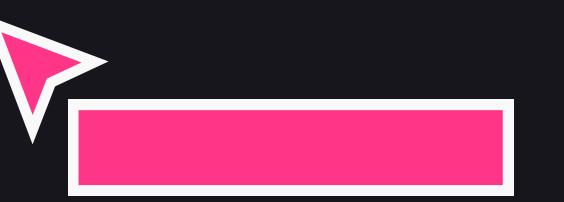


# DEXFENSE: PROTOCOL

Token Random Defense





# PRODUCT

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## PRODUCT



# PLAY TO SWAP

*"Risk Is Reward"*

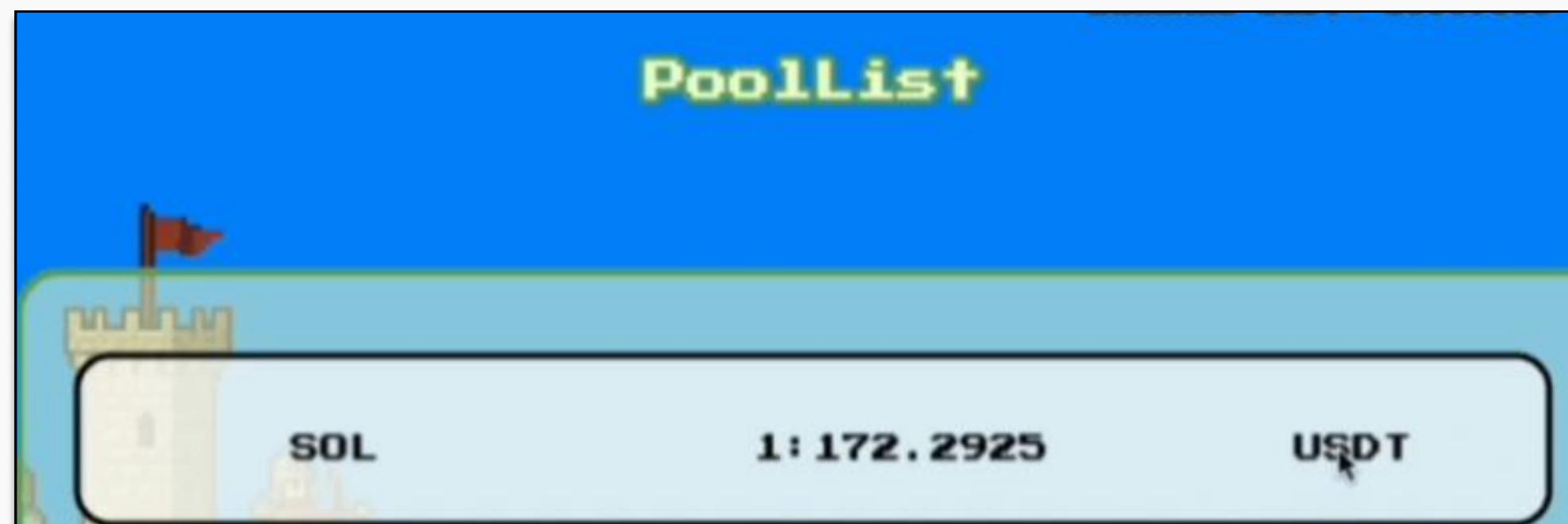
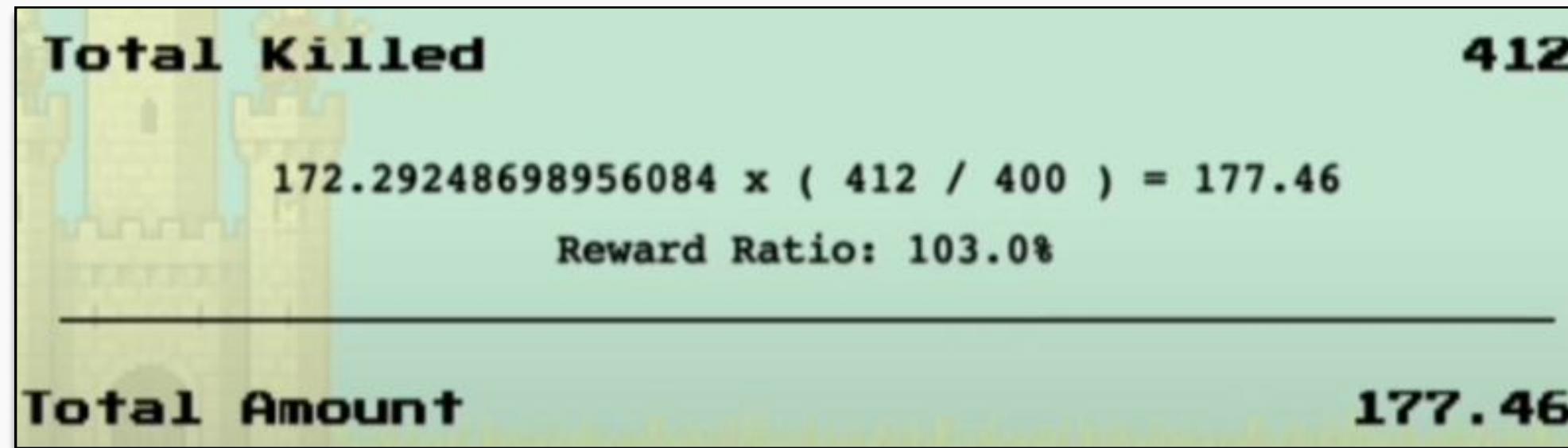
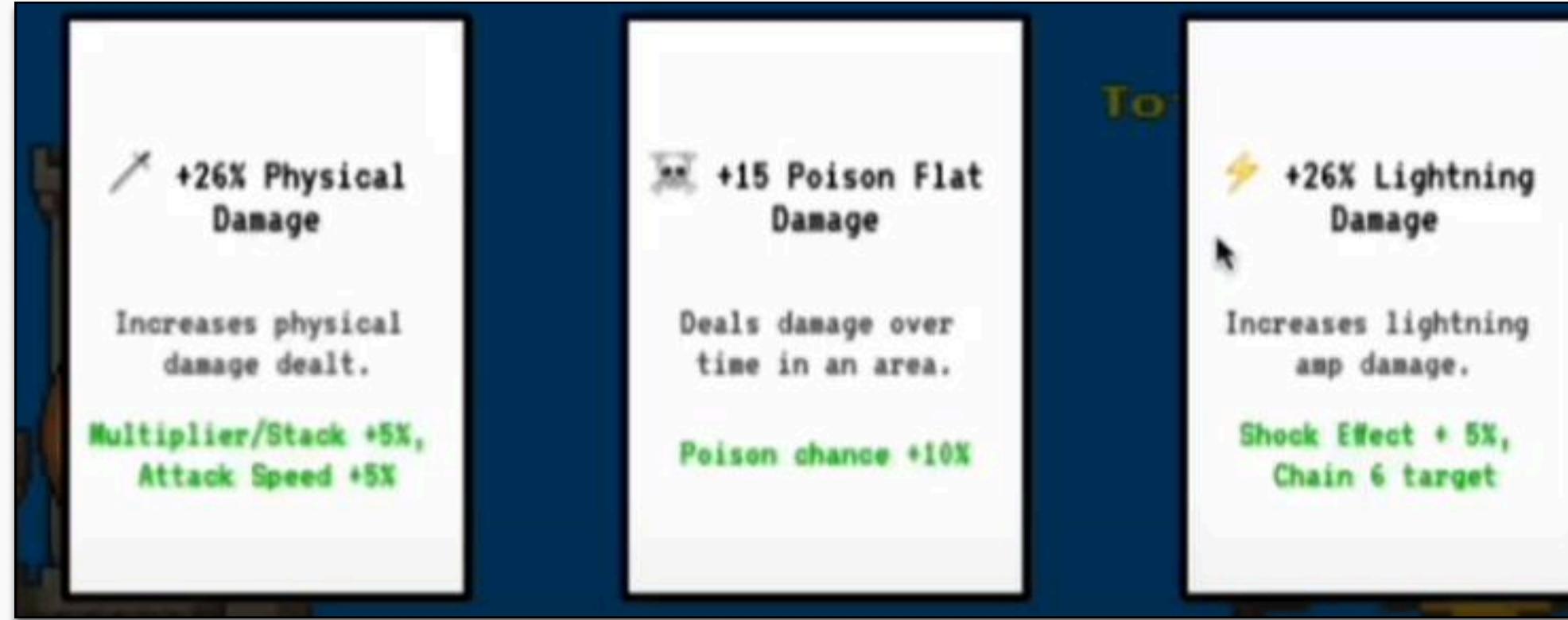
# PLAY TO ARBITRAGE

