JINN STUDIOS LLC

Due Diligence Response Sheet

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1. Data Room

Structured and available under NDA. Access is granted per party with view-only permissions and file-level access logging.

- Corporate: Certificate of Formation, Trade Licence, Memorandum of Association, Share Register, Occupancy Agreement
- Cap table, reconciled to the Share Register
- Financial model — single consolidated version, three scenarios
- Game Design Document v5 and Game Concept Document
- Phase 1 Business Plan with 20-question investor FAQ
- Pitch deck
- Published soundtracks and companion novel extract
- Press coverage
- Platform correspondence: PlayStation Partners ticket CS0151728 — see section 10

2. Cap Table

Shareholder	Class	Shares	Value	Ownership
Muhammad Bilal	Ordinary	100	AED 100,000	100%
Total		**100**	**AED 100,000**	**100%**

Single share class per Memorandum of Association clause 5.1. All shares rank equally in voting, dividends and capital.

No ESOP issued. No options granted. No convertible instruments, SAFEs or notes outstanding. No warrants. No revenue-participation obligations against Title 1.

Muhammad Bilal serves as sole Shareholder, Director and General Manager.

Note for incoming investors. The Memorandum currently provides for one share class in whole numbers only. A share split, and a Memorandum amendment if a preferred class is required, must precede any conversion. Both are administrative filings with the Sharjah Media City Free Zone Authority and are being actioned ahead of a close.

3. Legal Entity

Field	Detail
Registered name	Jinn Studios LLC
Type	Limited Liability Company, Free Zone
Authority	Sharjah Media City Free Zone (Shams)
Country and city	United Arab Emirates, Sharjah
Formation number	2543106
Licence number	2543106.01
Formation date	19 December 2025
Licence expiry	18 December 2026
Registered address	Shams Business Center, Sharjah Media City Free Zone, Al Messaned, Sharjah, UAE
Financial year	1 January to 31 December
Licensed activities	Digital and Interactive Game Development (9040); Games Publishing (9041); Organizing E-Sports Events (9042); Digital Gaming Events (9046); Sports and Entertainment Games (9047)

100% foreign ownership. No local sponsor required. Corporate documents carry a verification URL and are checkable independently through the Shams portal.

4. Monthly Recurring Revenue

Nil. The company is pre-launch.

Jinn Studios is a premium content studio, not a subscription business. Revenue is realised at launch through platform unit sales on PlayStation Store, Xbox and PC storefronts, supplemented by story DLC and soundtrack sales. There is no recurring monthly revenue line by design, and none is forecast. The model is deliberately non-live-service: no servers, no live-ops obligation, no content cadence commitment.

The metrics that carry meaning at this stage are production completion, platform approval status, and pre-launch community size.

5. Burn Rate

AED 11,300 per month (approximately USD 3,100).

Item	Monthly (AED)
Rent — AED 8,600 billed every two months	4,300

Utilities and bills	2,000
Transport and food	5,000
Total	**11,300**

This is founder operating cost, met directly from personal resources since December 2025. The company carries no payroll, no debt, and no third-party liabilities. Committed corporate spend is limited to annual Shams licence and facility renewal.

6. Runway

The company is not cash-constrained at entity level. There is no payroll obligation, no debt service, and no committed spend beyond annual licence renewal.

The binding constraint is founder capacity rather than cash. The company has been operated on founder time since December 2025, which caps the rate at which production can advance. The pre-seed round is scoped specifically to relieve that constraint by funding specialist hires to complete the commercial vertical slice.

7. Capital Raised To Date

No external capital has been raised. The company is 100% founder-funded.

Source	Amount	Instrument
Friends and family	Nil	—
Angels	Nil	—
Venture capital	Nil	—
Founder	AED 100,000 declared share capital, plus approximately AED 90,400 of operating cost met personally since December 2025	Ordinary shares and founder contribution

Founder contributions to date are being formalised as documented shareholder contributions so that they appear on the balance sheet rather than remaining invisible.

The company has never issued an instrument at a valuation. The proposed pre-seed is the first priced or capped instrument in its history.

8. Current Cash Reserves

No working cash balance at entity level.

All operating costs since December 2025 have been met directly by the founder from personal resources, with no salary drawn, no debt taken at entity level, and no third-party liabilities incurred. The company is debt-free and obligation-free.

9. Current Raise

Term	Detail
Amount	USD 600,000
Instrument	Convertible note or SAFE
Valuation cap	USD 6,000,000 to 7,000,000
Discount	20%
Pro-rata rights	Yes
Lead	Open

Use of Proceeds

The round funds a commercial vertical slice and platform readiness. It does not fund a full commercial launch. Launch capital is expected to come from a publishing partner or a Series A; the pre-seed is scoped to produce the proof that makes that conversation possible.

