



Labs
ITHAX

AGI GAMING ECOSYSTEM

Gaming AGI | Compute Network | Gaming AGI Rollup | AI Game Hub

<https://docs.ithaxlabs.org/>

INVESTMENT SUMMARY



Opportunity	Game developers are eager but limited in developing AI games.
Key Propositions*	Simplify AI game development with minimal technical barriers and costs by our infra—Gaming AGI, Compute Network, and Gaming AGI Rollup.
Scaling Strategy	Scale our ecosystem to a pipeline of 100+ captivating AI games in 1 year by AI-enhancing high quality web2 games and building AI-native blockbusters.
Ecosystem Goal	Develop an omnipotent gaming AI, a massive game inferencing network, and an AI steam with AI assets and social network ownership.

* full value propositions are here: <https://docs.ithaxlabs.org/>

ITHAX LABS

CORE TEAM

Cofounders

FEIYANG SONG

Cofounder, BD + Partnerships

“Landed \$1b in Partnership Revenue for League of Legends”

- ex-Head of Partnership at Tencent and Riot JV; holds industry record for largest bd deal.
- managed media and monetization at RiotCN.
- B.A. Brown U, MBA Candidate at UChicago.

VINCENT PUN

Cofounder, Finance + Web3

“Executed \$1b+ IPO, incl. 1st BTC mining rig IPO”

- Principal, MetaWeb VC (crypto fund).
- ex-Citigroup tech investment banker.
- PM, UBS x WeBank wealth app in China.
- B.A. Brown U, M.A. UAL CSM, Caltech Ext.

DEO WU

Cofounder, Product + Games

“Executive Producer of *Soul Hunters* - \$1b+ GMV & 10m+ DAU”

- ex-Head of Product & Founding Member at Lilith Games; 10+ yrs in game design.
- Created and popularized a game genre that infused card games with actions.

JOEY YU

Cofounder, Chief AI Scientist

“Contributor to 1st Multimodal Conversational AI at Amazon”

- UIUC AI PhD candidate, focusing on multimodal machine learning, NLP, etc.
- Researcher at Perception and LAnuage research lab and Crowd Intelligence lab.

Core Team Members

DR. SOPHIE GUO

Reinforcement Learning Scientist

“Hold RL Patent for Network-based Transfer Learning”

- Carnegie Mellon AI PhD, focusing on ai agents with transferable actions in complex environments.
- B.A. Brown U, PhD Carnegie Mellon

RYAN LI

Lead Engineer

“Developed Backbone Cloud Infra for Microsoft Azure”

- 4 yrs engineer, leading MSFT evolution of Hyper-V virtual machines and containers.
- Angel and consultant for tech startups.
- B.S. UCSD, MBA Candidate at UChicago.

JIEXIN DENG

Growth Lead

“Engineered \$1b+ Revenue Growth for listed fintech co”

- ex-McKinsey, focusing on business strategy and sales & channels. ex-KKR.
- Incubated new venture for a listed co.
- B.Sc ZJU, MBA Candidate at UChicago.

NAN ZHANG

Product Manager

“Built products that Grew Users from 0 to 10m for Tencent JV”

- Producer of 2 games at Tencent x Riot JV, and manage full platform product line of social apps and games.
- ex-technical PM at netease.

ESSENTIAL INFRASTRUCTURE TO FOSTER AI GAMES

“We empower developers to produce, operate and monetize ai games and onboard them to our ai game hub.”

1/ECOSYSTEM

Propositions to Devs

Architecture

Produce ai games at minimal technical barriers and costs.

Operate ai games using inferencing from DePINs and player nodes.

Monetize ai games from ai assets, a global audience, and web3 communities.



GAMING AGI	game-specific generate ai experiences	easy-to-integrate game plugin compatible	free-of-charge for platform games
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COMPUTE NETWORK	aggregation DePINs + player nodes	web3-tailored obfuscated lightweight ai	near zero gas daily settlement
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GAMING AGI ROLLUP	ai agent nft identity + ability rights	social graph friends + networks	monetization global + web3 + ai assets
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OMNIPOTENT + INTEGRABLE AGI ABILITY SDKS

1/ECOSYSTEM - GAMING AGI

“Integrated LLM + RL solutions.
1 developer + 1 week for basic integrations.
Free of charge for our platform games.”

