

BUYER DILIGENCE PACK

LatLongAgo: Historical 360-degree geography guessing game platform

Acquisition memo for a transferable digital asset package centered on LatLongAgo.com, a working browser game, source code, content files, media assets, and operating documentation.

DOMAIN

LatLongAgo.com

ASKING PRICE

\$12,500 USD

No revenue, traffic, rankings, customer demand, or profitability claims are made in this pack. The buyer should verify all claims, transfer scope, content rights, and operating requirements before closing.

What the asset is

LatLongAgo is a browser-based historical geography guessing game. Players inspect a 360-degree historical scene, place a world-map pin, choose a year, and score against the real location and date. The asset combines a brandable domain, working game code, structured content, public media, and server-backed gameplay features.

336

historical panorama rounds

64

natural-wonder scenes

524

embedded fact hotspots

400

scene sound files

200

narration tracks

\$12,500

listed asking price

Why someone might buy it

Faster starting point

The buyer starts with a playable product, structured content, and an existing acquisition page rather than a blank-page prototype.

Clear category wedge

The core promise is simple: identify where and when a historical scene takes place.

Execution still matters

The buyer must bring distribution, partnerships, SEO/content execution, monetization, and operations.

Included components

ASSET COMPONENT	DESCRIPTION	BUYER VALUE	TRANSFER NOTES
Domain and brand	LatLongAgo.com and the LatLongAgo product identity: latitude, longitude, and time in one name.	Memorable category positioning for a historical geography game or learning product.	Domain transfer timing depends on registrar rules, account status, and any locks.
Website codebase	Vite + TypeScript client with Three.js panorama viewing, Leaflet maps, Canvas timelines, PWA support, and custom UI.	A working browser product with the core interaction loop already implemented.	Buyer should review dependencies, deployment target, and build process during handoff.
Server and data layer	Express API, SQLite storage, server-authoritative answers, sessions, duels, leaderboard, profiles, stats, push, and OG image routes.	Operational foundation beyond a static concept page.	Environment variables, keys, database state, and hosting should move to buyer-owned accounts.
Content library	336 historical rounds, 64 natural-wonder rounds, 524 embedded hotspots across 336 historical rounds, 191 keyed eyewitness entries, and 191 keyed newspaper entries.	Structured gameplay substance for a history/geography property.	Buyer should verify content rights, generated media terms, and attribution obligations.
Media assets	336 panorama images, 64 natural-wonder images, 400 scene sound files, 200 narration tracks, theme music, and 8 theatre-mode files.	Immersive visual/audio surface without sourcing every asset from scratch.	Generated and third-party-adjacent assets should be reviewed during diligence.
Documentation and scripts	README, QA test plan, content health scripts, panorama validation, prompt generation, sound-design scripts, and acquisition PDF generator.	Faster technical review and post-acquisition planning.	Any post-sale support should be separately agreed before closing.

Buyer fit

The strongest buyer is likely an operator with an existing channel, a product thesis, or a specific audience to test.

Niche game operators

Start from a playable browser game with scoring, daily play, duels, leagues, achievements, and share mechanics.

History and geography publishers

Turn editorial audience into an interactive daily habit around place, chronology, and historical context.

Edtech and classroom builders

Test private leagues, assignments, and teacher guides without first building the core product loop.

Newsletter and media operators

Use the daily challenge as recurring content, a retention hook, and a shareable results format.

SaaS or tool builders

Use the game as a wedge for custom packs, creator events, classroom tools, analytics, or lightweight learning products.

Agencies and service operators

Use the asset as a demonstrable interactive experience for history, museum, tourism, or education clients.

COMMERCIALIZATION OPPORTUNITIES

Paths the next owner could test

These paths are not current results or guarantees. They are practical directions for a buyer to validate after handoff.