---

## PRODUCT

[HTTPS://YOUTU.BE/TKU9ZARFQ8G](https://youtu.be/TKU9ZARFQ8G)

# PRODUCT



# KEY FEATURES

- **Strategic Randomization**

Players face randomized upgrade choices each wave, adding risk and variability.

- **Performance-based Rewards**

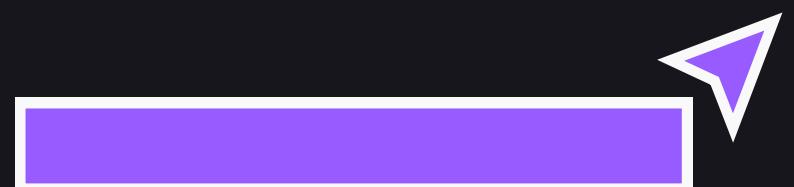
Success grants high-rate token swaps; failure leads to reduced or no rewards.

- **Gamified Liquidity Flow**

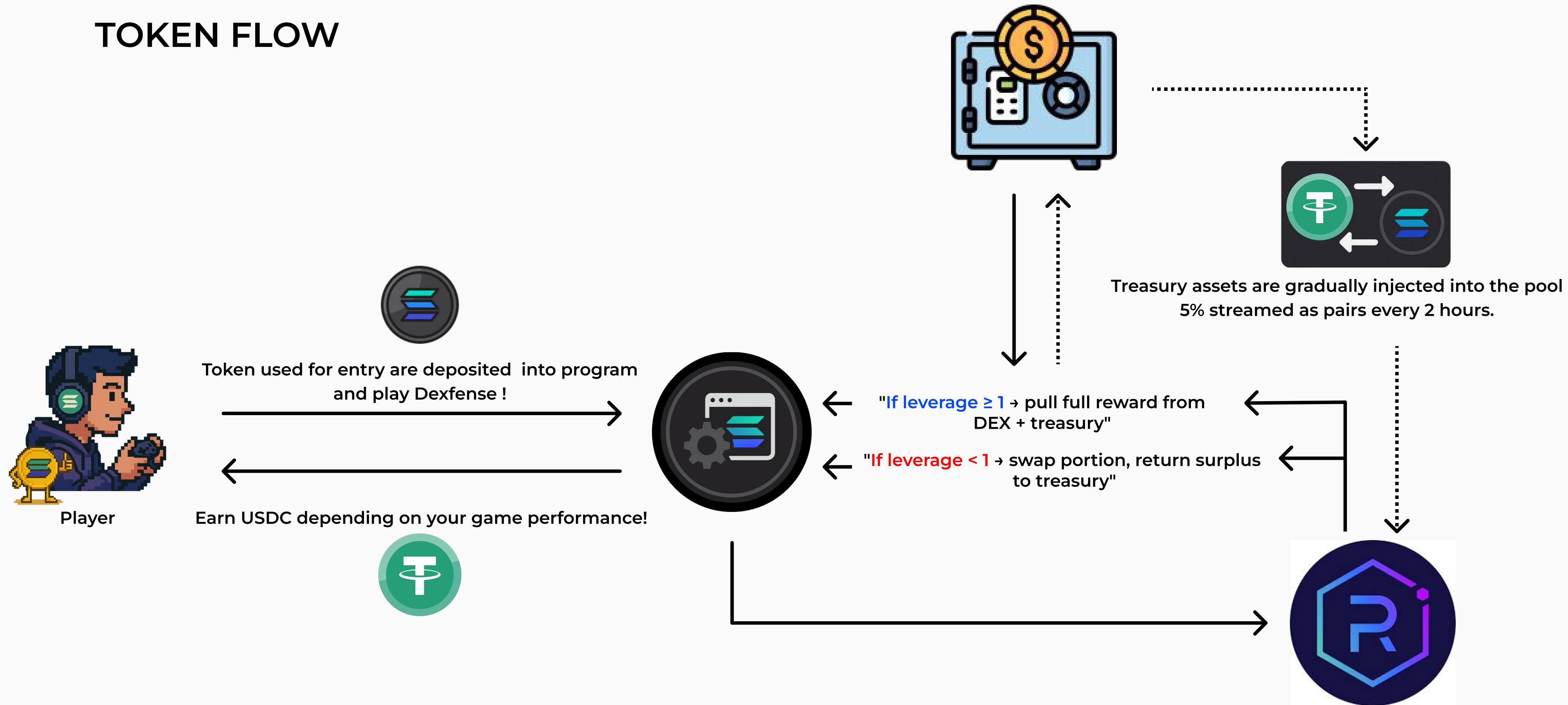
Integrates with exist Dex Pools to power real asset rotation.

