before spend scales.

CAPITAL ON STANDBY, DEPLOYED AT THE GATE.

We don't need the whole raise on day one. We need access to it when the data says push. Without it, expansion waits for game revenue to build up and be withdrawn, which costs time and cash flow.



Each step opens only when the previous gate's data supports it. The 18-month plan is a ceiling, not a hiring order.

A Rp6.03 BILLION CEILING, DRAWN IN TRANCHES.

GROSS PLANNING CEILING · SHARED-OFFICE SCENARIO

Rp6.03 billion



Operations: people, tools, live-ops	3,989
Staged UA (paid acquisition)	990
Equipment CapEx	262
15% contingency	786
Total · Rp million	6,028

WHO COVERS WHAT · RP MILLION, BEFORE CASH AND COMMITTED INCOME

SCENARIO	INVESTOR	PUBLISHER CASH
Investor covers the full plan	up to 6,028	-
Publisher funds the UA budget Our target structure	up to 5,038	990
Publisher funds UA + its 15% reserve	up to 4,889	1,139

The final ask is the gap after verified cash, confirmed income and any publisher commitment. It is drawn per tranche, never as one lump sum.



PEOPLE FIRST
Production, QA and systems capacity, added in stages.



UA TESTED FIRST
Budget grows only when cohorts retain.



TOOLS TIED TO HIRES
Bought for confirmed hires, after an audit.

A PROJECT-LEVEL RETURN. THE IP STAYS HOME.

Capital dedicated to Bounty Seas, released per milestone, and repaid only from the game's Net Receipts, with a cap and a sunset.

OPTION A · PREFERRED OPENING

PREFERRED

70 : 30



The investor receives 30% of Net Receipts until total distributions reach 1.5× the capital drawn, or 5 years after launch, whichever comes first. Then the participation ends.

OPTION B · FASTER RECOVERY

50 : 50



50% of Net Receipts until the same 1.5× cap or 5-year term. Suited to a larger ticket or a larger share of the risk.

NET RECEIPTS

Cash 4Crows actually receives from Bounty Seas after platform deductions, refunds and taxes.

MILESTONE DRAWDOWNS

Tranches follow an approved budget and the gates.

REPORTING & AUDIT

Regular financial and product reports, with audit rights on receipts and costs.

PROJECT ONLY

Rights cover Bounty Seas only. No cross-collateralization with other projects.

IP & EQUITY

4Crows keeps the IP and source code. Company equity is a separate conversation.

ONE WATERFALL

Any publisher UA recoup is documented separately. No receipt is counted twice.

An opening position for discussion, not a final offer; subject to diligence and definitive agreements. Example: on a Rp5.04B ticket, the 1.5× cap equals up to Rp7.56B in total distributions, principal included.

BOUNTY SEAS

KEEP THE VOYAGE GOING

FROM INTEREST TO TERM SHEET

01

Confirm the instrument and ticket range.

02

Reconcile cash, commitments and the final 18-month forecast.

03

Agree Net Receipts, cap, term and drawdown gates.

04

Review project, IP and corporate documents.



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