



SOL MOTORS CLUB

Visit our website

www.solmotorsclub.com



Connecting two worlds

Sol Motors Club is a 3D racing game for PC and video game consoles in which players compete against other users in different cities around the world using customized vehicles to earn rewards.

The game promotes energy efficiency and sustainable driving through tutorials and environmental messages.

SOL MOTORS CLUB



- ◆ Racing video game
- ◆ Connection with the real world
- ◆ Environmental awareness
- ◆ Metaverse and virtual reality

SPORTS MOTORERS CLUB

Unique racing game

The Most Ambitious Racing Game on the Market



P2E races

Challenging P2E races against competitors from around the world.

During these competitions, the player finishes first gets the token or in-game asset rewards.



Customization

Players can customize their vehicles, including the body design and motor specifications.

Additionally, racers have the option to buy and sell vehicles and vehicle upgrades in the game with tokens or local currency.



Realistic graphics

We used Unreal Engine 5 to develop **SMC** and create high quality graphics.

This powerful gamedevelopment tool allows creating incredible realistic and immersive experiences

Carbon Footprint Reduction

15 - 20%

Vehicles contribute 15-20% of the world's NOx emissions and to the formation of tropospheric ozone.



Rewarding and motivating drivers to be eco-friendly contributes to a better environment for everybody.

Environmental awareness

SMC focuses on awareness, education and incentivization to foster societal transformation towards sustainable driving globally.

At the same time, this creates an exciting and educational gaming experience that combines fun and learning as a bonus for drivers with the aim to make the world a better place.



01

SolConnect

Device developed by **SMC** that connects the user's vehicle to their in-game profile. It collects your driving data in the real world.

02

User profile

Real-world data is connected to the game. This includes everything from your driving statistics to your impact on the environment. **SMC** offers tutorials and tips to improve your stats.

03

Rewards

Users receive rewards for their responsible and eco-friendly driving.



SMC ecosystem



VR & Metaverse

Players can explore virtual cities, compete in multiplayer races and customize their vehicles in a dynamic environment.



Driving simulators

SMC will use the professional simulators in a variety of events, marketing events and tournaments.















SMC community

SMC encourages participation and interaction between players, creating an environment where they can connect, build teams and communities, and compete in exciting races.

1.140.000.000

Racing Video Gamers Worldwide

Videogame	Active users	Blockchain	P2E	Real World
Forza Horizon 5	20 M			
Mario Kart 8 Deluxe	35 M			
Gran Turismo Sport	10 M			
Sol Motors Club	-			