Ability	Description	Integration
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Intelligent Agent

avatar / npc / collectible

Socialize	socialize with high relevancy and low hallucination.	1 day engineering / no data needed
Combat	combat by goals or styles, such as hit & run.	2-8 weeks ai training / no data needed
Navigate	navigate by goals, such as guard, hide, voyage.	2-10 weeks ai training / no data needed

Dynamic World

RT responses to actions

Content	narratives for adventures, acquisitions, and friendships.	1 day engineering / no data needed
Dynamics*	dynamic storylines, plots, and quest progression.	3-4 weeks / worldview script needed
Autonomy*	self-operating ai npcs, society, and economics.	3-6 months / worldview script needed

* indicates applications built by multiple sdks.

AI GAME HUB GROWTH PLAN: SCALE IN 1 YEAR

1/ECOSYSTEM - AI GAME HUB

Game Type

Sourcing

Progress

AI-Enhanced
reimagined by previously
unfeasible technology

Target Partners
quality existing or published
games for ai integration.

Mass Onboarding
agents, school partnerships,
events for game recruiting

AI-Native
reimagined by previously
unfeasible technology

Incubation
produced by renowned
producers and IPs

R&D Collabs
ai gameplay design and
implementations

Pipeline

- >> 11 games of 9 genres committed
- >> 12 more games interested
- >> 5 bd agents from     

Developer Profile

- >> ex-Head of Product of Lilith Games
- >> High-Profile LoL Game Designer
- >> More from ex-   
- >> Above Land interested in co-R&D

AAA game led by Binance Labs

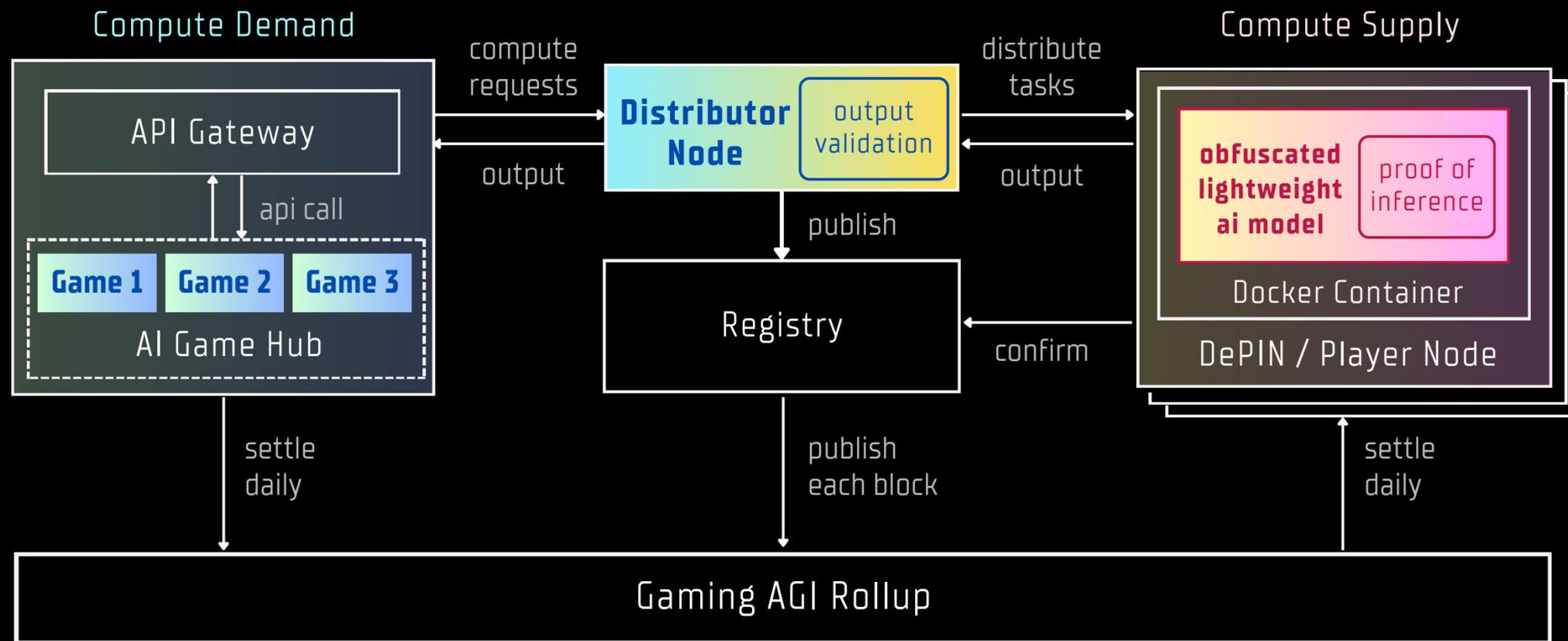
“Initial scaling focuses on ai-enhancing quality web2 games. Market domination requires ai-native blockbusters.”

