



Invest with Us

**The AI Chessboard where Pieces Levitate across
the board & Grandmasters Speak and Play!**

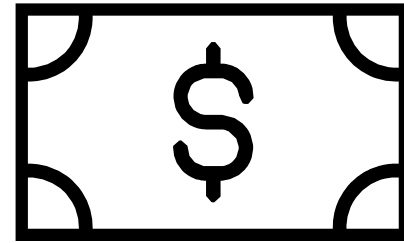




Market Analysis

Chess is the fastest-growing global board game. Key contributors to this growth include the sales of physical chess sets, digital subscriptions and online platforms, educational programs, and competitive events.

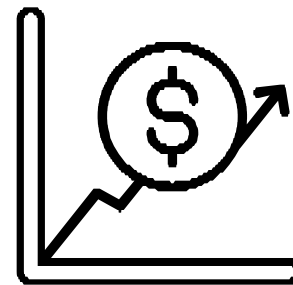
The market's expansion is further supported by the cultural and educational value of chess, making it a popular choice for schools and communities worldwide.



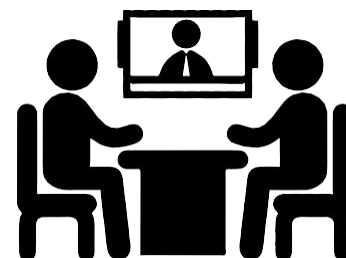
\$9.2 Billion by 2027



GAGR 7.0% Annual



**Growth Momentum
800M+ Global Players**



**Chess.com | 10M Active
Monthly Users**

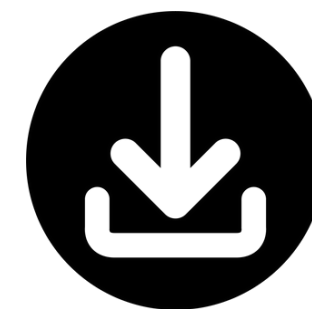


Introduction

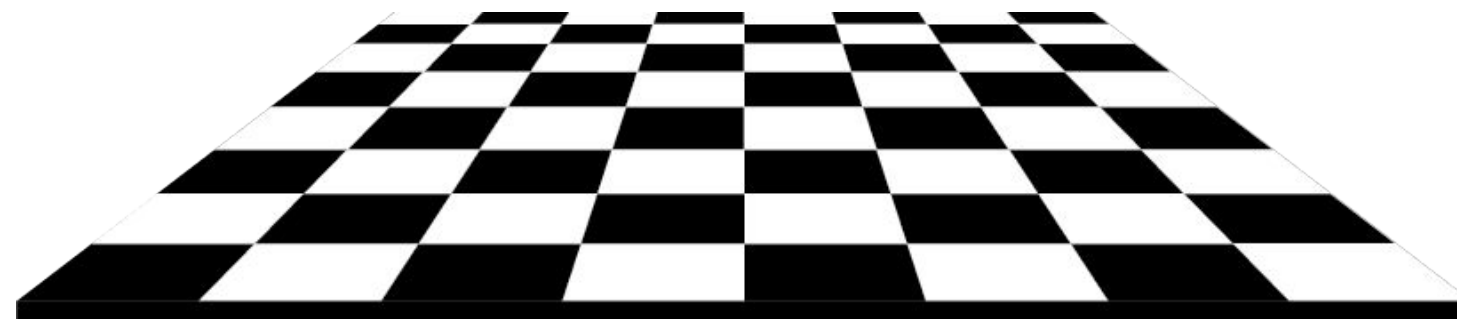
ALPHA GAMES is an AI board game startup combining the best AI software with robotics to create new gaming experiences never previously experienced.

“GrandmasterZ.ai” is our premier game launch using AI to bring Grandmasters to life in a chessboard, deliver new educational programs, and extend gameplay anywhere in the world!

