



Zelgor Summer Investor Update

Hello Zelgor Supporters!

The Zelgor team has been hard at work, building out the Noobiverse and getting Noobs in Space ready for Soft Launch. We've had a tremendous amount of data and insight to work with, thanks to the over 10,000 people who downloaded our game during the test launch, and all of you who joined our early access community. With all this information at our disposal, the biggest thing that stuck out to us was the need to add in smaller, incremental wins for players along with interesting choices and a sense of steady progress. We've also begun developing the overall story of the Noobs and the key parts of the story that we want to tell in Noobs in Space. With that being said, Noobs in Space is no longer a game simply about dodging asteroids and other wacky obstacles that come your way...



Noobs in Space is now a game about collecting fruit! The Noobs have always been closely linked to fruit, and now we're bringing that connection to the forefront of the Noobiverse. Players will travel from planet to planet, helping the Noobs collect a variety of fruit while crafting bizarre inventions along the way. With fruit being such a critical part of Noob society, we felt it was an important element to add to the core game loop for Noobs in Space.

Under the hood, we've built a brand new server backend that all our games will utilize moving forward. This is the tech that handles analytics, cloud saves, transactions, leaderboards, customer service, community events, friends, and much more. The foundation we've built helps pave the way for getting new games up-and-running significantly faster, without having to update server code at all. With these tech upgrades, we can quickly iterate and improve all facets of our games as needed.



The stories we're developing for Noobs in Space will help serve as the foundation for us to create more in-depth animated content, like shows and movies, in the future. We're currently working on the finishing touches for the next version of Noobs in Space to be released to our early access community. This release is meant to give our supporters a chance to give us feedback on all the changes we've made, as a final step before conducting the soft launch.

In the meantime, make sure to sign up for early access and follow us on social media using [Community.Zelgor.com](https://community.zelgor.com) to stay in the loop on all our progress on Noobs in Space and future developments from within the Noobiverse.

- John Fanning CEO, Zelgor