A MASSIVE AND VIABLE WEB3 COMPUTE USE CASE

"Proprietary AI with a focused group of inferencing buyers enables the deployable, secured, verified, and affordable use case."

1/ECOSYSTEM - COMPUTE NETWORK

Architecture



Highlights

1/ Distributor Node

Distribute requests to DePIN partners and gamer nodes

2/ Player Node

Inference with gaming GPUs. Players compute-to-earn

3/ Obfuscated Lightweight Model

"Unreadable", distilled & quantized. Core tech protected

4/ Nearly Zero Gas

Settle payment daily. Enabled by 2b2c business model

5/ Verification

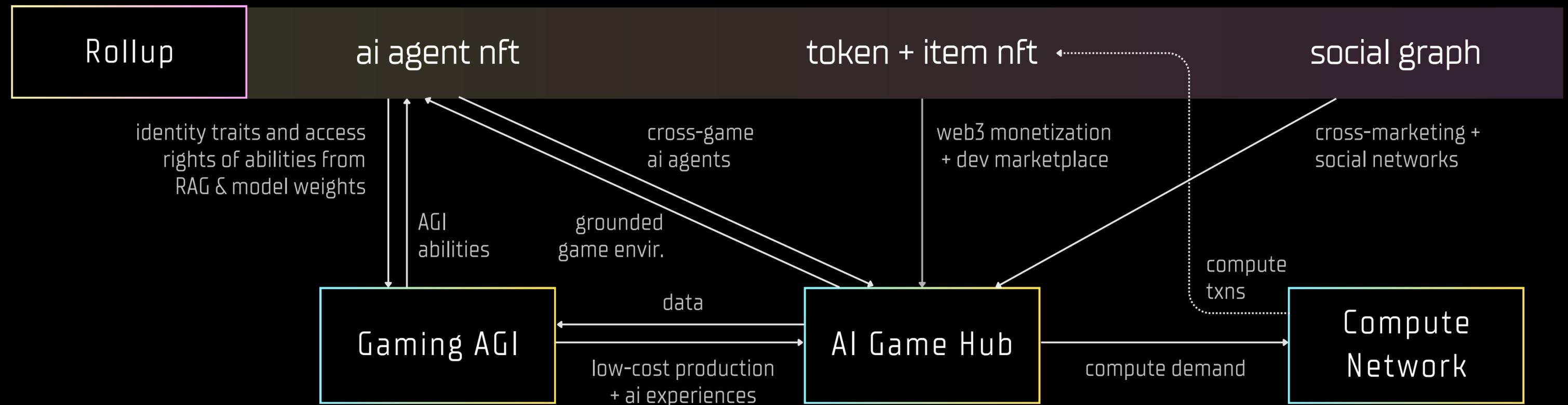
Inference proof embedded in model code + validation

ESTABLISH AN ECOSYSTEM MOAT

“Virtuous cycle of growth:
more games >> more data >> better ai.
better ai >> better games >> better monetization.”

1/ECOSYSTEM - GAMING AGI ROLLUP

Deeply Integrated Ecosystem



ESTABLISH AN

ECOSYSTEM MOAT

1/ECOSYSTEM - GAMING AGI ROLLUP

Deeply Integrated Ecosystem

"Virtuous cycle of growth:

