FOUNDER ROUND BRIEFING · JUNE 2026

# Persistent Worlds

## Building the first generation of Adult Fantasy Worlds

**Most adult entertainment is consumed.**
**Adult Fantasy Worlds are inhabited.**

WORLD #1 MySharedWife · IN DEVELOPMENT



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01 · THE CATEGORY SHIFT

# AI has made a new entertainment medium possible.

For a hundred years, adult entertainment has been content: photographs, films, videos, live streams, subscriptions. The technology kept changing. The relationship between audience and entertainment never did — **you watched, it ended, and nothing remembered you were there.**

AI changes the medium itself. For the first time: **characters remember. Relationships evolve. Communities persist. Status accumulates. Stories continue while members are away.**

The result is not better content. **The result is a world.**

## THE NEAREST RELATIVES — COMBINED, AND BUILT AROUND DESIRE

### The soap opera

Emotional serialisation. Audiences stayed for fifty years because they needed to know what happens next.

### The MMORPG

Persistence and status. Worlds that out-earn the film industry because history and standing accumulate.

### Reality television

Real participants. The audience is the drama — and the drama never needs a script.

## WHAT WE CALL THE CATEGORY

**Adult Fantasy Worlds:** persistent social ecosystems built around powerful adult fantasies. Members don't watch a fantasy — they enter it, take a role in it, build standing in it, and return to find out what happened while they were gone.

> **Most adult entertainment is consumed.**
> **Adult Fantasy Worlds are inhabited.**

## WHY THIS WINDOW EXISTS NOW — FOUR GENERATIONS OF AI ADULT ENTERTAINMENT

GEN 1 · AI CHAT
**conversation & roleplay — no persistent world**

→

GEN 2 · AI IMAGES
**personalised visuals — image-centric**

→

GEN 3 · AI VIDEO
**richer immersion — still isolated**

→

GEN 4 · ADULT FANTASY WORLDS
**characters + memory + community + status — a world**

The pieces now exist — conversation that remembers, imagery at commercial quality, falling infrastructure costs — but no one has assembled them into a world. A window exists to define the category before it consolidates, **in a market the incumbents are contractually unable to enter** (vice clauses).

02 · WHY WORLDS BEAT CONTENT

# People pay more for what happens next.

Content monetises arousal, once. Worlds monetise the things people pay for repeatedly: **relationships, status, competition, belonging, progression, recognition** — and above all, what happens next.

### CONTENT ECONOMICS

- Pays for a moment of consumption; value ends when the video ends.
- Infinite substitutes one click away; loyalty is to novelty.
- Leaving costs nothing.

### WORLD ECONOMICS

- Pays for relationships, standing and story — value accumulates.
- No substitute carries your history; loyalty is structural.
- Leaving costs your relationships, your status and your history.

### THE PROOF FROM ENTERTAINMENT HISTORY

Soap operas held audiences for **fifty years** on emotional serialisation alone. MMORPGs **out-earn the film industry** on persistence and status. Reality television proved that **real participants are the drama**. Each format monetised caring, not watching. Adult Fantasy Worlds combine all three loops and attach them to the strongest motivational fuel in entertainment.

### RETENTION IS STRUCTURAL, NOT PROMOTIONAL

A content site retains customers with marketing. A world retains them with **accumulated life**: the relationships they've built, the standing they've earned, the stories still unfolding. Retention is a property of the medium, not a line in the budget.

### THE MOAT

> **Anyone can copy software. No one can copy a world.**

A world's accumulated relationships, community, status, rituals and history cannot be cloned or bought — they only grow more valuable and harder to replicate with time. A competitor can rebuild the features in months; they cannot rebuild a community's years.

03 · WHY FANTASIES BECOME WORLDS

# The fantasy is the fuel. The world is the container.

The emotional intensity of these worlds is not generic sociality — it comes from adult fantasy. Fantasy creates desire; the world creates retention. **Both are required.** A world without fantasy is a forum. A fantasy without a world is just content.

## THE QUALIFICATION FRAMEWORK — SEVEN CRITERIA

Not every fantasy can sustain a world. A qualifying world must demonstrate all seven:

**1** Persistent relationships

**2** Multiple participant roles

**3** Status & hierarchy

**4** Community participation

**5** Story generation

**6** Spectator appeal

**7** Recurring emotional reward loops

A fantasy that lacks any of these is a feature inside a world — not a world.

## THE SEVENTH CRITERION — WHY IT MATTERS MOST

A popular fantasy is not enough; a world must create **reasons to return**: jealousy, compersion, approval, validation, anticipation, belonging, status, transformation, recognition. These loops fire repeatedly — and each firing is a reason to come back tomorrow. They are the engine of retention, and retention is the business.

## WORLDS VS MECHANICS

> **Worlds generate stories. Mechanics intensify worlds.**

Chastity, denial, service, rituals and power exchange (D/s) are not worlds — they are **mechanics, modes and intensifiers** that live within worlds. This distinction disciplines the roadmap: we build the rare structures rich enough to be worlds, and ship everything else as mechanics inside them.

04 · WORLD #1 — THE PROOF

# The pilot episode is in production.

The first Adult Fantasy World is in production. **MySharedWife** is the pilot: the first demonstration that a fantasy can become a persistent world. Members create a wife and release her into a living world — she has her own personality, voice and schedule, and **the world keeps moving whether they're watching or not.**

## WHY HOTWIFE WAS SELECTED

Not because of the fantasy itself — but because **it already behaves like a world waiting for software**: persistent relationships (a marriage, and the men inside it) · distinct roles (the wife, the husband who watches, the men who pursue her) · competition for access and attention · status and hierarchy · community · ongoing stories · spectators. Its reward loops are the strongest in adult fantasy: **jealousy, compersion, taboo, sharing, reclamation.** All seven criteria — before we wrote a line of code.

