

### **OTC Markets**

Joining us today, we have His Royal Highness Prince Emmanuel Filiberto de Savoia, Chief Executive Officer of The RoyaLand Company Ltd, which trades on the OTCQB Venture Market under the symbol RLNDF. Welcome.

### **His Royal Highness Prince Emmanuel Filiberto de Savoia**

Hello. Thank you for having me. Call me Emmanuel. It's easier.

### **OTC Markets**

You got it. My pleasure, Emmanuel. Thanks for joining us today. All right. So, to get started, I always like to ask our guests to tell us a little bit about yourself. If you could talk about a little bit about RoyaLand and how that kind of came to fruition, I know it's a gaming product platform of some sort, but I'll leave it to you.

### **His Royal Highness Prince Emmanuel Filiberto de Savoia**

Okay. So I'll start about myself. I am, I'm Italian. I come from the Italian Royal Family. My grandfather was the last King of Italy. ah We are the family that united Italy in 1861 and made this incredible country into one. So how did I come? how do I, what is my idea about RoyaLand? Three years ago, you, I don't know if you remember, it was the time of everyone was speaking about NFT, Metaverse and everything like this. So I have a company who came to me and say, why don't you do some NFT about the Italian Royal Family and etc., etc. And I didn't like a lot this idea, but as suddenly something came into my head and say, wow, there is surely a way to ah, to get closer to younger communities, younger people. And I looked at the the game industry and I said, why don't we, you don't do something with NFT and Metaverse, but we build a game that could interest people, that would be thrilling for people, like an adventure game, a conquest game. But we involve inside some real royal families' members. So RoyaLand is a game where, ah the let's say, the world of RoyaLand is divided in eight big kingdoms, which are actually owned, which are really owned in the game and played with royal families, so you have the Italian Royal Family, you have the ah French Royal Family, the Russian Imperial Family, Lizotto, Mecklenburg, you have eight different royal families. And inside those lands, you have some ah little, ah let's say, lands and kingdoms that will belong to the players, and the players have to conquest the other lands by strategy, by also learning some things and discovering some things about history and becoming slowly and slowly the kings of RoyaLand. This little song means I need to shut up.

### **OTC Markets**

No, not at all. Not at all.

### **His Royal Highness Prince Emmanuel Filiberto de Savoia**

Um ah yeah. The gaming market, it's incredibly competitive.

### **OTC Markets**

And your product does seem pretty niche as well, the more I hear about it. What strategies do you have to really grow the player community and set it itself apart from you know other games? And you know, how do you plan to break into markets?

### **His Royal Highness Prince Emmanuel Filiberto de Savoia**

Well, it's the uniqueness. It's the uniqueness of the product. There are no games ah today which involved ah real members of royal families. And I did a lot of AMAs on X and um and I spoke to a lot of communities of players and they say, why? Wow, I will be playing close to a but possible king of Yugoslavia or France or Italy. I will be close to them, I will learn from them. I can get knighted really by them. Yes. So you will have this double, let's say, idea of a thrilling game, which is a game where you have to take over countries and also survive in your own kind on your own on your own land, but also where you will be with ah next to a real royal family's members. So this is the uniqueness of the product. And the project sorry and um and also um we have a complete, we are completely powered by AI. So all the NPCs, non-play characters will be driven by AI, the lore, the game assets, everything. So it would give even more authenticity and reality to the project. So yes, it's a very big market. Yes, it's also a fast-growing market. But I think that, as you say, not only we're in a niche, but we have a project and a product that nobody can have because nobody can take real royal families and put them in the game. So and I'm the only one that can do that.

### **OTC Markets**

When you say real royal families, you had mentioned before other royal families, too. So, I know you're the CEO of this company. This is your product. But did you work with the other royal families on this product as well?

### **His Royal Highness Prince Emmanuel Filiberto de Savoia**

I worked with them. They're all shareholders of the product. And I will also increase. I will take, now I'm starting with eight. But I will increase also to other

royal families. I really wanted to do something. And you know, it's important. I think for the players, which are young players, and people that today, they're fascinated by what's happening in the royal families. We saw the success of The Crown, of Downton Abbey, of Game of Thrones. What I propose now is not you're not a spectator anymore. You are an actor. Of those kinds of shows into my game because you will be actually speaking to heirs, to princes, to persons like this. You will actually also learn with this and you will actually have fun by ah doing some strategic ah moves and take over and perhaps become the king or the queen of RoyalLand one day.

### **OTC Markets**

You know, it's one of my colleagues here at OTC Markets is from the UK and uh when there was a lot going on in the English Family he kind of explained to my team that you know we grow up with the royal family in England and growing up here in America for myself that's not something I really ever understood I think with this game that could, uh, that could really change in that, ah you know, I appreciate history. I like history too. So it sounds, uh, you've woven that all into the product.