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Game Hub

AI Game

Compute
Network

AI Game

Gaming AGI
Rollup

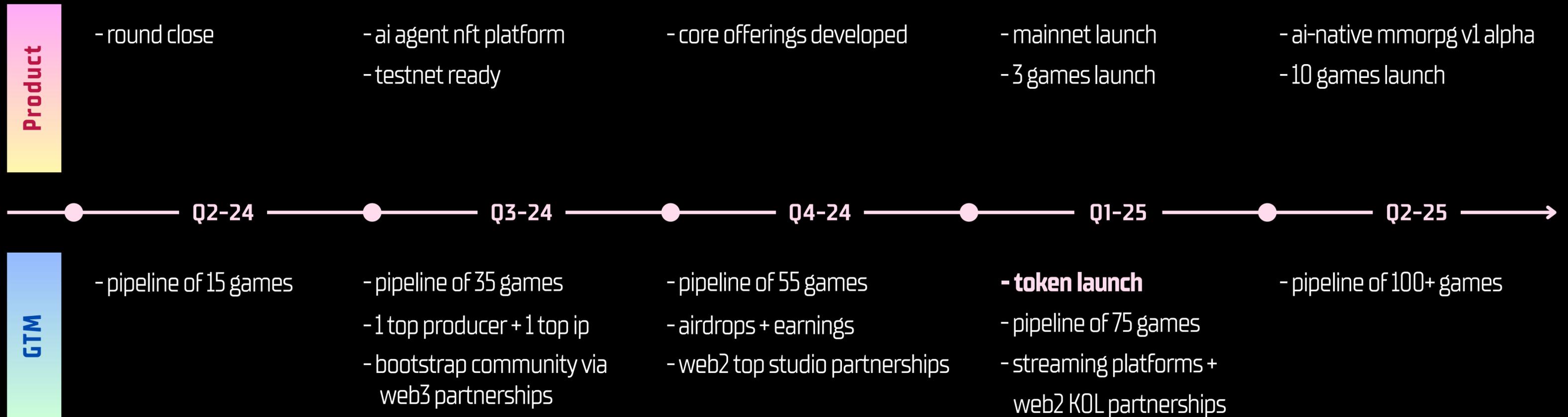
AI Game

BULL CYCLE

EXIT FOR INVESTORS

2/TIMELINE

“Target token launch in q1 2025 supported by massive game onboards and top-tier web2+web3 partnerships.”



ITHAX LABS

INVESTMENT HIGHLIGHTS

3/HIGHLIGHTS

01

Omnipotent Gaming AGI

- ai with cognitive + action abilities
- top producers + ai phds in rl & mllm

02

Rapid Scaling Game Hub

- unique tech + strong pipeline
- top producer + partnership head

03

Strong Ecosystem Moat

- more games, more data, better ai
- team from ai, gaming, web3, tech

THANK YOU

For Your Time

telegram: vincentcfpun

docs: <https://docs.ithaxlabs.org/>

email: admin@ithaxlabs.org

appendix for more >>



ITHAX LABS

ADVISORS

technology

DR. ISMINI LOURENTZOU

advisor, AI

“Hold ML Knowledge Representation Patent”

- Professor at UIUC with 60+ publications funded by NSF, DARPA, Amazon, etc.
- **instruct on gaming AGI development.**

BOWEN WANG

advisor, blockchain

“lead R&D and protocol development for NEAR”

- head of protocol at NEAR, leading r&d in consensus, sharding, network, storage, etc.
- **plan blockchain development.**

YINGBO LIU

advisor, backend system design

“Manage System Optimization & Reliability for LinkedIn”

- 5 years in LinkedIn focusing on system availability, performance and security
- **strategize backend system design.**

gaming

CHUN LI

advisor, game production

“Legendary LoL Game Designer Known for “Nerf Irelia””

- CEO at Funplus Phoenix (won LoL world championship). 5 years ex-Riot.
- **interested in building ai games.**

SAN JIE

advisor, web2 marketing

“Managed Overseas Streaming Businesses for HU YA”

- Content GM of Huya, ex-CEO of Chengdu Hunters, and ex-head of Nimo TV.
- **provide streaming and gtm resources.**

