



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:**



© Mach5 AG  
Baarerstrasse 25, 6300 Zug, Switzerland



# 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 support. 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.

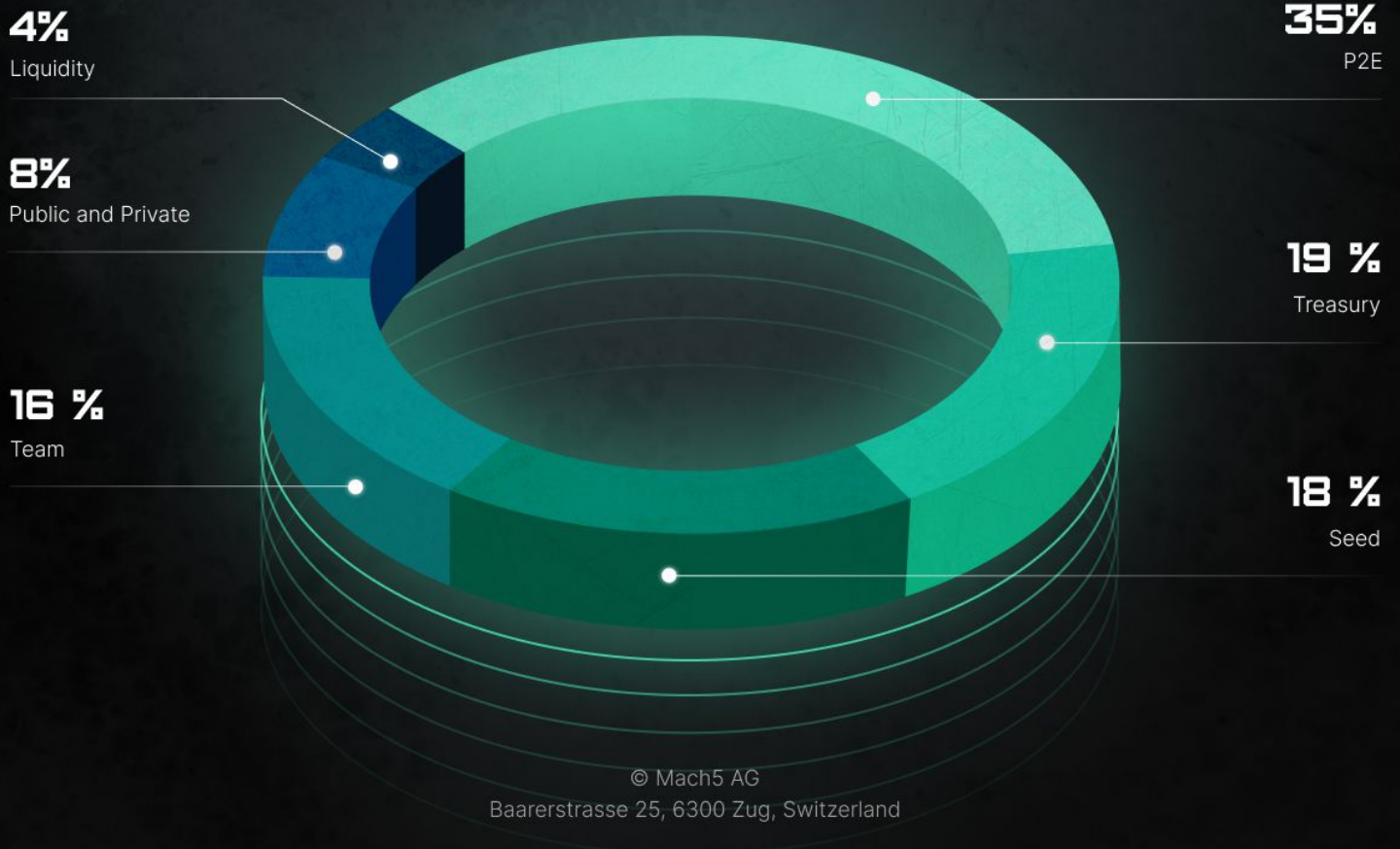


# TOKENOMICS



**TOTAL SUPPLY:**  
**100.000.000**

	TOKENS	PERCENTAGE
PUBLIC AND PRIVATE	8.000.000	8.0%
SEED	18.000.000	18.0%
TEAM	16.000.000	16.0%
LIQUIDITY	4.000.000	4.0%
TREASURY	19.000.000	19.0%
P2E	35.000.000	35.0%



