

SCRAP GOLD EDITION

DUMPSTER DIVERS

THE STRATEGIC ACQUISITION

A business you can play.
A strategy you can rehearse.

An operating company becomes a miniature strategy world,
with a path to private business rehearsal.

Benjamin Foskey / Founder
Working prototype / September 2026



CONCEPT COVER ART

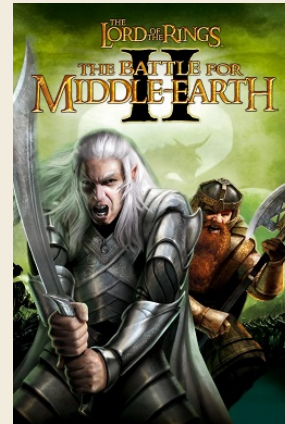
THE GAMES BEHIND THE IDEA

Six influences. An original world built around running a company.



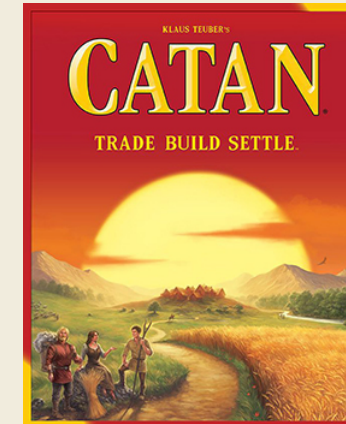
Warhammer Age of Sigmar

A physical sense of scale.
Painted pieces worth
exploring.



Battle for Middle-earth II

Bases, upgrades and
pressure
from rival encampments.



CATAN

Readable hex geography.
Scarcity that creates
choices.



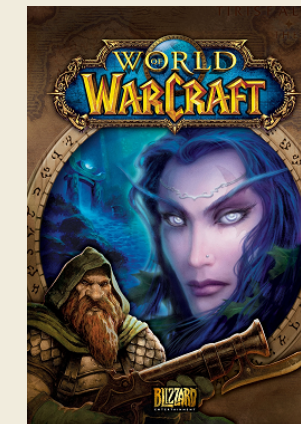
MONOPOLY

Acquisitions and
ownership.
Capital with
consequences.



RollerCoaster Tycoon

Build an operation,
observe it,
then make it work better.



World of Warcraft

Persistent identity and
community.
Shared worlds are a future
goal.

Creative references only. Third-party marks belong to their owners; no affiliation or endorsement is implied.

THE COMPANY IS ALREADY PLAYABLE

A salvage district with real decisions behind every simulated job.



WORKING HEADQUARTERS

Owner-operators, vehicle variants and department controls.

DIRECT COMMAND / SHARED COMMAND / AI CEO



A BUSINESS ON THE BOARD

Territories, routes, seasons and an inspectable job-to-payout trail.

THE INTEGRATION ROADMAP

25 provider options. One reconciled business pilot comes first.

Cloudflare hosts the prototype. The other marks identify existing adapters or exports and planned integrations; live account acceptance remains separate.

FINANCE	OPERATIONS	CUSTOMERS & SALES	RECORDS & WORKFLOWS	PRODUCT & DELIVERY
 Stripe	 Google Maps	 HubSpot	 Supabase	 Cloudflare
 QuickBooks	 Google Calendar	 Google Ads	 DocuSign	 GitHub
 Xero	 Twilio	 Shopify	 Google Sheets	 Sentry
 Plaid	 Resend	 eBay	 Anthropic	 PostHog
 Gusto	 Samsara	 Zendesk	 n8n	 Steam
ART & ENGINE TOOLS	 Blender Asset production	 Unity Terrain validation	 Unreal Engine Future evaluation	

Provider access, plans and usage fees apply. Logos identify options, not partnerships or bundled subscriptions.

THE BUSINESS MODEL & GROWTH PLAN

Consumer game

A paid strategy-and-tycoon game for players who want to build, compete and improve a working company.

Premium business subscriptions

Private scenarios and, after validation, connected company records for entrepreneurs and boardroom teams.

FIRST MARKET

Salvage operators and strategy players first.
Portfolio teams, PE, VC and HNWI follow a proven pilot.

Founder-led, AI-assisted development. Pricing and raise size are not set.



THE FUTURE WAR TABLE

Large shared displays, private business sessions and persistent competitive worlds remain development goals.

NEXT MILESTONE

Validate repeat play and one paid business pilot before scaling.