LUCIFER

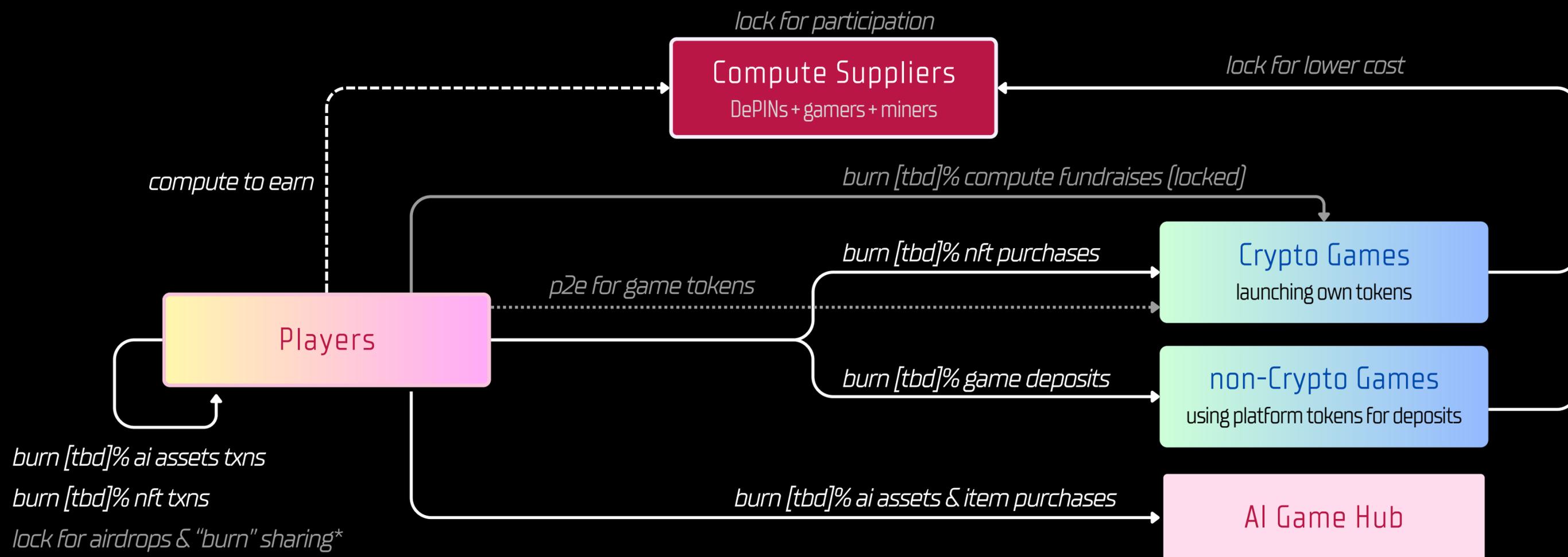
advisor, web2 KOL

“ex-global KOL management for Blizzard & Riot Games”

- Gaming KOL of 1.5m+ fans, and has rich global KOL connections and resources.
- **provide KOL resources and partnerships.**

GMV + TRANSACTION-DRIVEN BURN MECHANISMS

////// A1/TOKENOMICS



* plan to take [15]% of burn as rewards to locked tokens.

STAKEHOLDERS' LOCK INCENTIVES

////// A1/TOKENOMICS

LOCK MECHANISM

PSYCHOLOGY

Speculator

airdrops
lock to receive nft / new token airdrops

"free lottery tickets"
gold digger of crazy yield tokens

Retail Investor

burn sharing*
lock longer for higher sharing %

"strong burn + to the moon"
team / narratives / tech / web2 upside

VC Fund

otc token sale
sell to player on-ramps + lock benefits

"alpha + yield + no dumps"
nothing to lose, and no slippage

Miners

compute reward
lock longer for higher compute rewards

"better mining yields"
lock longer for higher compute rewards

Game Studios

compute discount
lock more for cheaper inferencing cost

"lower inferencing cost"
lock more for cheaper inferencing cost

optimal
nash equilibrium
no ponzi crash / others not dumping

* plan to take [tbd]% of burn as rewards to locked tokens.