We are raising **\$3 Million** to produce, package, and market **GrandmasterZ.ai**



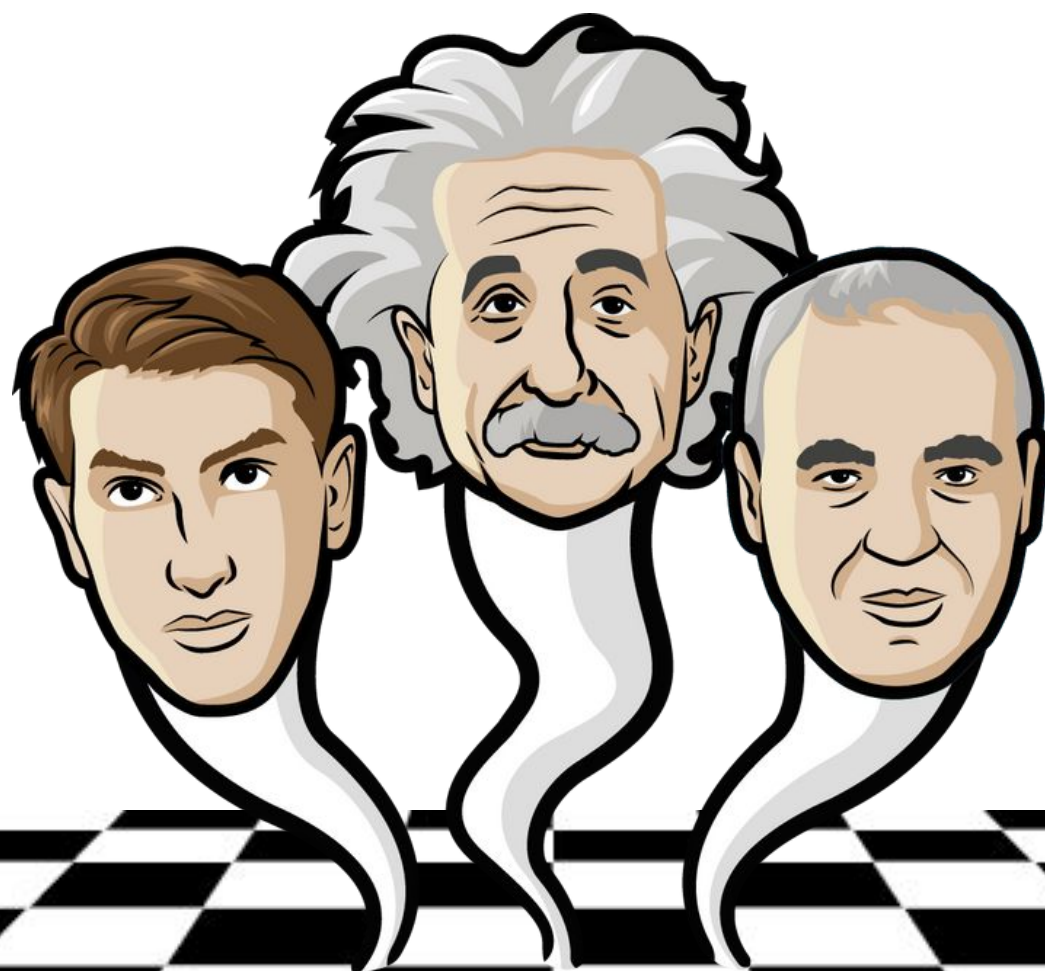
PLAY DEMO



GrandmasterZ.ai

AI PERSONALITIES

- Chess Techniques
- Personalities
- Life Stories
- Scientific Discoveries
- Olympic Stories
- New Stories Every Month!
- Much More...



GRANDMASTER LLMs

Custom large language models built on the public content, stories, newspaper articles, books, movies - and chess techniques of famous chess Grandmasters.

