Office of the Minnesota Secretary of State

Minnesota Public Benefit Corporation / Annual Benefit Report

Minnesota Statutes, Chapter 304A

Read the instructions before completing this form
Must be filed by March 31
Filing Fee: $55 for expedited service in-person or online, $35 if submitted by mail

The Annual Benefit Report covers the 12 month period ending on December 31 of the previous year.
Notice: Failure to file this form by March 31 of this year will result in the revocation of the corporation's public benefit status without further notice from the Secretary of State, pursuant to Minnesota Statutes, Section 304A.301

1. File Number 1224497200056

2. Corporate Name: (Required) Seraph 7 Studios, SBC

3. The public benefit corporation's board of directors has reviewed and approved this report.

4. In the field below, enter the information required by section 304A.301 subd. 2 or 3 for the period covered by this report, (see instructions for further information): Note: Use additional sheets if needed. (Required)

Please see the attached document.

5. I, the undersigned, certify that I am the chief executive officer of this public benefit corporation. I further certify that I have signed this document no more than 30 days before the document is delivered to the secretary of state for filing, and that this document is current when signed. I further certify that I have completed all required fields, and that the information in this document is true and correct and in compliance with the applicable chapter of Minnesota Statutes. I understand that by signing this document I am subject to the penalties of perjury as set forth in Section 609.48 as if I had signed this document under oath.

Signature of Public Benefit Corporation's Chief Executive Officer

March 31, 2026

Date (Must be dated within 30 days before the report is delivered to the Secretary of State for Filing)

Email Address for Official Notices

Enter an email address to which the Secretary of State can forward official notices required by law and other notices:

seraph7studios@gmail.com

☒ Check here to have your email address excluded from requests for bulk data, to the extent allowed by Minnesota law.

List a name and daytime phone number of a person who can be contacted about this form:

Julel Porter	(612) 512-1033
Contact Name	Phone Number

Entities that own, lease, or have any financial interest in agricultural land or land capable of being farmed must register with the MN Dept. of Agriculture's Corporate Farm Program.

Does this entity own, lease, or have any financial interest in agricultural land or land capable of being farmed?
Yes ☐ No ☒



ANNUAL REPORT

CY 2025 Public Benefit Report

SERAPH 7 STUDIOS | WWW.SERAPH7STUDIOS.COM

OVERVIEW

WHAT WE DO

We make video games for the PlayStation, Xbox, and PC.

Seraph 7 Studios is a video game development studio dedicated to empowering the underestimated. We believe that video games have the power to change the world, and we strive to create games that make a difference. Our team is proudly made up of fierce women, military veterans, and heroes of all backgrounds, working together to create a better future for gaming, education, and the tech workforce.

MORE FORMALLY: Seraph 7 Studios develops video games for the PlayStation, Xbox, Nintendo, and Computer (PC) that create change for Black and Indigenous communities all over the world. Seraph 7 distributes through online marketplaces for instant purchase-to-play. Seraph 7 develops a skilled diverse tech workforce by providing a game development focused science, technology, engineering, art, and mathematics (STEAM) work-study for high school students of all backgrounds. Seraph 7 is a Minnesota Public Benefit Corporation with a balanced focus on maximizing joy, profit, and positive societal impact.

*STEAM = Science, Technology, Engineering, Arts, and Math.

OUR PUBLIC BENEFIT

In 2021, Seraph 7 Studios proudly converted from a limited liability corporation to a Minnesota Public Benefit Corporation. Our mission now lives in every aspect of Seraph 7, from our articles of incorporation to our everyday work! We are a specific public benefit corporation organized and operated to pursue the public benefit purposes of 1) combating stereotypes in technology, media, art, and entertainment; and, 2) helping underestimated youth and adults prepare for careers in science, technology, reading, engineering, art, math ("STREAM") or a combination of those career fields.

OUR FOUNDER



Jules Porter is a licensed attorney, business law professor, CEO, video game developer, artist, AI developer, proud USMC veteran, and champion for the underestimated everywhere. In her spare time, Jules cheers on the Minnesota Vikings, rocks out to the Pointer Sisters' music, plays immersive adventure video games, and enjoys thriller and sci-fi movies.

From Jules: "Every great developer spends years before their first game ships doing work the world never sees. We are in that season, and I am not impatient. I am focused. The game we are building is worth doing right."

2025 PROGRESS

The best games are not rushed. The best games are built with intention, care, and the right team. 2025 was the year we did the work no one sees yet — securing the relationships, sharpening the tools, and deepening the story. Every great game has a period where it exists only in the minds and hands of a few people who believe deeply in what it will become. 2025 was that year for Songbirds: Fairytale. 2026 is where it starts becoming real for everyone else.

SONGBIRDS: FAIRYTALE: DEVELOPMENT

The story and world of Songbirds: Fairytale grew significantly in 2025. We deepened the game's storylines, sharpened the character arcs of our four heroines, and mapped out the gameplay mechanics in greater detail. Coming into 2026, we are not guessing at what this game is. We know exactly what it is. The creative foundation is set. That matters enormously. Games that go into production without a locked creative vision take longer, cost more, and lose their soul in the process. Songbirds will not be that game.

Progress: Storylines complete. Gameplay mechanics finalized. Creative direction locked.

TALENT & RELATIONSHIPS

2025 was a year of strategic relationship-building with the key creative talent and industry collaborators whose involvement will define the authenticity and commercial power of this game. Building the right relationships takes time, and rushing them is how you end up with partnerships that look good on paper but do not serve the game. We refused to rush.



