

Azura Chain is a blockchain with a focus on gaming, NFTs, and digital collectibles.

**BUILT BY GAMERS,
FOR GAMERS.**

Azura is a scalable,
high-throughput Proof-
of-Stake blockchain
that is fully compatible
and interoperable with
Ethereum and hundreds
of other individual
blockchains.

WHY AZURA?

AZURA FACILITATES ULTRA-FAST LOW COST PAYMENTS, ALLOWS EASILY DEPLOYABLE SMART CONTRACTS, AND MAKES IT EASY TO ISSUE TOKENS, CREATE DECENTRALISED APPLICATIONS, AND NFTS.



Azura is built by Azura Labs, a team with more than two decades of experience creating AAA Video Games.

Azura will target gamers and mobile phone users, allowing anyone with a mobile phone the chance to participate in the network.

By maximising wealth creation for all network participants, Azura will succeed with early mass adoption where other blockchains fail.

We also believe the future is multi-chain, and as such Azura has built-in interoperability making it compatible with Ethereum and most other Layer Ones.

PERFORMANCE STATS



**Ultra-fast
payments**

(confirmations < 3 seconds)

**Low-cost
transactions**

(< -0.01 cent)

**Highly
scalable**

(10,000 transactions
per second)

WHY BRING GAMING TO THE BLOCKCHAIN?

The blockchain gaming industry is anticipated to reach **\$154.46 billion** by the end of 2024, according to a report by Fortune Business Insights. By 2030, the market size is predicted to reach **\$614 billion**.

This projection indicates a robust growth trajectory for the sector, suggesting a vibrant future for blockchain gaming.

Azura will use its detailed knowledge and contacts within the gaming industry to capitalise on this trend, building the first gaming focused blockchain built on Tendermint and IBC.



WHY USE AZURA?



Talent: Built by gamers, for gamers, the Azura team has worked on some of the greatest AAA video games in modern times, including Assassin's Creed, Tom Clancy's Rainbow Six, and Terminator Salvation.

Ownership and Authenticity: Azura enables secure ownership and transfer of unique, incredible, personalised in-game assets and NFTs.

Interoperability: Azura has interoperability between games and platforms, enabling gamers to use their assets across different games and ecosystems. Azura will create new opportunities for game developers to collaborate and share resources.

Incentives: Azura reserves a substantial portion of its native token for rewarding gamers for contributing to the development of games or the growth of the ecosystem. This will lead to engaged communities and more sustainable gaming economies.

RELEASE ROADMAP



2024 Q4: Secure Preliminary Funding

2024 Q4: Technical Plan for Azura Chain

2024 Q4: Launch on Fideum launchpad

2025 Q1: Azura TGE

2025 Q1: Launch Azura on DEXs

2025 Q1: Launch Azura on CEXs

2025 Q2: Release Azura Chain MVP

2025 Q2: Sign Preliminary MOUs with Gaming Connections

2025 Q2: Release Azura Chain V1 (Payments, Smart Contracts & Interoperability)

2025 Q3: First Games & Dapps

THE TEAM



Marcus Urenda

CEO

An accomplished senior 3D artist with over 25 years of expertise in the industry, he has contributed his skills to a diverse array of productions, spanning both AAA titles and indie projects. He's played a pivotal role in crafting over 10 indie games and contributing to the success of 15 blockbuster AAA productions, including renowned titles like Ghost Recon, The Division, various Assassin's Creed and Star Trek installments.

As a gaming industry veteran, his proficiency extends beyond conventional boundaries, with a deep understanding of multidisciplinary aspects. He is continuously exploring new realms of R&D, fueling his passion for innovation in the dynamic landscapes of gamefi and NFTs.



Jordi Balfego

CTO

Animation Director and Game Developer with 20 years of experience in the video games industry. His impressive track record includes several AAA games like the Assassin's Creed, Ghost Recon, and the Far Cry series, as well as collaborations with Nintendo, Disney, and Game of Thrones franchises.

Experienced project advisor, team lead, and animation pipeline designer, with a portfolio of heterogeneous context and scope: AAA, indie games, VR, mobile games, and NFT development. Currently working as Studio Animation Lead at Gameloft Barcelona.



Iain Howell

COO

Serial entrepreneur with a key founding role across a variety of sectors and industries, and a strong record with start-ups and SMEs in highly specialized spaces.

With businesses past and current in spaces including web3, education, technology and design he has broad knowledge and experience to lean on. He has worked on a range of web3 projects, startups and businesses in a growth phase and has been integral to the implementation of processes, project management and productivity improvements.