---

# TOKEN FLOW



# TOKEN FLOW



---

## TOKEN FLOW

# 🎯 Tuning Token Economics by Difficulty

### ● Easy Mode

- Users are expected to gain small average profits
- Swap amount: Fixed at 1
- Target return: Converges to 101%
- Max cap: 125%

### ● Normal Mode

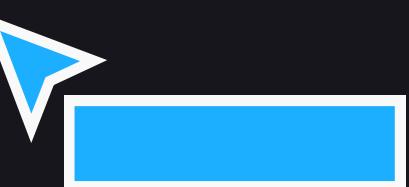
- Users are expected to face small average losses
- Swap amount: Fixed at 10
- Target return: Converges to 95%
- Max cap: 156.25%

### ● Hard Mode

- Users are expected to face moderate average losses
- Swap amount: Fixed at 100
- Target return: Converges to 90%
- Max cap: 187%

---

# WHY SOLANA



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## BACKGROUND

### 👉 The Challenges We Face

- the entry barrier arising from DeFi



- High network traffic in games
- Short-term Speculation of Meme Tokens

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## BACKGROUND

### 👉 A New Approach through Solana

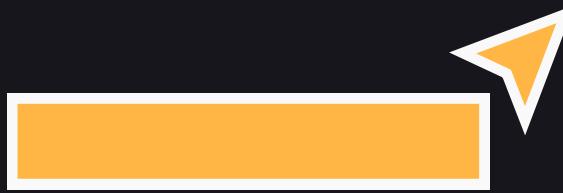
- An intuitive, game-based experience



- Fast TPS for Game
- Recycle Liquidity through On-chain Play

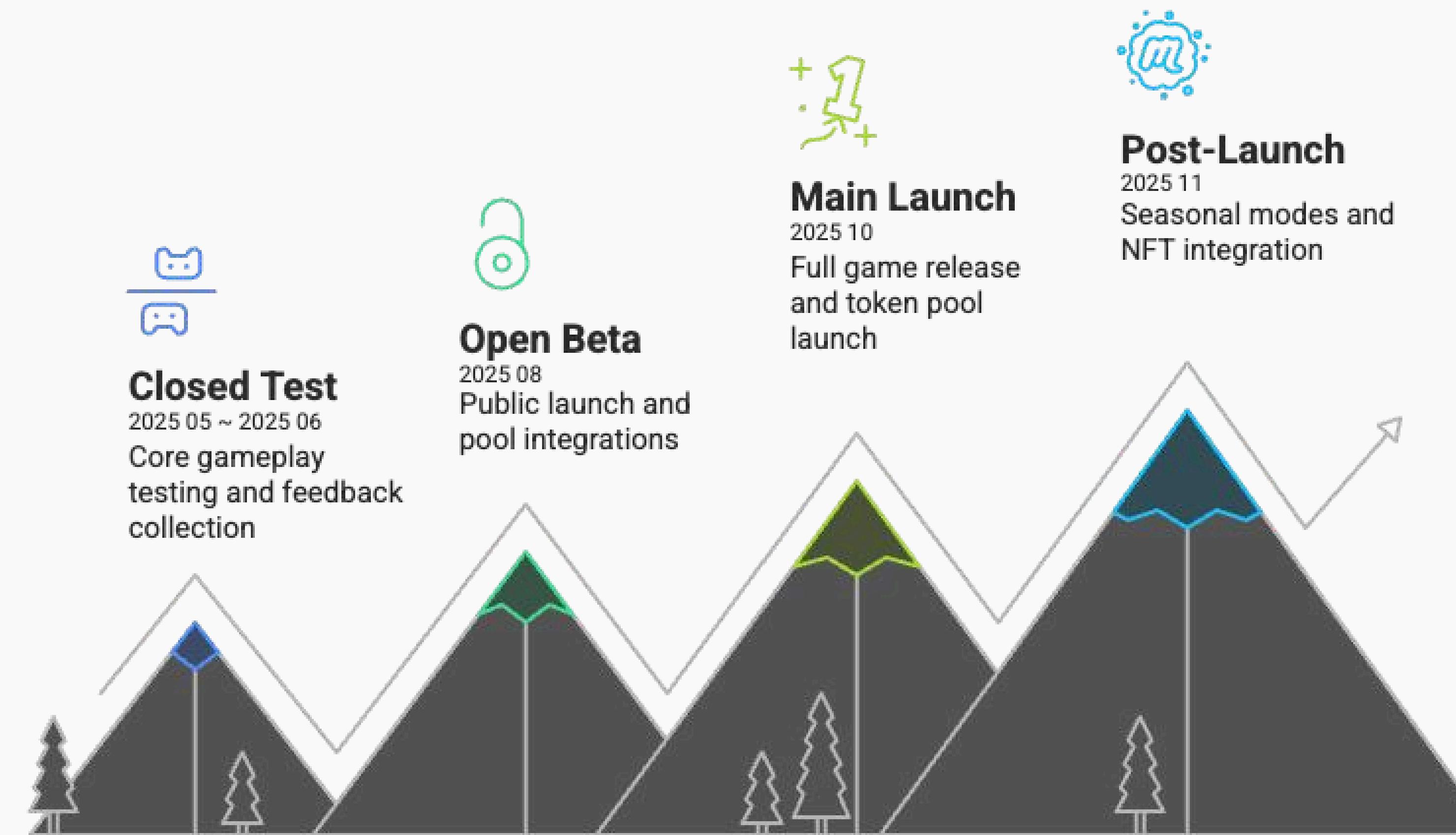


# FUTURE



# FUTURE

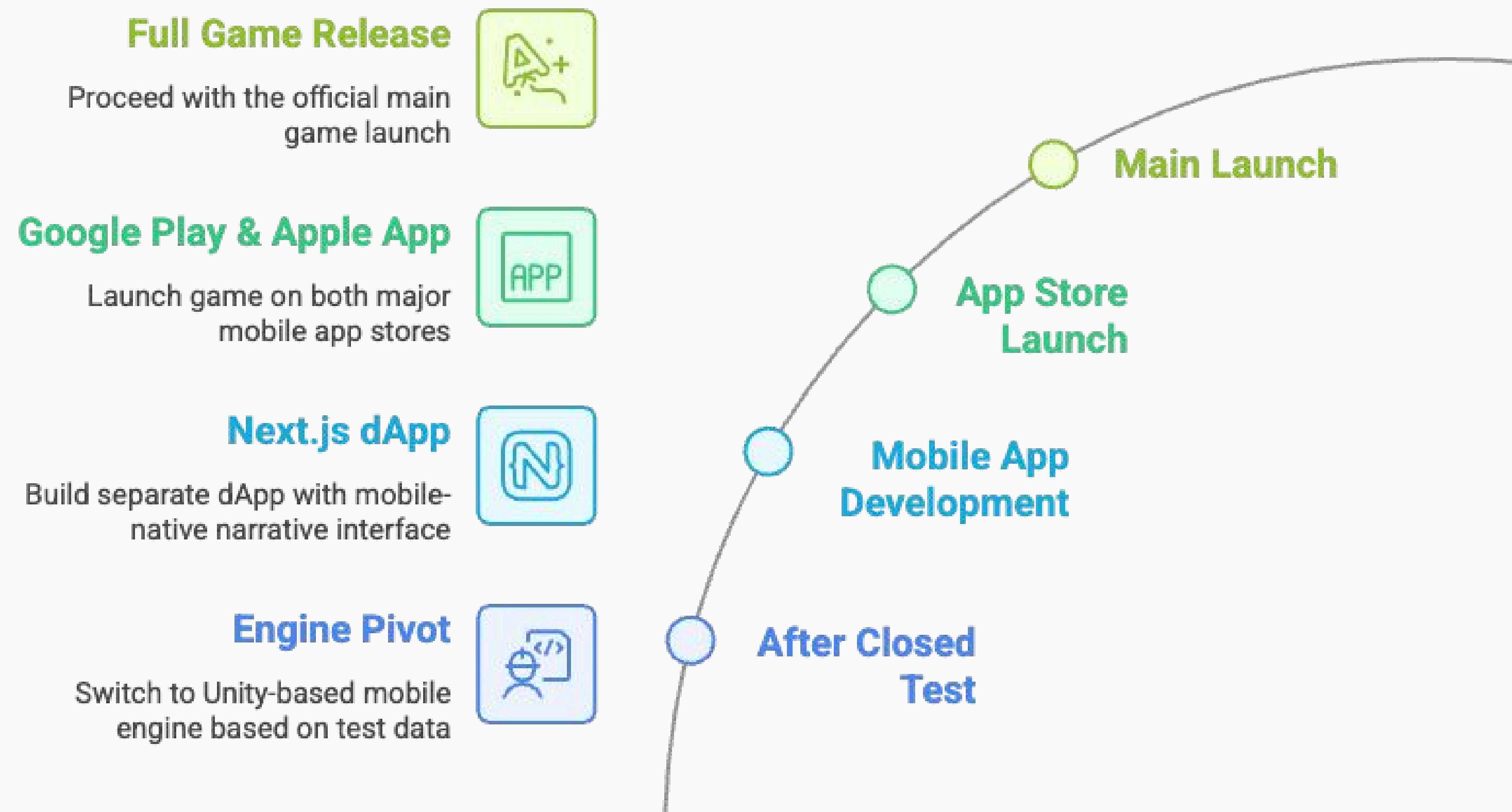
## Dexfense Release Roadmap



Made with Napkin

## FUTURE

🚀 We're launching for real.