The relationships we have cultivated this year are with people and teams who genuinely connect with what Songbirds is — what it stands for, what it sounds like, and what it is trying to do for gaming, music history, and the communities we represent. We are not yet in a position to name names. But the access and alignment we have achieved is extraordinary, and we look forward to making those announcements in 2026.

Progress: Key creative and talent relationships secured. Partnership announcements forthcoming.

GAME DEVELOPMENT SKILLS & TECHNOLOGY

A studio is only as good as what its team can actually build. In 2025, we continued to advance our Unreal Engine proficiency and game development toolset skills. These are not small investments in time. But they are direct investments in the quality and control we will have over every element of this game when development begins. They also reduce our dependency on outside contractors, which reduces our costs and keeps more creative control in-house.

Progress: Continued advancement in Unreal Engine and core development tools.

AI & ANIMATION RESEARCH

Artificial Intelligence (AI) is very controversial. This is especially true in creative spaces. As a currently small studio, we intend to use AI animation tools to help us express our concept and vision. After an extensive search, we were unable to find animators to assist us while we are pre-revenue. To move things forward with a concept trailer, we will use AI to assist us with animation. Once funding is secured, top priority is to hire an animation team who can capture the unique movements of each Pointer Sister and character.

Animation is the most labor-intensive part of building a game like Songbirds. The game's genre-defying, style-shifting gameplay means we need a staggering wealth of animation. In 2025, we conducted a thorough examination of what artificial intelligence (AI)-assisted animation tools can actually do right now; not just what the hype says they can do, but what they can actually deliver at a production level.

The findings are genuinely useful. AI-assisted animation tools have matured to the point where specific parts of our pipeline can be accelerated without compromising visual quality or artistic integrity. We have identified the exact tools and workflows we plan to integrate in 2026.

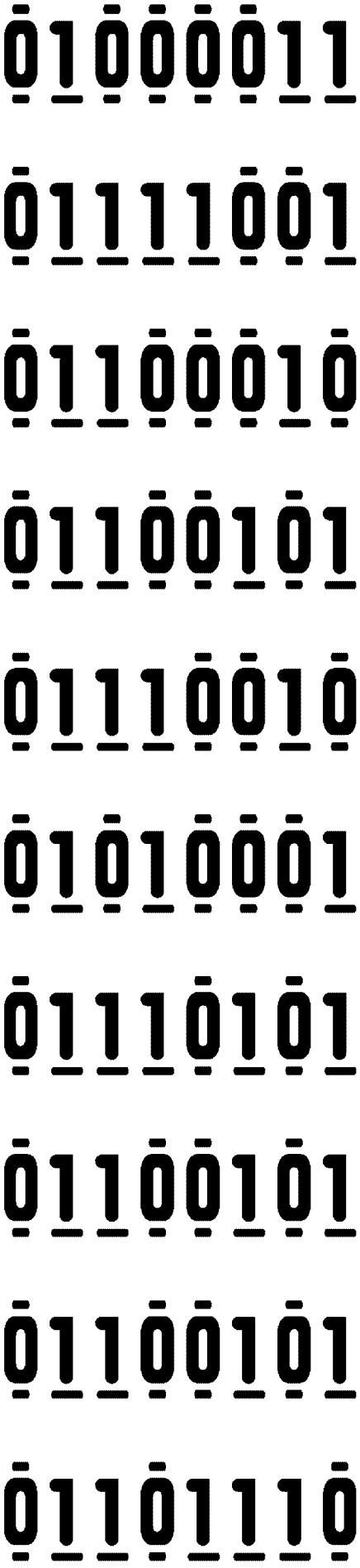
Progress: Research complete. AI animation pipeline identified and ready for integration.

FUNDING & OPERATIONS

Pre-revenue companies need a plan to survive their development years without giving away their future in the process. In 2025, I accepted a position at a law firm to generate the capital needed to fund Seraph 7's research, development, and operations. This was a deliberate, disciplined decision… and it worked! Seraph 7 moved forward in 2025 entirely on our own terms.

In 2026, I return to full-time game development, and we begin active production on Songbirds: Fairytale.

Progress: Operations fully funded through 2025. Full development begins 2026.



COMMUNITY

We appreciate ALL of the community support we have received so far! Connect with us to stay updated on our programs, product development, and launch.

Connect with Seraph 7 Studios, SBC!

Connect Page: https://www.seraph7studios.com/connect

Website: https://www.seraph7studios.com/

Email: hello@seraph7studios.com

SOCIALS

Instagram: https://www.instagram.com/seraph7studios/

Facebook: https://www.facebook.com/seraph7studios

Linked In: https://www.linkedin.com/company/seraph7studios

Pinterest: https://www.pinterest.com/seraph7studios/

Vimeo: https://vimeo.com/user108691292

CERTIFICATION

I certify that the foregoing is true and accurate and that I have the authority to sign this document. I further certify that the information in this document is true and correct and in compliance with the applicable chapter of Minnesota Statutes. I understand that by signing this document I am subject to the penalties of perjury as set forth in Section 609.48 as if I had signed this document under oath. The Board of Directors of Seraph 7 Studios, SBC, has reviewed and approved this report.

Dated: 31 March 2026

SERAPH 7 STUDIOS, SBC
a Minnesota Corporation

By: Julel M.S. Porter
Its: President and Chief Executive



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OFFICE OF THE SECRETARY OF STATE
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Steve Simon
Secretary of State