



WILDKEEPER MATCH

Every Win Changes the World.

A Match-3 game where every puzzle victory rescues wildlife, restores nature and moves the story forward.

Match-3 · Emotional Storytelling · Wildlife Rescue · World Restoration

Global F2P Mobile Game · Launch: December 2026

Proven mechanic. New emotional layer. Global market.

\$120B+

Global mobile gaming market

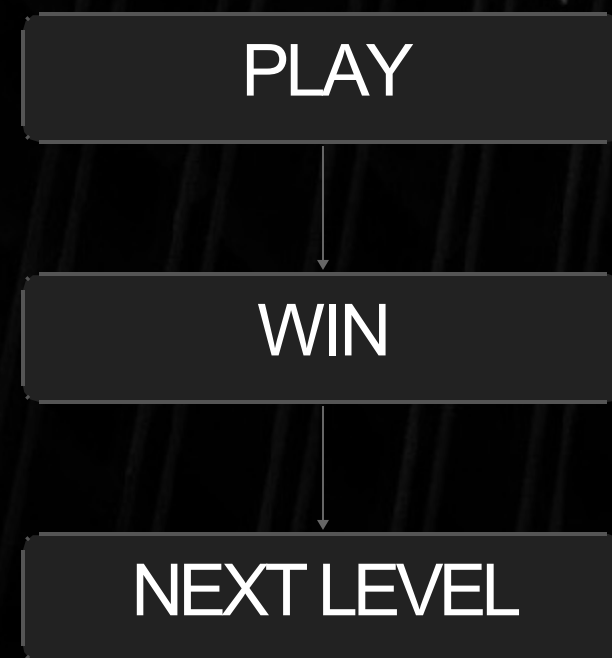
3B+

Mobile players worldwide

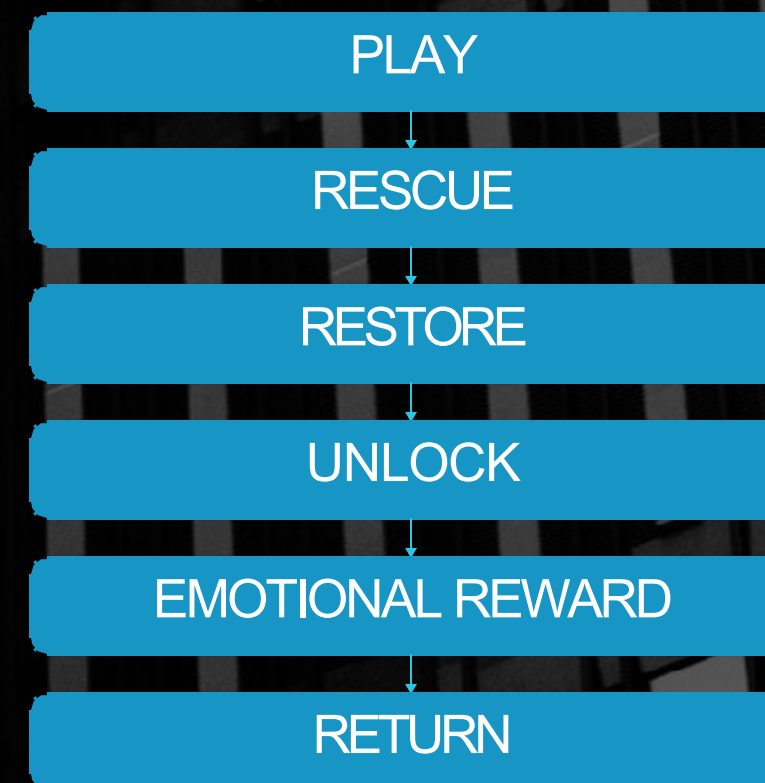
~\$3B

Wildkeeper target segment (est.)

TRADITIONAL MATCH-3



WILDKEEPER



The retention & monetization engine



Wildlife rescue and nature restoration create emotional purpose — while the commercial model stays a scalable free-to-play game.

FROM ENGAGEMENT TO SCALE



Revenue: IAP · Wild Pass · Events · Offers · Rewarded Ads

Core audience: Women 30–55

US · Canada · UK · Germany · Japan · Korea

Execution & traction

\$200K+

Founder capital already invested — real skin in the game.

OLP Studio · IT Park Uzbekistan resident · Team across 7 countries · Active Unity production.

- ✓ Company established
- ✓ IT Park Uzbekistan resident
- ✓ GDD completed
- ✓ Team across 7 countries
- ✓ Unity production underway
- ✓ Characters & visual world
- ✓ Core + Meta designed
- ✓ Monetization model designed
- ✓ Target markets researched
- ✓ UA & creative strategy
- ✓ Soft launch preparation

NOW

Production

SOON

Soft Launch

DEC 2026

Global Launch

2027

Scale

From a Match-3 game to a global IP



IP potential: Characters · New games · Content · Community · Licensing & partnerships · Merchandising

PROVEN CATEGORY

EMOTIONAL
DIFFERENTIATION

SCALABLE F2P
ECONOMICS

GLOBAL IP POTENTIAL

“Wildkeeper is designed not just to win levels — but to make players care what happens next.”