

ZONE-REAVERS™

**IN THE
NOT-SO-DISTANT
FUTURE...**

**HUMANITY HAS DISCOVERED "THE ZONE"
-A GATEWAY TO THE SECOND DIMENSION.
BUT BEYOND THIS GATEWAY LIES AN ALIEN
ECOSYSTEM THAT THREATENS TO SPILL
OVER INTO OUR REALITY ...**

ZONE-REAVERS METAMORPHIC CARD CREATURES:

TRADING CARDS THAT TRANSFORM INTO 3D ACTION FIGURES. THESE ORIGINAL ART TOYS ARE FUN TO BUILD, COOL TO COLLECT, AND EASY TO GET INTO. REQUIRING NO GLUE, TAPE, OR SHARP TOOLS -THEY'RE AN INEXPENSIVE, ENTERTAINING, ALTERNATIVE TO ELECTRONIC DEVICES AND TECH-HEAVY GIZMOS.

EACH MCC COMES FULLY PRINTED, CUT, AND READY TO BEGIN CONSTRUCTION. INTUITIVE, VISUAL INSTRUCTIONS MAKE IT EASY TO GET STARTED AS SOON AS YOU OPEN THE BOX.

MY HOPE IS THAT, THE COMBINATION OF, HIGH QUALITY MATERIAL AND CLEVER DESIGN WILL DELIVER A UNIQUELY SATISFYING TACTILE EXPERIENCE, AND A FINISHED PRODUCT THAT YOU'LL BE PROUD TO OWN.

THE FIRST LINE OF THESE GROUND BREAKING TOYS ARE CALLED, ZONE-REAVERS.

THE WORLD

ZONE-REAVERS CHARACTERS BELONG TO A DARK AND MYSTERIOUS UNIVERSE FILLED WITH SECRET GOVERNMENT TECHNOLOGY, INTERDIMENSIONAL PORTALS, NEFARIOUS CARTELS, AND TERRIFYING MONSTERS.

THIS ALTERNATE REALITY UNFOLDS IN A MINI COMIC BOOK INCLUDED WITH EACH TOY. IT TELLS THE TALE OF HOW ZONE-REAVERS WERE ACCIDENTALLY UNLEASHED ON THE EARTH AND HOW HUMANITY FIGHTS BACK. THIS RICH SETTING LETS YOUR IMAGINATION RUN WILD AS YOU BUILD, COLLECT, AND PLAY.

THE GAME (IN PRE-PRODUCTION)

THE ZONE-REAVERS TRADING CARD GAME (TCG) BRINGS A UNIQUE TWIST TO THE GENRE: YOUR CARDS CAN TRANSFORM INTO 3D ACTION FIGURES!

EACH PLAYER MARSHALS THEIR OWN SQUAD OF THREE COLLECTIBLE ZONE-REAVERS TO UNLEASH NEW COMBINATIONS OF ABILITIES AND DISCOVER NEW STRATEGIES.

CARDS DRAWN FROM EACH PLAYER'S CAREFULLY CONSTRUCTED DECK CONTROL HOW THE ZONE-REAVERS MOVE ACROSS THE BOARD AS WELL AS HOW THEY TARGET THE OPPONENT'S PIECES TO EXECUTE DEVASTATING ATTACKS. POSITIONAL TACTICS COMBINED WITH DECK BUILDING STRATEGY DELIVER THE NEXT EVOLUTION OF TCGS - ZONE-REAVERS TRADING CARD GAME!

THE TEAM:

MORGAN CLARK

IS THE OWNER OF BUTTERFLYMACHINE AND LEAD PRODUCT DESIGNER FOR ZONE REAVERS. HE IS AN ARTIST AND INVENTOR WHO BRINGS YEARS OF PROFESSIONAL EXPERIENCE IN BOTH DIGITAL GRAPHIC DESIGN AND PHYSICAL FABRICATION TO THE CREATION OF ZONE REAVERS. WHEN HE'S NOT DEVELOPING NEW PRODUCTS OR CORRESPONDING WITH MANUFACTURERS REGARDING HIS LATEST ORDER, MORGAN DELIGHTS IN SHARING FAMILY DINNERS WITH HIS WIFE CHRISTINE, THEIR 3 YEAR OLD DAUGHTER, ISA, AND 1 YEAR OLD SON, GABRIEL. TO UNWIND HE TAKES THEIR DOG, PENNY, FOR WALKS ALONG THE SHORE OF THE SAN FRANCISCO BAY.

ALEX BURR

IS THE LEAD GAME DESIGNER FOR THE ZONE REAVERS TRADING CARD GAME. ALEX HAS PLAYED MAGIC: THE GATHERING SINCE REVISED AND IS A LEGEND RANKED HEARTHSTONE PLAYER. HE IS OBSESSED WITH EXPANDING THE TCG DESIGN SPACE BY INTRODUCING ELEMENTS OF IN-DEPTH POSITIONAL STRATEGY. WHEN HE IS NOT PLAYING WITH HIS ZONE REAVERS ACTION FIGURES, ALEX IS SERENADING HIS BEAUTIFUL WIFE LAURIE (WHILE SHE LAUGHS AT HIM!). HE ALSO ENJOYS LEARNING THE FINER POINTS OF HOW GARBAGE TRUCKS WORK FROM THEIR 2 YEAR OLD SON, JAMES.

SELINA LEWIS

IS MORGAN CLARK'S SISTER AND ALEX BURR'S COUSIN. SHE IS A FILM PRODUCER WITH OVER 20 YEARS OF EXPERIENCE AND IS BRINGING HER PROJECT MANAGEMENT SKILLS TO THE TEAM.

GOALS:

WE PROPOSE TO LICENSE ZONE-REAVERS TO A MANUFACTURER WHO IS INTERESTED IN DEVELOPING AND COMMERCIALIZING THIS NEW PRODUCT. WE ARE ALSO LOOKING TO BUILD RELATIONSHIPS WITH DISTRIBUTORS, SALES REPRESENTATIVES, AND RETAILERS IN ORDER TO BRING ZONE-REAVERS TO A LARGER MARKET, ONCE A MANUFACTURER IS SECURED.



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