1. Hire two specialist game development engineers to complete the commercial vertical slice
2. Produce in-game engine capture and reapply to PlayStation Partners against ticket CS0151728
3. Build the pre-launch community across diaspora gaming audiences
4. Advance Warfront Generals to trailer, Steam page and launch

Target outcome at twelve months: PlayStation Partners approval, Warfront Generals launched or in pre-order, and a signed publishing or Series A term sheet.

10. Platform Status

PLAYSTATION PARTNERS — TICKET CS0151728, OPENED DECEMBER 2025

Jinn Studios submitted developer documentation to PlayStation Partners in December 2025. Sony reviewed the submission and set a single, specific condition for reapplication: in-game engine capture from the title currently in development. The ticket reference is retained and may be cited on reapplication.

This is the clearest external signal the company has of what the next milestone must be. Sony has named the bar. Producing in-game engine capture from the Unreal Engine 5 vertical slice is the primary deliverable of this round, and reapplication against the retained ticket is the measurable success condition attached to it.

No PlayStation development agreement, publishing agreement, or platform commitment is in place. None is claimed.

11. Team

Four people. Small, senior, and assembled around this production.

Name	Role

Muhammad Bilal	Founder and Creative Director
Anas Idlibi	Director of Strategy and Partnerships
Abdul Wassay Majeed	Gameplay Systems and AI Engineer
Obaid Aqeel	Lead Software and Platform Engineer

12. Portfolio and Sequencing

Three IPs are held by the company, developed on two staggered tracks rather than simultaneously. The Jinn is the long-horizon AAA title. Warfront Generals is a smaller-scope real-time strategy game built on the Stride engine in C#, reaching market in months rather than years — producing first revenue, community signal, and a trailer asset that supports grant applications while Title 1 is still in production.

Title	Status	Funding
The Jinn	In production. Vertical slice underway in Unreal Engine 5. PS5, Xbox Series X|S, PC. Horizon 24 months.	This round
Warfront Generals	In active development on the Stride engine (C#). Trailer at month 2; Steam page and pre-orders following; launch at month 6 to 9.	Parallel track
The Rajputs	IP held. Concept refinement; character pipeline built.	Post Title 1

Titles reuse 60 to 70 percent of shared systems and assets, compressing the cost of each subsequent release. The Rajputs is not funded from this round and is not required for this round to succeed.

Warfront Generals — near-term milestones

When	Milestone	Why it matters
Month 2	Trailer complete	First public asset. Everything downstream depends on it.
Month 2–3	Steam page live, pre-orders open	Wishlists become the first real demand signal the studio has had.
Month 3 onward	Community feedback steers the build	Design follows player response rather than preceding it.
In parallel	Trailer supports grant applications	Non-dilutive programmes require moving footage. One asset, two uses.
Month 6–9	Launch	First studio revenue, well ahead of Title 1.

13. Known Gaps and Open Items

Stated plainly rather than left to be discovered.

Intellectual property assignments. Written IP assignment agreements are not yet in place with individual contributors. All work has been produced for the company and the company is the intended and sole owner of all game IP, but chain-of-title documentation is being formalised. This is being completed ahead of any platform publishing agreement or investment close.

Corporate share structure. The Memorandum provides for a single share class in whole numbers. A share split and, if a preferred class is required, a Memorandum amendment must precede any conversion. Both are administrative Shams filings, in progress.

Corporate banking history. Operating costs have been met from founder personal resources. Corporate financial records are being established ahead of the first financial year end on 31 December 2026.

Licence renewal. The trade licence expires 18 December 2026 and will be renewed ahead of expiry.

14. Financial Model Summary

Single consolidated model. Title 1 only. Base case shown.

	Year 1	Year 2	Year 3
Base game units	250,000	450,000	700,000
Net revenue	$1,905,000	$3,785,000	$5,888,000
Total cost	$604,000	$382,000	$420,000
EBITDA	**$1,302,000**	**$3,403,000**	**$5,468,000**

Break-even: approximately 86,300 base game units. That recovers full Year 1 production cost from base game sales alone, before any DLC or soundtrack revenue — 0.07% of PlayStation Network monthly active users.

Pricing is $9.99 base, $6.99 DLC, $3.99 soundtrack, net of a 30% platform fee. Conservative and upside scenarios are modelled alongside the base case. Platform audiences are treated as overlapping rather than additive.

On Year 2–3 margins. Margins are high because this model covers Title 1 only; development of later titles is not charged against it. Later-year EBITDA should be read as reinvestment capacity, not distributable profit. Post-launch cost for a premium non-live-service title is genuinely low: no servers, no live-ops team, no content cadence obligation.