ADVISORS



Ruben Henares

Blizzard, Riot, Apple, Parallel Studios

A technical Artist with over 20 years in the gaming industry, contributing to AAA titles like The Division (Ubisoft), League of Legends (Riot Games), and Diablo 4 (Blizzard).



Darren Franceschini

Co-founder Fideum Group

13+ years in the cryptocurrency and blockchain space. Entrepreneur and co-founder of Fideum, winner of the 2023 Mastercard Lighthouse Fintech Start-up of the year. Experienced tech founder and Web 3.0 enthusiast.

Additional advisors to be announced



THE TEAM'S EXPERIENCE

WORLD CLASS DEV EXPERIENCE



DIABLO IV



GAME OF THRONES



RAINBOW SIX SIEGE



ASSASSIN'S CREED ODYSSEY



LEAGUE OF LEGENDS



MARIO VS RABBIDS



THE DIVISION



STAR TREK



WATCH DOGS 2



DISNEY SPEEDSTORM



ASSASSIN'S CREED
VALHALLA



THE CREW



ASSASSIN'S CREED UNITY



GHOST RECON

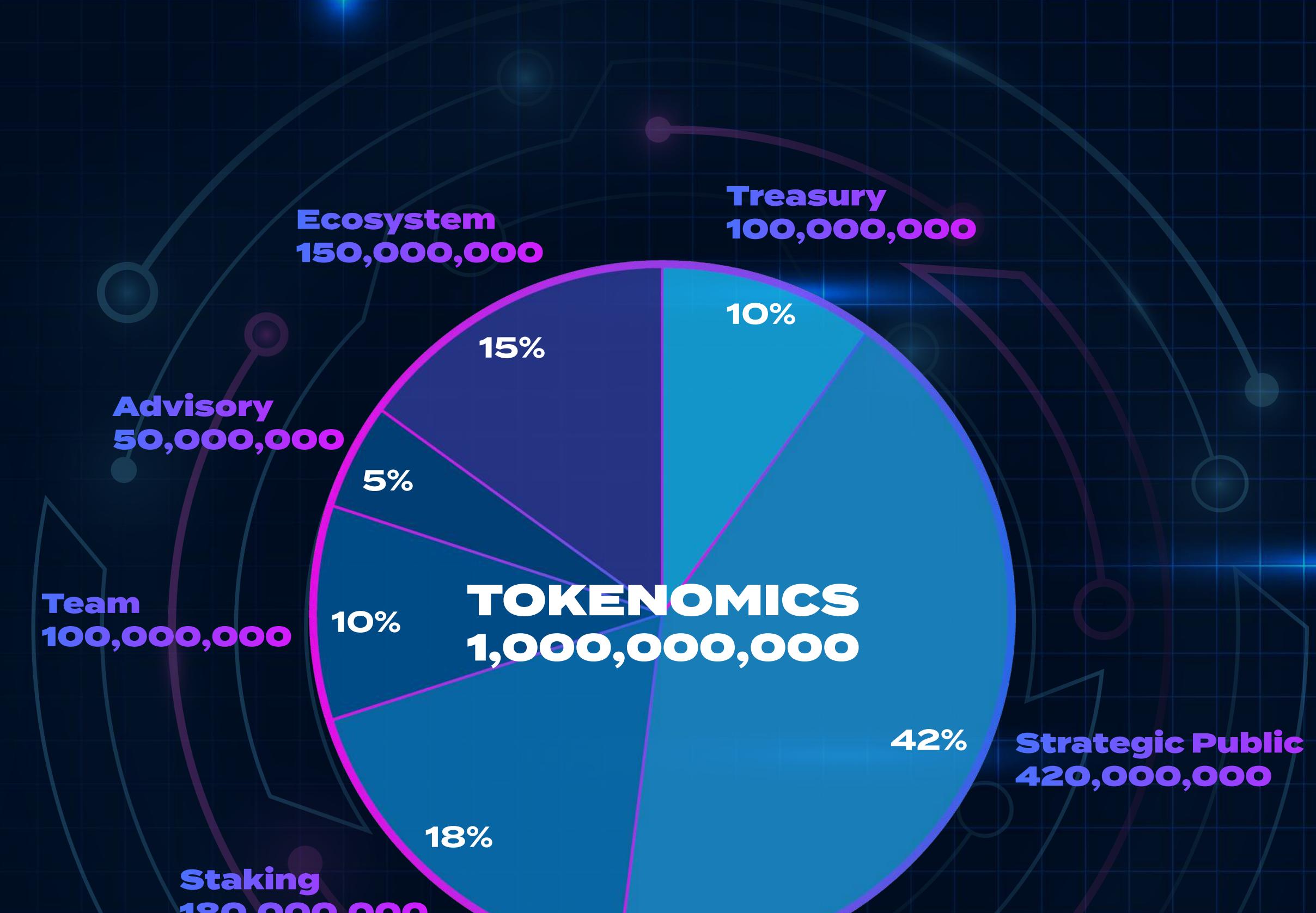
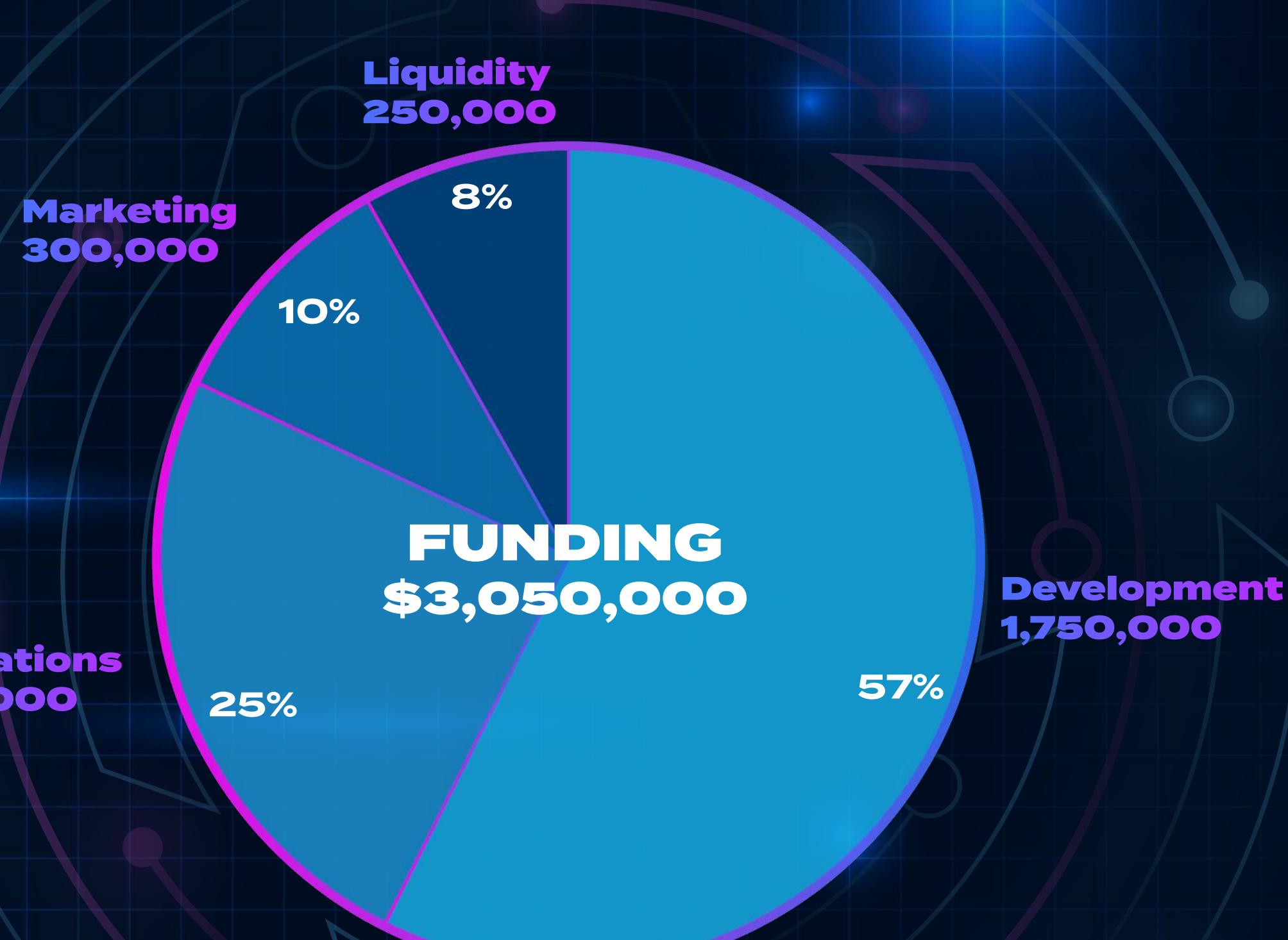


FAR CRY 6

AZURA TERMS



AZURA TOKENOMICS



CONTACT THE
AZURA TEAM



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