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\$MOTORS

Utility token

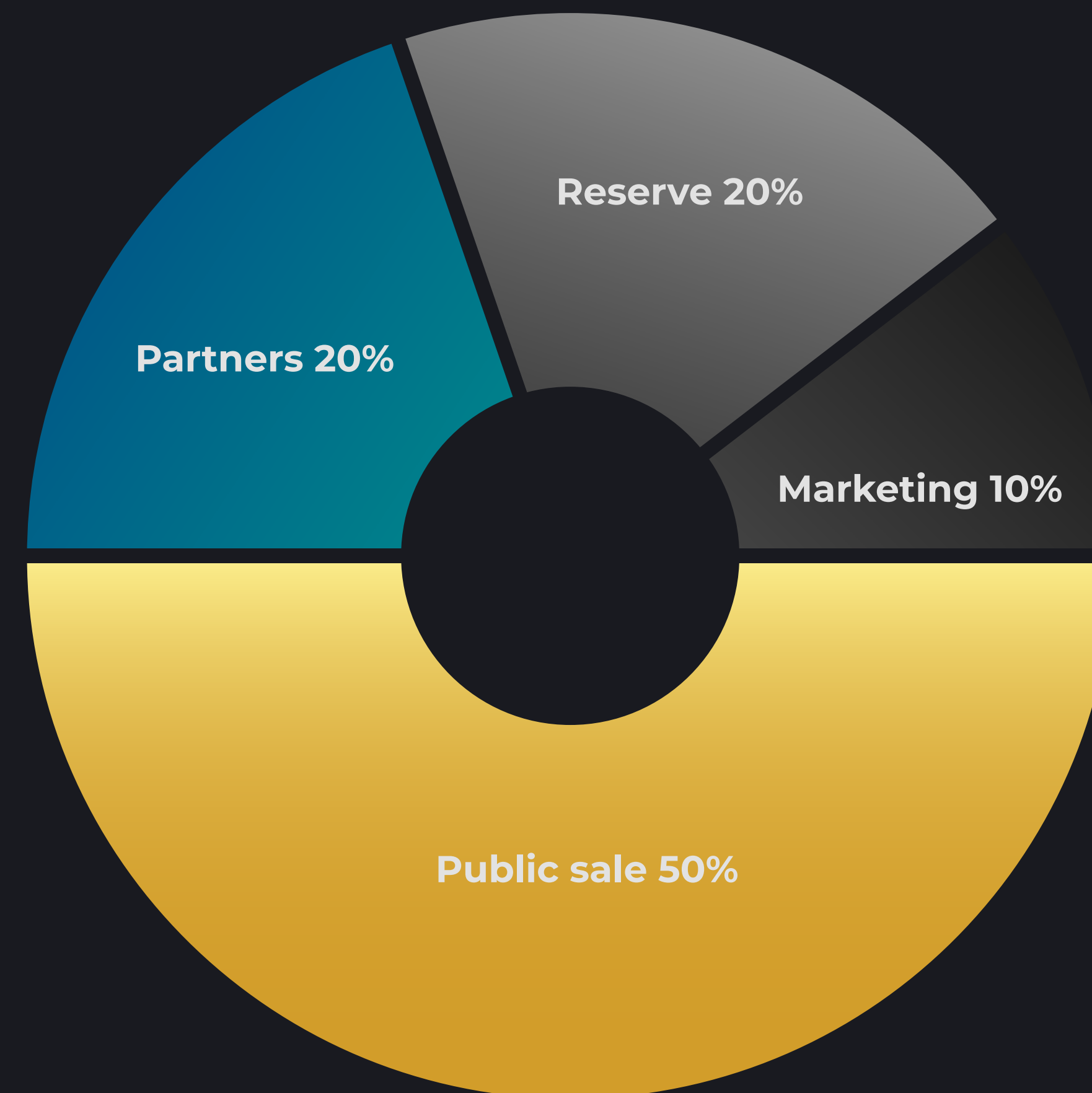
Native in-game currency that powers the internal economy.

Total token issuance:

1,000,000,000

Use of tokens:

1. In-game purchase of vehicles, improvements and customizations.
2. Access to exclusive content and unlocking additional features.
3. Participation in exclusive races and auctions.
4. Rewards for actively participating in the game.



\$SMC

Inflationary token



Inflationary token intended to balance the burning and spending of **\$MOTORS**.

Initial token issuance:

500,000,000.

Use of tokens:

1. XP updates for cars.
2. Aesthetic improvements for vehicles.

Obtaining tokens:

Win PvP races in P2E play.
Withdrawal of tokens every 15 days.

Token distribution:

Initially issued: 500,000,000 (100% of the total).

Roadmap

01

Q3 2023

- Concept completion.
- Reception of investment.
- Positioning in RR.SS.
- Private token sale*.
- Development of Sol Connect.



02

Q4 2023

- Beginning of development.
- Launch of Beta Testing.
- Consolidated community.
- Contracts with partners.
- Public token sale.

03

Q1 2024

- Final phase of development.
- Early Adopters.
- Public events.
- Production of Sol Connect.
- Community +1,000,000

04

Q2 2024

- Official launch.
- Launch of Sol Connect.
- Sale of **SMC** equipment.

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Extended roadmap

05

Q3-Q4 2024

- Consolidation of the game.
- Start of competitions.
- Start of digital agency.
- Hiring of influencers.
- 100,000 paying users.

