CHAIN JOES

KICK THE WEB3 ENEMIES' ASSES!

CHAIN JOES IS A MOBILE BATTLE ROYALE GAME DESIGNED FOR THE WEB3

Chain Joes is a mobile Isometric Action Shooter created under the guidance of an AAA game studio and blockchain and marketing professionals.

This gaming masterpiece is designed to deliver the best gameplay based on the WEB3 enemies concept, proven game mechanics and a new Play-And-Earn model that is more accessible to the masses than the expensive and complex Play-To-Earn model.

GENRE:	Battle Arena with PvP/PvE Coop PvE modes
ECONOMY:	F2P and Play-And-Earn crypto economy with NFT in-game assets
NETWORK:	ETHEREUM
FORMAT:	Isometric 3rd Person

PLATFORMS:	Mobile
ENGINE:	Unity
SETTING:	Web 3.0 / Military / Memes
AUDIENCE:	Mid-Core Battle Arena Fans

PARTNERS:

PayAccept   DAMNN! SO DOPE   Red Rift
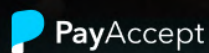
CHAIN JOES SOLVE FIVE GLOBAL PROBLEMS IN BLOCKCHAIN GAMING

💰 SAY GOODBYE TO PLAY TO EARN AND HELLO TO PLAY AND EARN

Players earn currency by playing games. An imbalance of resources entering and leaving the game makes sustainable economies difficult.

Providing real entertainment value is key to creating a sustainable, open-game economy. We build value through gameplay with P&E. High entertainment value will keep players playing, and rewards will encourage them to keep playing.

FIRST-CLASS MECHANICS FOR REAL GAMERS

Mechanics determine how a game plays, and the mechanics should keep the gamer playing it daily for 20-30 minutes. It's not a game if the mechanics are Play-To-Earn – it's a gamified financial instrument.

We're building a high-end game.

Battle Arena is a proven isometric action class mechanic, no matter how many NFTs are out there. It's fun and it works. With NFTs and blockchain, we'll enhance the gaming experience.

🎁 FREE TO PLAY

Players want to earn while playing games. Existing NFT games have a high entry barrier, but Chain Joes is a free mobile game. This approach allows millions of players to be onboarded frictionlessly.

Since NFT games require monetary investment, many traditional players won't participate, but the more players, the better. Pay-to-play limits our game's growth in the future. That's why our game is free to play, with no investment required.

⚔️ BUILDING A GAME THAT WILL LAST

The 10k NFT collection model is unviable at this stage of the P&E market's development.

The game will be free, and a free battle package will be available for early supporters. Early supporters will only be able to obtain NFT characters, NFT weapons, and exp boosters, which will boost their progress.

Note: Initial battle package won't give players an unbalanced boost. We won't reveal item characteristics until our Red Rift game dev partner has tested and approved the balance to avoid a balance violation.

⚙️ EASY ACCESS FOR ALL

We are bridging the gap with traditional gamers. We understand that many users are just meeting NFT technologies for the first time.

Because NFTs are a new technology, many gamers are unfamiliar with the complexities of this ecosystem, so they have difficulties joining. We have developed an onboarding program to help them get used to it and learn the mechanics the step by step.

TOKENOMICS

CJ · **TOTAL SUPPLY:**
100.000.000

	TOKENS	PERCENTAGE
PUBLIC AND PRIVATE	8.000.000	8.0% (2% Private Sale & 6% public IDO)
SEED	18.000.000	18.0%
TEAM	16.000.000	16.0%
LIQUIDITY	4.000.000	4.0%
TREASURY	17.000.000	17.0%
P2E	35.000.000	35.0%
AIRDROP	2.000.000	2.0%