## HOW THE WORLD BEHAVES — SIX SYSTEMS, RUNNING TODAY IN DEVELOPMENT

**A wife with a life**
Her own personality, voice and daily schedule — present on her time, not on demand. She remembers; the world remembers.

**The Room · the community**
A live, around-the-clock town square of wives, husbands and the men who pursue them.

**Social & standing · the status economy**
Profiles, boards, following, leaderboards — standing that is earned and contested.

**Story arcs · the storylines**
Commissionable photoreal, multi-panel stories of her encounters.

**Rituals & milestones · the ceremonies**
Rites that mark a deepening lifestyle over time.

**Venues & events · the calendar**
Live shows and competitions that give the world its rhythm.

Around these runs the private layer — one-to-one messaging, the Control Room window into her life, artefacts from the Boutique — and a companion mobile app. Each system feeds the others: **a continuous world, not a set of features.**

## BUILD STATUS — EVIDENCE, NOT ROADMAP

- **The pilot is in production:** the core platform is built and running in development.
- Core relationship experience operational; story engine substantially complete.
- Image generation approaching launch quality; wider world rolling out in stages.
- Payment processor discussions underway.

05 · FUTURE WORLDS

# Prove the format once. Launch worlds repeatedly.

One engine — persistent memory, relationship intelligence, world simulation, social structures, rituals, artefacts — many worlds. The strongest candidates have been qualified under the seven-criteria framework. **Candidates, not commitments;** MySharedWife remains the sole commercial focus until proven.

### Female-Led Relationships (FLR)

CANDIDATE WORLD #2 · STRONGEST IDENTIFIED

**Fuel: female authority, surrender, approval, recognition**

Relationship authority, household hierarchy and female-led relationship structures. Established lifestyle communities · persistent roles · approval dynamics · progression over time · strong spectator appeal.

### Authority World

CANDIDATE #3

**Fuel: patronage, access, favour, status**

Participants compete for recognition and approval from high-status individuals. Patronage · mentor/protégé · elite circles — clear roles, hierarchy and ongoing progression.

### Transformation World

CANDIDATE #4

**Fuel: identity change, role reversal, reinvention**

Transformation as a shared, witnessed journey — visible milestones, community recognition, status progression and narrative transformation arcs.

**Relative existing demand** (World #1 = baseline): FLR/femdom — on the order of World #1 (search interest up ~10× since 2004) · Authority/findom — narrower reach, exceptionally high willingness-to-pay (2M+ on a single findom network) · Transformation/feminisation — large, growing communities. Relative scale only, from public community and search signals. No per-world market size is claimed — community volume is a demand proxy, not revenue.

## WHY THE PLATFORM COMPOUNDS

WORLD #1 **validates the model** → WORLD #2 **reuses shared infrastructure** → WORLD #3 **faster & cheaper to launch** → PLATFORM **value compounds across worlds**

Additional worlds share the same technology, community systems and world-building tools, so each new world launches faster and cheaper than the last. **The opportunity is not one successful community. It is a category.**

> **The question is not whether one world works.**
> **It is whether a successful world becomes a repeatable format. World #1 is in production. This round takes it live.**

06 · THE BUSINESS & THE ROUND

# A profitable first world funds the category.

## ILLUSTRATIVE FIRST-WORLD ECONOMICS

| 1,000 – 5,000 | × | $5 – $40 | = | $0.48M – $2.5M |
|---|---|---|---|---|
| PAYING MEMBERS | | AVG MONTHLY SPEND | | ANNUAL REVENUE |

Illustrative only — not a forecast. The purpose is to show that a single world can be a meaningful, profitable standalone business before any platform expansion — and these economics generalise to every future world.

## THE FOUNDER ROUND

**$100,000 · 4 × $25,000 · 2.5% equity per allocation**

A small group of experienced entrepreneurs and business owners, participating in the creation of a new category at the earliest stage. Designed to be anchored by a lead investor. Raised up front, deployed progressively as evidence accumulates — **capital follows evidence, not the other way round.**

## USE OF FUNDS

- Final platform completion · payment onboarding · compliance & age verification
- Commercial launch & customer acquisition
- Founder runway & commitment · mobile companion · infrastructure for future worlds

## FROM RAISE TO VALIDATION

**LAUNCH** platform · payments · go-live → **VALIDATE** first paying members → **PROVE** retention & revenue

## FOUNDER

**Tim Brown** — thirty years in software and technology businesses, with deep experience in commercial growth and sales. Built World #1 personally, using the same AI technologies that power the world itself — at a fraction of traditional cost and time-to-launch. Leads product, marketing and growth. **Not a concept-stage business:** the core platform is built and running in development, and the raise bridges the final gap to commercial launch.

## THE INVESTOR TAKEAWAY

- A new entertainment medium, enabled by AI: **Adult Fantasy Worlds** — inhabited, not consumed.
- World #1 is in production: a founder-led business, already substantially built.
- One profitable world first — then a repeatable format on a reusable engine; value compounds with each world.
- The moat is the world, not the software — and the incumbents are contractually unable to follow.