# INVESTMENT DOCUMENTS

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

## 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

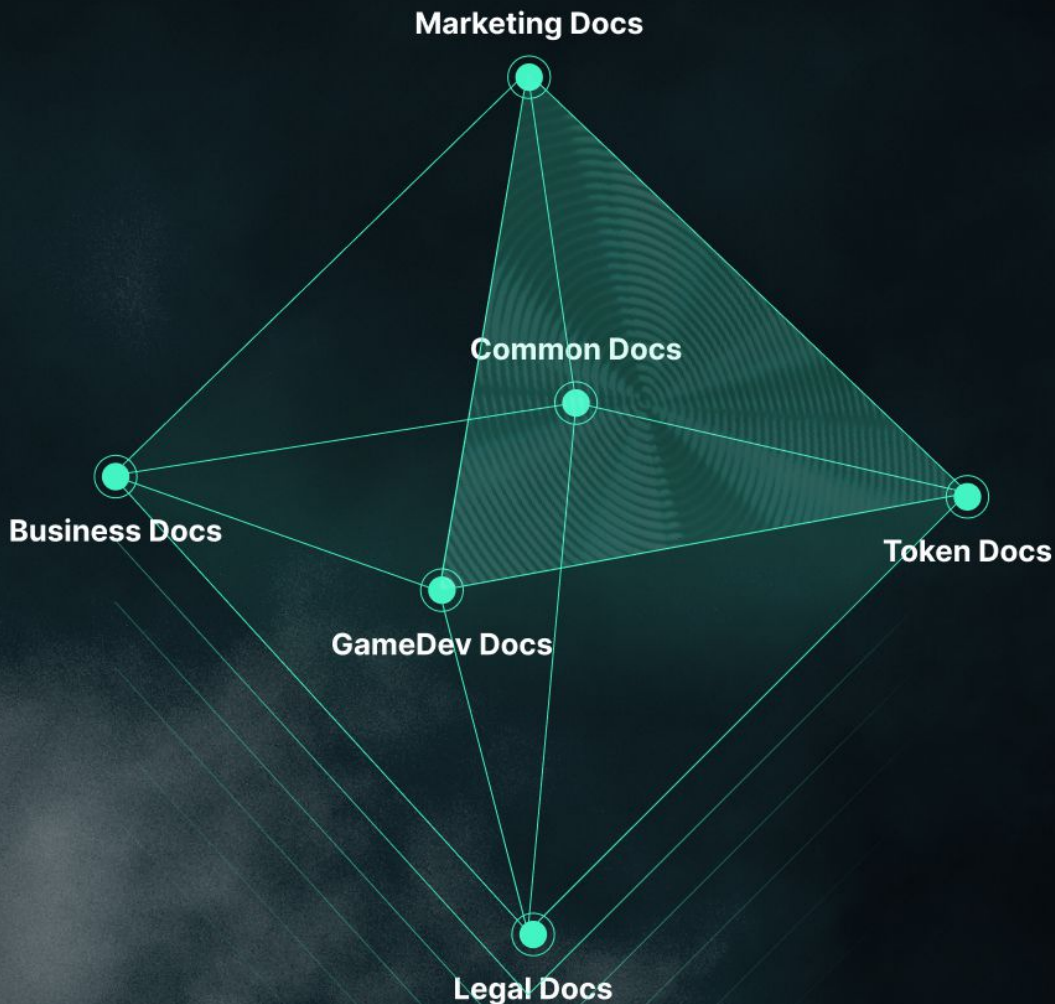
## Legal Docs

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



Powered by

Swiss Law  
«GoldBlum» Firm  
[www.goldblum.ch](http://www.goldblum.ch)





# 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 standards 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  
Dzatlova**

Head of  
Management

## GAME DEV



# Red Rift

**Red Rift**

Game Development partner

[Redrift.com](https://redrift.com)



# CORE TEAM

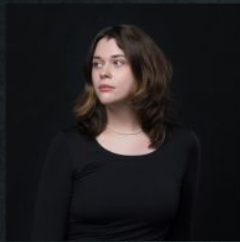
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## MARKETING AND PRODUCTION



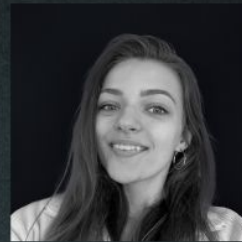
**Ilona  
Makovetskaya**  
Head of Marketing



**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



**Alex  
Karaychentsev**  
Developer



**Alina  
Bulavkina**  
Project Manager



**Kirill  
Pestovsky**  
Motion Designer



# OUR PARTNERS



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

**10+ YEARS** Blockchain and Fintech experience



DAMNN! is a creative production 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



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.

**10+ YEARS** Game Dev experience

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** **AETHER GAMES** **Vulcan Forged**



Blockchain



Game dev

Marketing