2%
AirDrop

35%
P2E

4%
Liquidity

8%
Public and Private

17 %
Treasury

16 %
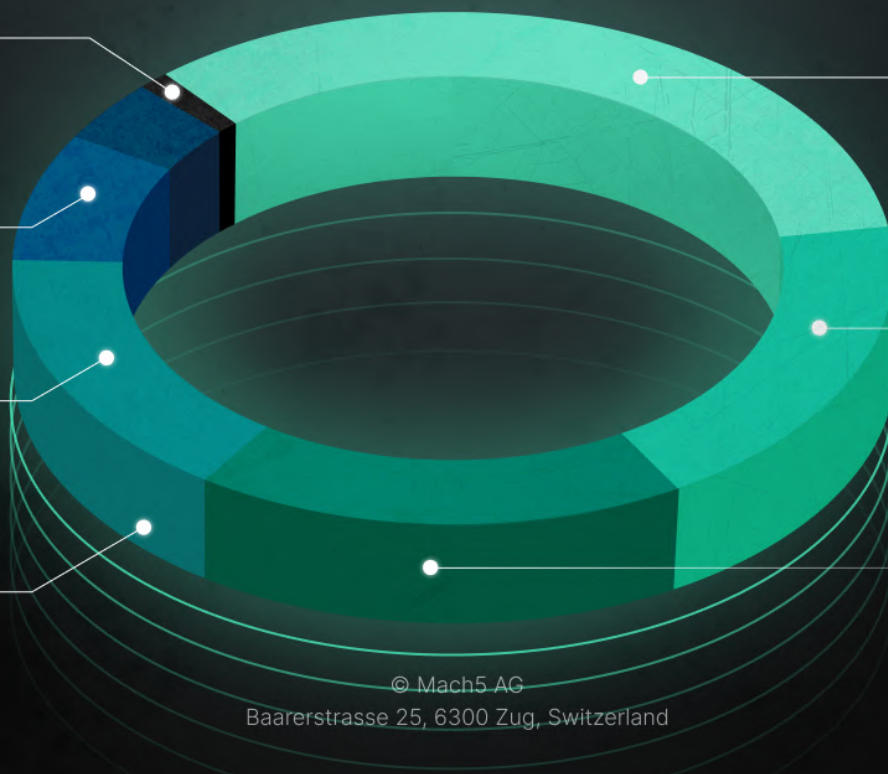Team

18 %
Seed

INVESTMENT DOCUMENTS

Chain Joes is ready to share all the necessary documents with potential investors and discuss future partnerships.