ITHAX LABS

INVESTMENT TERMS

////// A2/TERMS

Structure: SAFE + Token Warrant

Terms: raising 5m-10m

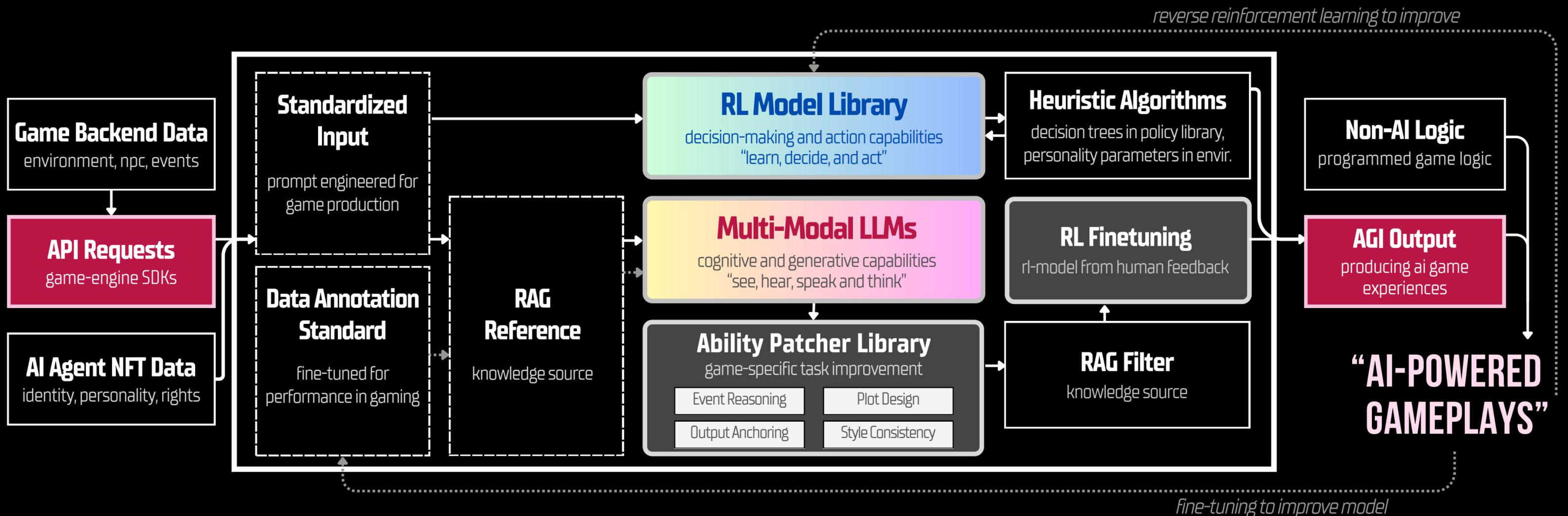
Stage: open in May 2024

INTEGRATED LLM+RL FRAMEWORK:

OUR GAMING AGI

////// A3/GAMING AGI

“generates AI experiences to build ai-powered gameplays, accessible to developers **without ai expertise.**”



IN-HOUSE AI-NATIVE MMORPG GAME OVERVIEW

////// A4/INHOUSE AI-NATIVE GAME

NEW GENRE OF REIMAGINED MMORPG

Our in-house game belongs to the brand new AI-Native RPG genre, including elements of MMORPG, Dungeons & Dragons ("DnD"), Adventure, True Away-From-Keyboard ("True AFK") experience, and more. This innovative genre enables players to bypass tedious and repetitive tasks found in traditional MMORPGs while maintaining full immersion and witnessing their character's growth. It amplifies the sense of exploration and interactivity seen in adventure games and D&D, while granting players unparalleled freedom in decision-making.

GAME STORY BACKGROUND

In a realm consumed by ceaseless conflict, where gods, demons, titans, and humans clash in unending battles, safety is but a distant memory. Here, beings have honed innate defenses to brave perils even in slumber. Subconscious guardians emerge to safeguard their bodies, partake in social bonds, and embark on epic quests. Amidst this chaos, a fabled prophecy echoes through the ages—a "divine spirit" foretold to descend, illuminating and shaping destinies. This phenomenon, known as the "divine spark," flickers unpredictably, its duration a mystery, its purpose inscrutable. Whispers now speak of these subconscious protectors as denizens of another dimension, yet the truth remains shrouded, waiting to be unveiled.

IN-HOUSE AI-NATIVE MMORPG CORE CONCEPTS

////// A4/INHOUSE AI-NATIVE GAME

NEW GENRE OF REIMAGINED MMORPG

"It will be a new genre yet to exist: it allows players to skip all the tedious and repetitive tasks in MMORPGs, yet ensuring they still feel fully immersed and witness their growth; it enhances the sense of exploration and interactivity in Adventure Games and D&D, while offering players the highest degree of freedom."

- Deo Wu, Mar 3th, 2024

REPLACE METRICS WITH CONTENT EXPERIENCE

"Essentially, we're crafting joy beyond mere metrics; it's about immersing in endless narratives. Even in defeat, there's beauty—the dance of characters, foes, allies, gear, and chance, in the form of storytelling. Each playthrough unfurls unique stories within our universe, inviting players to explore and create. It's not just gaming; it's experiencing anew, every time."

- Deo Wu, Mar 3th, 2024

TRUE "AWAY-FROM-KEYBOARD" AFK EXPERIENCE

"In our world, characters pulsate with life, engaging in adventures, battles, trades, and even romance - even when the player is offline. They're not mere bots; they're living their stories, earning rewards and achievements on their own. This sparks a unique wonder—discovering how your digital alter ego thrived without you. It's an invitation to explore a life lived in your absence, blending curiosity with gameplay."

- Deo Wu, Mar 3th, 2024

EXCLUSIVE ADVENTURE IN NATURALLY EVOLVING WORLD

"Every player embarks on his distinct journey, experiencing unique adventures that no others can take. Now, imagine this - in their adventures, they hit these incredible moments that don't just end with the quest. Players' responses to these moments, also turn into stories that stick around, becoming a part of the world's history, whispered in taverns and sung by poets. And, the world changes based on what every player decides to do."

- Deo Wu, Mar 3th, 2024