06

2025

- Greater presence on platform more digital.
- 300,000 paying users.
- Commercialization of data.
- New game modes.

07

2026

- Development unit for the metaverse.
- 600,000 paying users.
- Events of the brand.
- Strategic partners.

SOLIMOTORS

Monetization through:

Users

- Purchase of vehicles with tokens or Fiat money.
- In-game improvements with tokens or Fiat money.
- Purchase of merchandising.
- Purchase of Sol Connect.
- Purchase of tokens.
- Purchase of carbon credits.
- Subscription to content packages (Season pass).

Partners

- Sponsorships with brands and companies.
- In-game advertising (Vehicles and scenarios).
- Sale of competition equipment.
- Sale of competition simulators.
- Special events (Tournaments and exhibitions).
- Advertising actions through Sol Connect.
- Big Data monetization.



Company value

1st Year

Users

Sponsors

Events

Amount

100.000*

10

4

Profits

29.880.000 €

125.000 €

100.000 €

* Market Share: **0.01%**

EBITDA 1st Year

29.905.000 €

Company value 1st Year

59.810.000 €

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Economic projection

	Users	Increase	Sponsors	Events	Market Share
Year 2	300.000	300%	10	10	0.026%
Year 3	600.000	200%	20	15	0.052%
Year 4	1.200.000	200%	40	20	0.10%
Year 5	2.500.000	208%	80	30	0.21%

Notes

- Average increase of 3% worldwide in racing games (2024-2029).
- Racing video games like "The Crew" increased by 600% in their user count over five years.
- The video game "Forza Horizon" achieved 30 million users in 3 years.

CLUB

Sol Motors Club Team

Mauro Lyall

CEO & Project manager

Software developer since 2009. Vast experience working with a wide array of businesses, personal clients, and integration of dev teams. Co-Founder 2020 of Budasoftware, a firm specialising in bespoke IT solutions, Web3, and startups. My mission is to create visionary concepts through coding.

Manel Rueda

Business Development Manager

Industrial Engineer and MBA with a strong technological vocation. Manager at several multinationals for over 20 years. Manager of new multidisciplinary and international business projects. As a director, I've always focused on the success of projects, aligning resources, and creating high-performance teams. Currently, I am a senior international consultant. My objective and passion are to make the transition "from idea to project" possible.

Olivier Acuña

Advisor Comms

Editor and writer since 1984. In Web3 and PR since 2018. Interviewed presidents, stars & other global personalities. MA Broadcast Journalism BCU and Marketing Cert. King's College London. Passion in helping make the world a better place.

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Leandro Laborde

International Strategy & Development Director

Entrepreneur and Systems Engineer since 2006. Telnet Group CEO and Founder since 2006, delivering IT solutions to over 1,600 clients. TPV of Barcelona Founder.in 2007. I have a passion for the creation of innovative ideas bring a paradigm shift and help spark a massive blockchain adoption. My ambition is to transmit and amplify Web3's advantages and opportunities.

Alexei Goncharov

Development & Technology

A multi-talented individual. Originally from Russia. He pursued studies in England and currently resides in Spain. Began to show passion for electronics from very early in his childhood. It led him to program microcontrollers, discovering their full potential. He holds a Bachelor's degree in Architecture, but thrives in the IT world. Alex believe there is no IT problem he can not solve.

Facundo Bonanno

Commercial & Customer Success Director

High Sports Performance Professor since 2000. Post-Graduate in Sports Medicine in 2005. Co-Founder since 2014 of Animus, a consultancy firm focused on Applied Neuroscience Development for Sports, Business, and Individuals. Budasoftware Commercial & Customer Success Director since 2022. I aim to help unite health and physical activity with New digitalization and training techniques.

Alejandro Martín Bruno

Need For Speed & SMC developer

Member of the Sol Motors Club development team. Also, current owner of V-Racer, an international company building professional car racing simulators. Former member of the Need for Speed 1 & 2 development team. Also currently involved in the development of physical tracks for professional competitions. Currently involved with IndyCar USA and in the past built Dhakar cars for Toyota.