Common Docs

▶ Pitch Deck
▶ Our Approach
▶ Litepaper
▶ One Page

Marketing Docs

▶ Game Teaser
▶ Gameplay Concept
▶ Backstory & Lore Video

Token Docs

▶ IDO Strategy
▶ Tokenomics

GameDev Docs

▶ Game Design Document
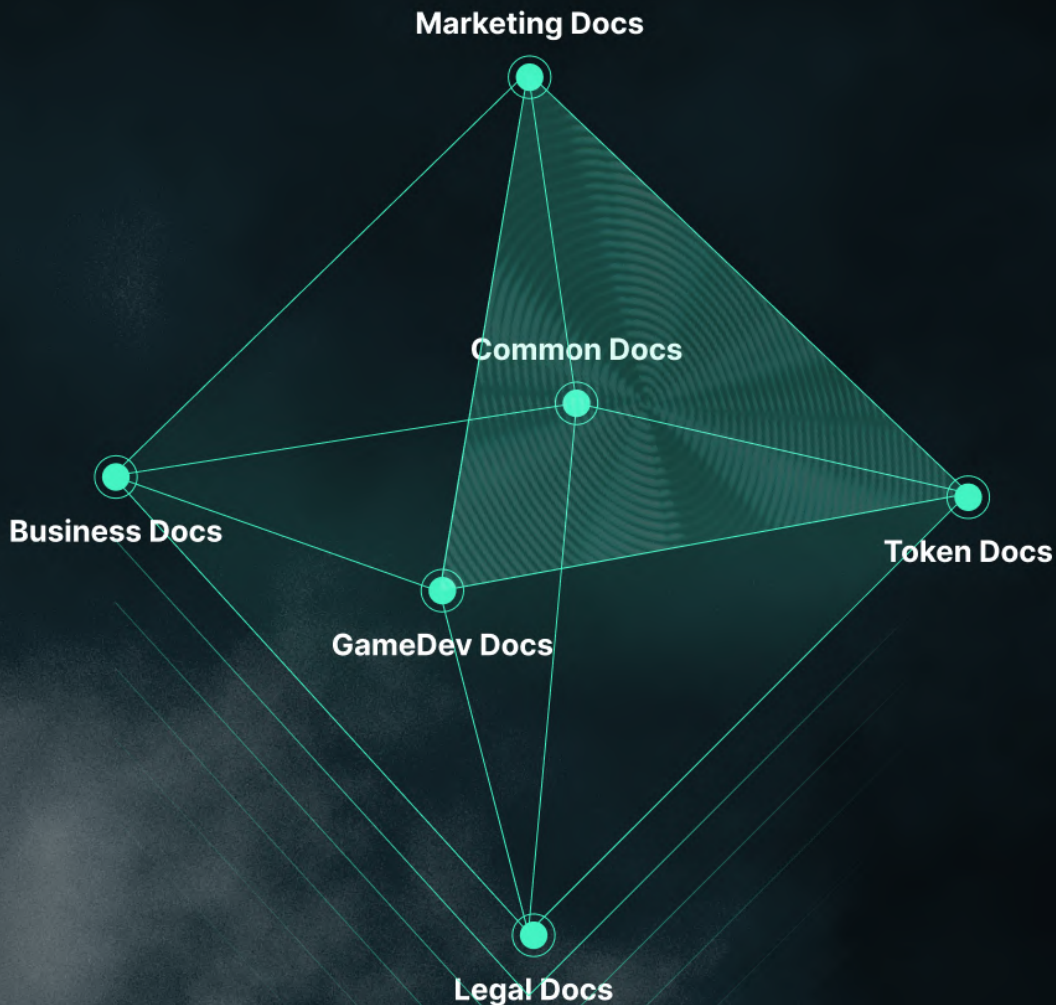▶ Token Utility

Business Docs

▶ Game Revenue Model

Legal Docs

▶ Simple Agreement for Future Tokens (SAFT)
▶ Legal Entity

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Marketing Docs

Common Docs

Business Docs

Token Docs

GameDev Docs

Legal Docs

CORE TEAM

Chain Joes now has a comprehensive team across all key verticals

With a team of 50+ people, we have a strong competitive advantage by combining both blue-chip game development and business operations experience, allowing us to be nimble and quick while maintaining the highest standarts of quality.

MANAGEMENT

Mike Sykora
CEO, Co-founder

Christiaan van Steenbergen
Blockchain CTO, Co-founder

Gary Yankovich
Chief Product Officer

Darcy Maltseva
Chief Operating Officer

Katerina Dziatlova
Head of Management

GAME DEV

Red Rift
Game Development partner
Redrift.com

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MARKETING AND PRODUCTION

Alina Bulavkina
Project Manager

Maya Kostenkova
Creative producer

Hanna Valasheniuk
Creative

Stacy Naumenko
Head of Graphic Design

Veronica Yasulevich
Graphic Designer

Paul Ivuts
Head of 3D arts

Alex Andriyashko
3D artist

Dimitri Shatsila
3D artist

Artsem Bautrukevich
Motion Designer

Kirill Pestovsky
Motion Designer

Roman Zhirov
SMM Manager

Alex Karaychentsev
Developer

OUR PARTNERS

PayAccept

PayAccept is revolutionizing the way we manage payments by combining traditional and Decentralized Finance (DeFi) and offering access to fiat, cryptocurrency, lending, card issuance, payment solutions, and risk management services.

10+ YEARS — Blockchain and Fintech experience

DAMNN! SO DOPE

DAMNN! is a creative production agency that helps crypto teams scale their marketing with a top-notch digital experience and communicate better on the way to the Moon.

5+ YEARS — Marketing experience

Red Rift

Our marketing pros know that they should describe us as a «leading video game developer at the forefront of the Play-To-Earn, games as a service model...», but the truth is that we're just gamers that love what we do. It just so happens we also have the passion and skill to make games that anyone can play regardless of income or platform.

It is our game communities that fuel our passion for the realms and battlegrounds we are fortunate enough to create and grow.

Red Rift partners: NASCAR playrix ÆTHER GAMES Vulcan Forged

10+ YEARS — Game Dev experience
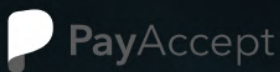
PayAccept — Blockchain

Red Rift — Game dev

Marketing — DAMNN! SO DOPE