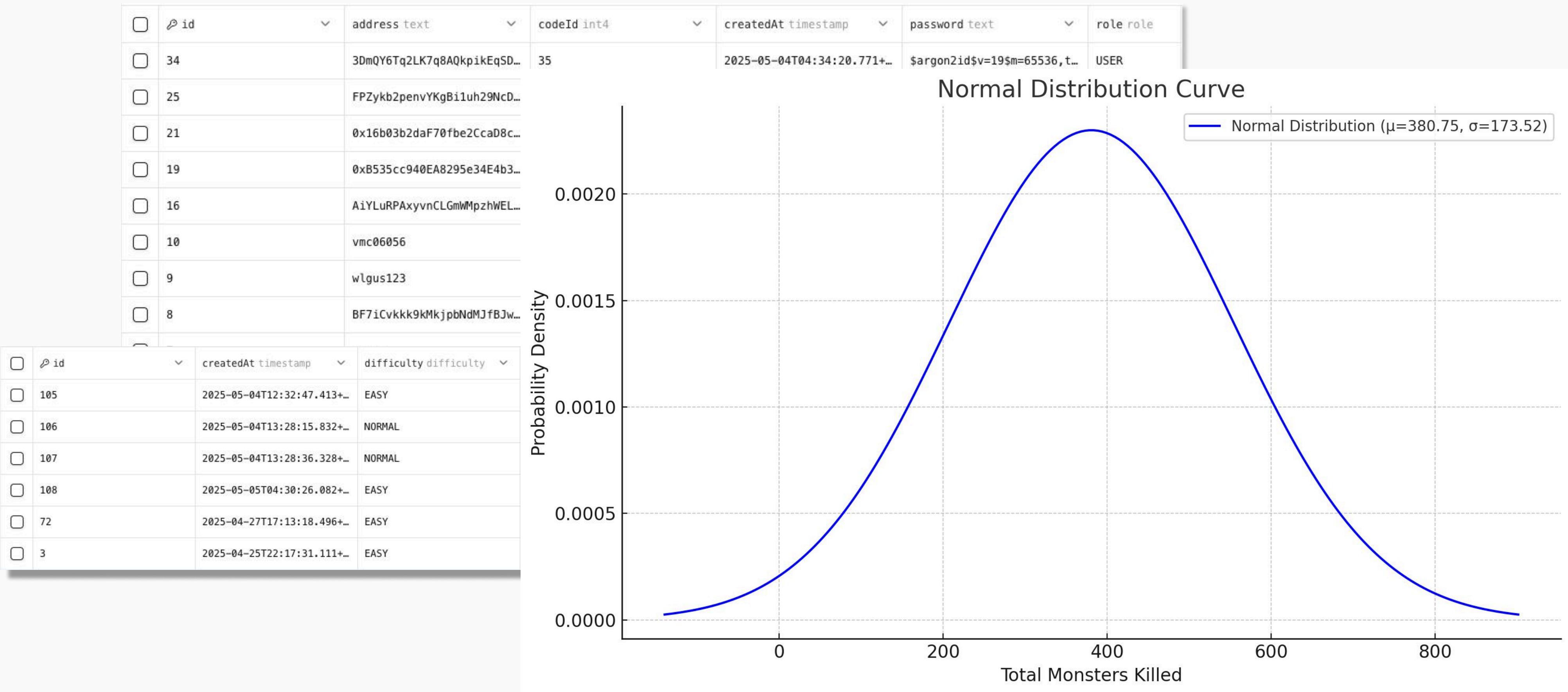
Made with ➡ Napkin

**FUTURE**

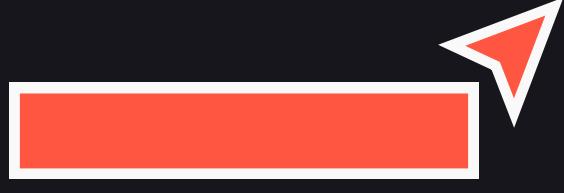


# We've already started

"We've already started gathering data, developing models, and running validations."