Voice Synthesis Units & People LLMs

**Click on Reid Hoffman to
experience a Custom LLM of a “Person”**

- **Imagine asking our Grandmasters these
types of questions over a chess game.**



**People LLMs capture all written
content, speeches and video of
each Grandmaster - Plus their
chess techniques!**

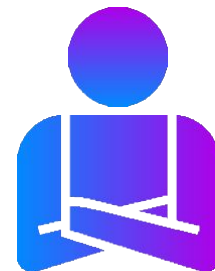


Problems



Lack of Tech

Millions of people love to play chess but the game hasn't kept up with the exciting advances artificial intelligence can bring. Chess.com has over 100 Million players but only offers social, puzzle, and educational features.



Differentiation

The rules are established for how the pieces move and how the game is played. There are limited physical versions of the game pieces and boards. Only technological advances can create new and exciting features that drive market growth and adoption.



Business Model

Lack of excitement about features means lower subscription rates or the ability to charge subscription rates for new exciting content like Grandmasters.



ALPHA GAMES

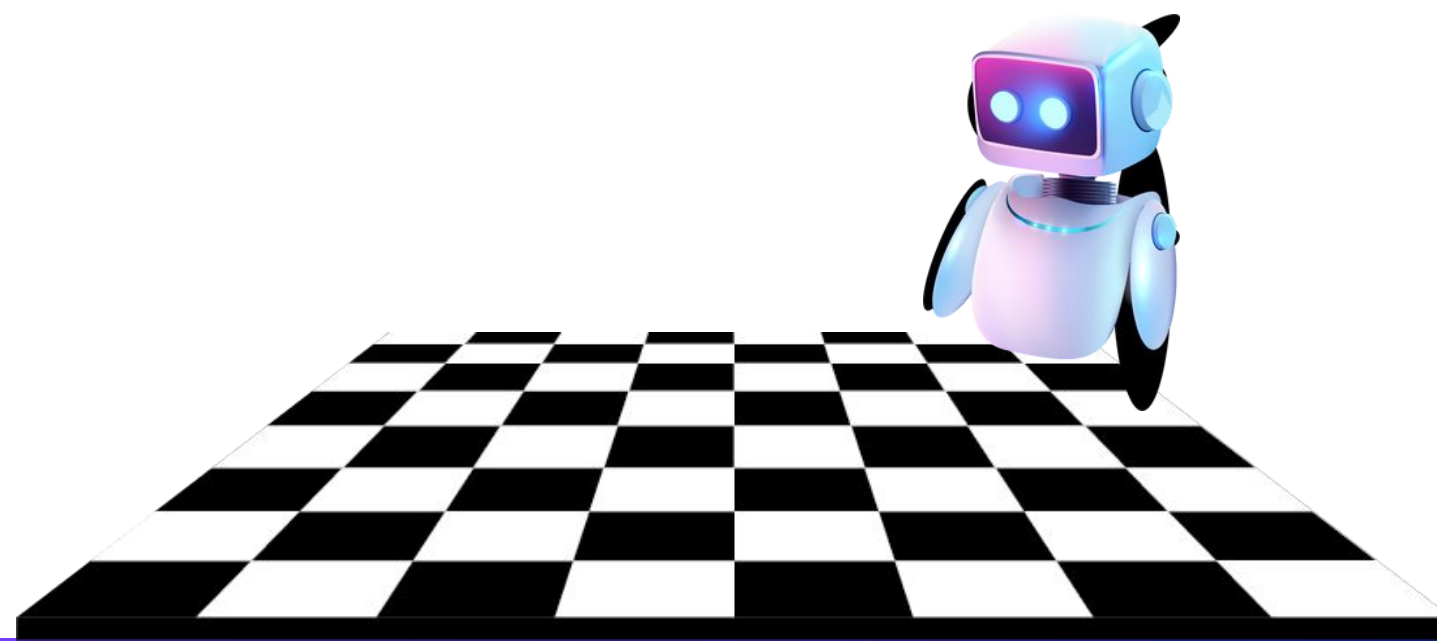
Key Features

Enriching chess with AI positions the game at the forefront of the next evolution of technology.