### **His Royal Highness Prince Emmanuel Filiberto de Savoia**

Yes. And that, and there will be a big part of, of the, um, of the, of the game that will be ah part of education and meaning you will have to do some quest that have something to do with the history. So you will be like, the game is in the future. We're in a solar punk area. And this also is very interesting is an area where a climate and must go well with technology and all this. So you're in the future, but you will be thrown back into the past, into the history to understand perhaps what happened with the member of the royal family and perhaps understanding the proposed in the actual game. So it would be quite an interesting and I think fascinating for people that don't know the history as perhaps we Europeans know it. And also, the fact that you will be, like I said, mentored by a representative of the royal family. You will be knighted also because it's also a game where you will gain into the hierarchy of nobility. So, you start perhaps as a farmer or as ah a knight, but you can become a Duke of Counter-marchy and perhaps one day a king or queen.

### **OTC Markets**

I love that. um So you are preparing for an IPO. Is that, is that correct?

**His Royal Highness Prince Emmanuel Filiberto de Savoia**

No, not an IPO. We are quoting on the OTCQB. We're again. Yeah.

**OTC Markets**

So you are you are quoted on the OTCQB market, yes. um You know, it from what I read, you are looking to raise some funds soon as well, correct?

**His Royal Highness Prince Emmanuel Filiberto de Savoia**

We are looking to raise some funds soon as well. And normally by the end of November, we will do a round of god say raise funds.

**OTC Markets**

And um and so I guess my question is, what are those funds going towards in the within the product?

**His Royal Highness Prince Emmanuel Filiberto de Savoia**

So the funds will go um always to, well, develop it will be finished, but to start um ah creating the actual game.

**OTC Markets**

Got it. And so I guess if you were, if an investor were to come to you and ask for a timeline of the growth of the product, what, so the first beta version um ah playable, it will be end of this year?

**His Royal Highness Prince Emmanuel Filiberto de Savoia**

So end of December 24, the game will be ah launched around the end of 2025. You would say to me, ah, but in one year, how can you do this? So first, we are already, the better version will be a very big, better version already, but also working with AI, which really helps you in time and in money-wise and cost-wise. So this is, um so it will be launched by the end of 2025.

**OTC Markets**

Sounds good. That sounds quick.

**His Royal Highness Prince Emmanuel Filiberto de Savoia**

How would we make money, you wanted to ask?

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Sure.

### His Royal Highness Prince Emmanuel Filiberto de Savoia

I, so ah, so we have a B2B and B2C, let's say, idea. B2B meaning that inside the RoyaLands, brands will be able to do their publicity, to do ah some partner yet to do to promote themselves. And the B2C, we will have one fee per chase for the game. This is if you want to purchase the game, and then um there will be um a membership um monthly membership ah um fee if ah people want this premium account which will give you more accessories and will also give you something which is quite incredible, which is ah live events. You will be able to actually meet the royal families somewhere and organize something with them. Whether it's in New York or wherever in your region. And there will also be something quite interesting. There will be also an app where there will be linked with the game where you will actually have to find some royal or historical element around you to be able to enter in the game. You remember the Pokemon Go at the time?

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I was just about to mention that.

### His Royal Highness Prince Emmanuel Filiberto de Savoia

So, it will be the royalty go. So, are we going to see people running around New York City with swords? and No, that they would have to find, I don't know, some gru some jewelry, some history. If they go to New York or whatever, and you know we'll virtually put also perhaps some palaces and they would be and able to enter and etc. That sounds funny. So, there's quite a lot of things. And I'm very excited. And you know, people that tried it and people that already played some of the missions, they are very happy. But they're quite happy about what they see. So let's hope everything goes well and that we can create a great community and that the stock goes up and we'll create a great game and wonderful and continue like this.

## OTC Markets

I agree. We look forward to seeing the company grow. up So i do always we are coming up on time. I do always like to end with asking if investors or our listeners have any questions or want to learn more, what's the best way for them to learn more or perhaps contact you about their interest?

### **His Royal Highness Prince Emmanuel Filiberto de Savoia**

They can go on the website, which is [theroyal.land](http://theroyal.land). ah There is the emails to who they can contact. They can contact me also directly. And for whatever questions, they're also something very fun in the in um in our website, and it's called Roy. Roy is our Maitre D', let's say, or driven by ah AI, and you can ask him whatever you want, and if he can, he will answer. But also, you can send us mail, and the management team and the CEO will answer with no problem.

### **OTC Markets**

Thank you very much. So again, we talked with His Royal Highness, Prince Emmanuel Filiberto de Savoia, Chief Executive Officer of the RoyaLand Company. Emmanuel, thank you very much for joining us.

### **His Royal Highness Prince Emmanuel Filiberto de Savoia**

Thank you very much. And I'm very happy to be here and I'm very happy to be courted on the OTCQB market. Thank you.

*\*This is an autogenerated transcript and may contain typos.*