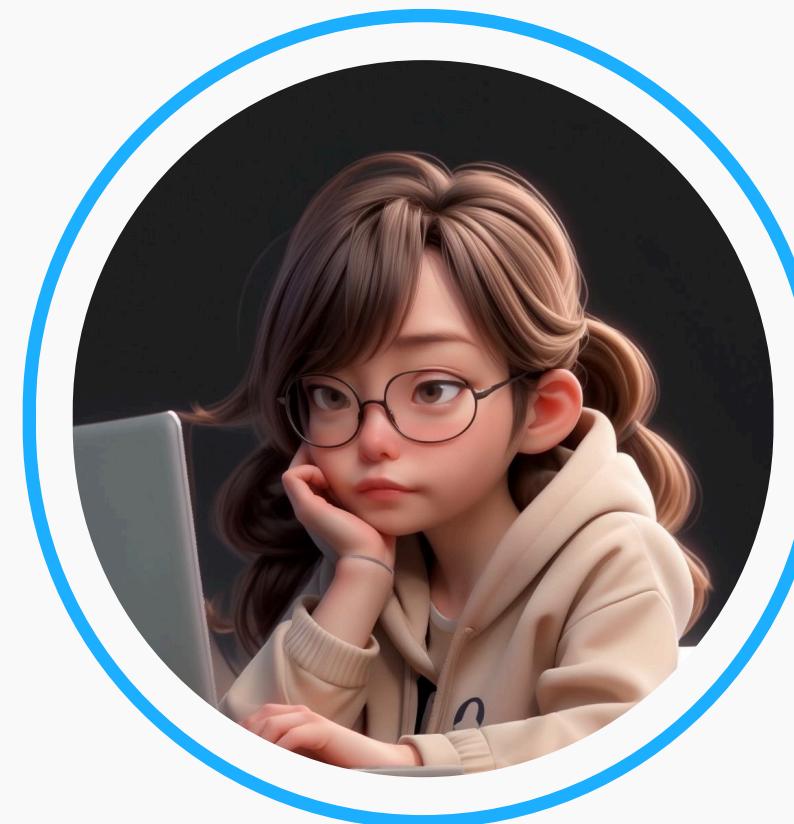
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# TEAM

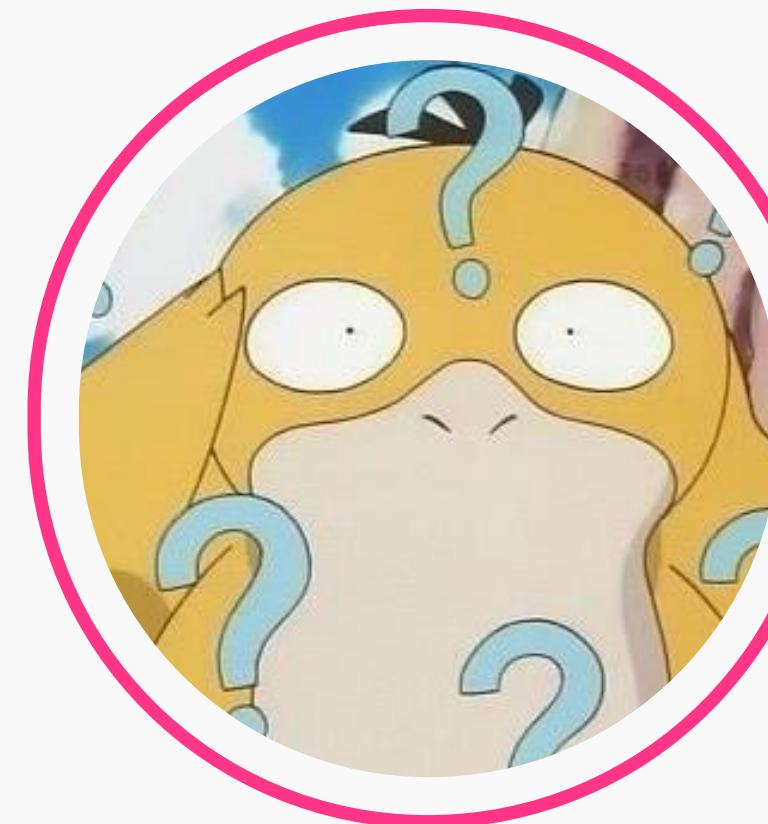
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# TEAM



**YONA**

- Senior Front Engineer
- Snack-Driven Dev



**RY\_000**

- Fullstack Engineer
- Risk Management
- Math Nerd



**DR.GHOST**

- Solana Program Engineer



**Noopy**

- Server Engineer
- "KOREAN" Gamer

# THANKYOU