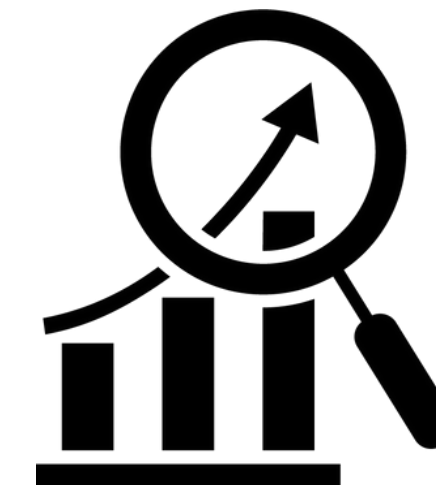
AI CHESS MATE is our Premier Game Launch!

- **Voice Control** - Tell your chess pieces where to move and watch them respond to your voice commands.
- **Grandmasters** - Choose a Grandmaster to play against and enjoy a conversation while you play.
- **Education** - Learn to play or sharpen your chess skills by connecting with teachers in our program.
- **Global** - Play chess with anyone in the world by connecting over the Internet.





About us



2021 - 2024

Development of our AI Chess Mate prototype including hardware and software to prove our concept and feature capabilities.

2025 & Beyond

Now we're ready to move into the manufacturing phase and go into production with marketing and strategic partner support.





GrandmasterZ.ai

Int'l Patents



File Number: 222217PCWO

Floating Chess and Method for Controlling the
Floating Movement of Chess Pieces

File Number: 222219PCWO

Device and Method for Identifying the Identities and
Positions of Chess Pieces by Weight

File Number: 222220PCWO

Intelligent Chess Piece Positioning and
Identification System



GrandmasterZ.ai

US Patents



File Number: 63/632,007

Automated Dual Actuator System for
Enhanced Interaction Board Games

File Number: 63/649,543

Modular Automated Game System with
Magnetic Cube Mechanisms

File Number: 63/652,071

Dynamic Display System Using Configurable Modular
Cubes for Interactive Visualizations

File Number: 63/652,080

Interactive Modular Game Board with Rapid
Configuration and Reset Capabilities

Use of Funds

Our research phase is complete. The hardest technologic challenges have been resolved. The hardware components, manufacturers, and facilities have been selected. Now we're ready to go into production, develop our packaging and create multiple marketing and distribution channels.



R&D
Manufacturing



Packaging



Marketing
Distribution





Royalty Marketing Strategy

01

Direct to Consumer - Strategic Objectives:

- Customer Acquisition & Retention Brand
- Building
- Operational Efficiency
- Innovation & Product Development

02

Channel Partners - Strategic Objectives:

- Market Expansion Sales
- Growth Brand
- Consistency
- Customer Engagement

03

Educational Programs - Strategic Objectives:

- Increase Enrollment Brand
- Building Engagement &
- Retention Digital
- Transformation

04

Paid & Earned Media - Strategic Objectives:

- Increase Brand Awareness Drive
- Traffic & Engagement Enhance
- Brand Reputation Optimize
- Conversion Rates



GrandmasterZ.ai

SAFE Notes

- **20% Discount**
- **\$15 Million Cap**
- **\$100K Minimum**





Igor-Alexandre Nataf

Igor-Alexandre Nataf is a renowned International Chess Grandmaster, a former captain of the French national chess team (2018–2020), and has beaten some of the world's top talent, including a victory over Magnus Carlsen. Known for his creative, aggressive play and deep theoretical knowledge, Igor also shares his passion for the game with a wide audience through his Twitch channel.





Our Team



Dr. Sean Yu

CEO & Founder PhD

Computer Science



Heart Yang

Chief Research Officer

Robotics Expert



Igor-Alexandre Nataf

Chess Grandmaster


Former French National Team Captain

Thank you

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