OPPORTUNITY	WHY IT FITS	FIRST 30-DAY ACTION	COMPLEXITY
Daily puzzle media property	The product already supports daily play, streak behavior, sharing, and leaderboards.	Install analytics, publish one public daily challenge cadence, and create a repeatable recap format.	MEDIUM
Classroom and edtech pilot	Private leagues, history content, and browser access fit classroom experimentation.	Interview teachers, define a pilot pack, and document assignment workflows.	MEDIUM
Sponsored historical packs	Scenes can be grouped by era, region, institution, book, exhibit, or travel theme.	Build a sample sponsored pack page and identify ten relevant partners.	MEDIUM
Premium archive or custom packs	Existing content depth can support archive access, custom sets, and advanced stats.	Decide which features stay free, which are paid, and what payment flow would be tested first.	MEDIUM
Creator or community challenges	Duels, leagues, share cards, and spectator links support audience-led competitions.	Recruit a small creator or school-group pilot and track completion, sharing, and repeat play.	LOW
SaaS/tool expansion	The content and gameplay foundation could extend into pack creation, LMS exports, or analytics.	Map the first buyer workflow and avoid building beyond one testable customer segment.	HIGH

Build vs. buy comparison

WORKSTREAM	BUILD FROM SCRATCH	ACQUIRE LATLONGAGO
Domain sourcing	Find, negotiate, and secure a brandable domain.	Start with LatLongAgo.com and existing brand language.
Product positioning	Define the category, name, user promise, and repeat-play loop.	Use the existing place-plus-time positioning and daily puzzle structure.
UX and development	Build 360 viewing, map guessing, timeline guessing, scoring, results, modes, and responsive UI.	Begin from the current Vite/TypeScript game, API, PWA shell, and UI patterns.
Content structure	Research scenes, generate/source assets, write clues, and wire data.	Use existing round files, prompts, panoramas, audio, hotspots, and text modes.
QA and deployment	Create validation scripts, test flows, deploy frontend/API, and harden docs.	Review the existing scripts, QA plan, README, server setup, and deployment path.
Commercialization	Decide buyer segment, monetization model, and tracking plan.	Run faster experiments from an existing product surface.

First operating plan after acquisition

PHASE	OPERATIONAL ACTIONS	COMMERCIAL FOCUS
30 days	Complete technical handoff, set up hosting, analytics, Search Console, conversion tracking, error monitoring, and a content/IP audit.	Choose the first monetization thesis: media, classroom, sponsorship, premium packs, or lead capture.
60 days	Publish or refresh content, add lead capture where appropriate, begin outreach, and test one acquisition channel.	Measure daily completion, repeat play, sharing, email capture, and conversion intent.
90 days	Scale the channel that shows signal, add authority pages or packs, improve conversion paths, and build a repeatable growth loop.	Avoid broad feature work until one audience and monetization path has evidence.

Transfer checklist

- Domain transfer or push between registrar accounts
- Repository/code transfer and access review
- Hosting/deployment handoff
- Environment variables and production secrets
- Third-party API keys and buyer-owned account setup

- Analytics, Search Console, and conversion tracking
- Database state, backups, and migration expectations
- Brand assets, public media, and content ownership review
- Documentation, build commands, and operational notes
- Post-sale support terms, if any, stated in writing

Diligence checklist for buyer

1. Does the buyer understand the history/geography game category and target audience?
2. What is the first monetization plan, and how will it be tested?
3. Which third-party services, APIs, or accounts must be recreated?
4. Are all acquisition-page claims supported by the repo, files, or seller-provided records?
5. Which content rights, generated media terms, or attribution obligations apply?
6. What should be updated first for accuracy, SEO, onboarding, and conversion?
7. What legal, privacy, education, advertising, or accessibility issues apply to the buyer's intended use?
8. What hosting, monitoring, backups, and security tasks are required after closing?

Plain-language buyer notes

Sold as-is

The asset is sold as-is unless buyer and seller agree otherwise in writing.

No performance guarantees

No revenue, traffic, ranking, customer demand, profitability, or monetization result is guaranteed.

Buyer diligence required

The buyer is responsible for verifying claims, transferability, content rights, dependencies, and technical condition.

Operations move to buyer

The buyer is responsible for future hosting, analytics, marketing, SEO, monetization, legal compliance, backups, and support.

Third-party accounts

Integrations, analytics, email, search tools, hosting, APIs, and push credentials may require buyer-owned accounts after transfer.

Domain timing

Domain transfer timing depends on registrar rules, account status, and any applicable locks.

Contact and next steps

Review the live acquisition page: <https://latlongago.com/acquire>

Current purchase flow: Escrow.com checkout at <https://www.escrow.com/checkout?token=d4c9307e-d6aa-420e-9271-2b0bfd4813a8>

If the seller adds a direct email, broker, or updated transaction method, buyers should rely on the current acquisition page and final written purchase terms.