




Game Financing with Crypto

#gamefi, #dex, #assetbacked



May 2022

THE RED BLADE DAO



**WE SEE THE NFT CRAZE WITH UNCOUNTABLE CRYPTO GAMES
DRIVING NEW APPROACHES ON THE BLOCKCHAIN. AT THE
SAME TIME TRADITIONAL GAMING IS HUGE, BUT PLAYERS ARE
LOCKED INTO THEIR CLOSED WORLDS.**

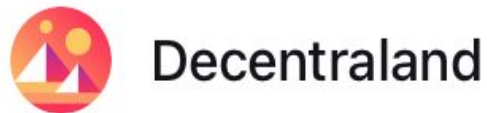
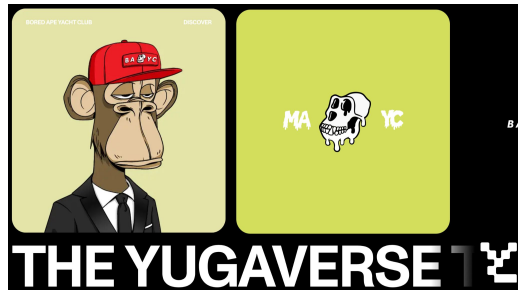
HOW DOES THIS FIT TOGETHER?



THE RED BLADE DAO.

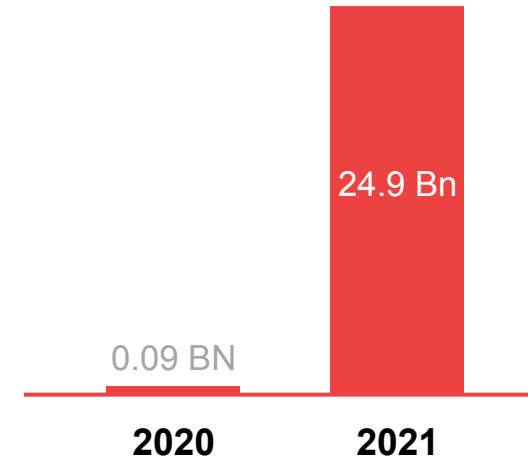
**IS A NEW FINANCIAL DIMENSION FOR THE ONLINE GAMING
INDUSTRY BASED ON A NEW UTILITY TOKEN. WE PROVIDE NEW
WAYS TO FINANCIALLY INTEGRATE ALL GAMING PLATFORMS,
ITEMS AND CURRENCIES.**

ONLINE GAMING IS CHANGING BIG TIME, NEW MODELS EMERGE AROUND METaverse AND NFT

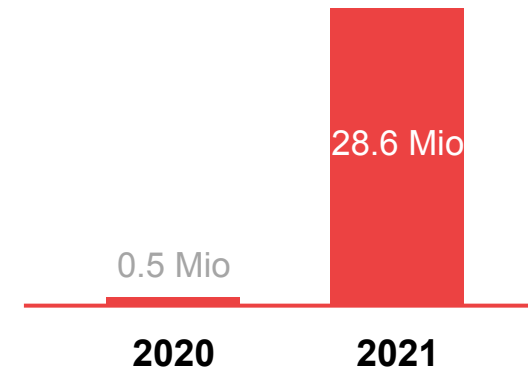


THE NFT TRADE IS EXPLODING AND ALSO TAKING GAMING BY STORM. PLAYERS AND DEVELOPERS ALIKE TRY TO DRIVE PROFITS WITH VARIOUS MODELS LIKE PLAY-2-EARN AND PAY-2-PLAY

Overall NFT Sales 2021



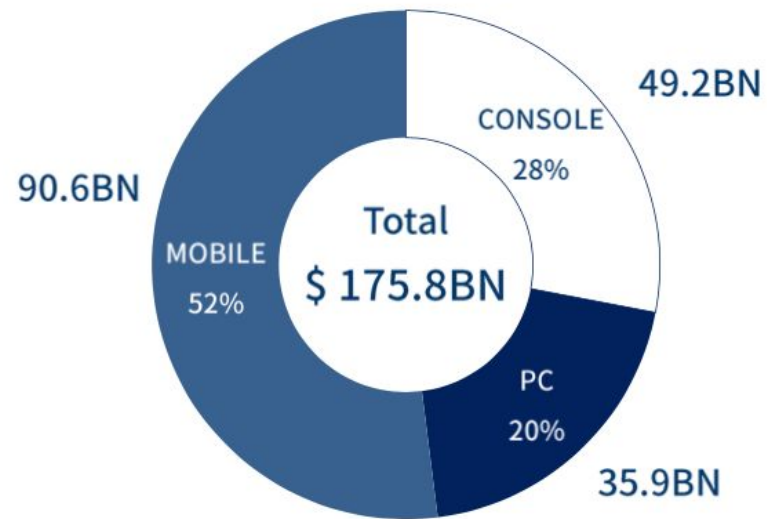
Number of wallets trading in NFTs



BUT TRADITIONAL (NON-CRYPTO) GAMING IS ALREADY MASSIVE

Global Games Market Per Platform – 2021

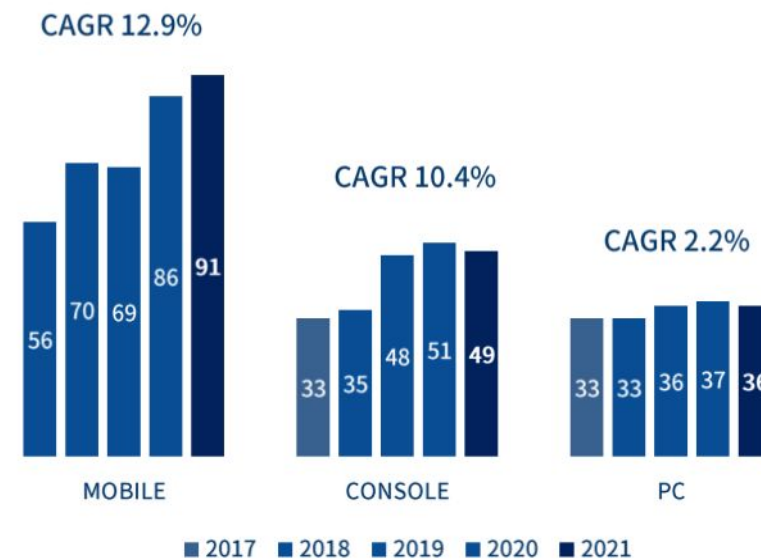
(Unit : USD BN)



(Source : Newzoo)


Global Games Market Per Platform (2017~2021)

(Unit : USD BN)



(Source : Newzoo)

.....AND THE INDUSTRY HAS WOKEN UP TO THE CHALLENGE OF THE METAVERSE

FINANCIAL TIMESmyF


Your guide to a disrupted world

Start a 4-week trial





Microsoft Corp + Add to myFT


Microsoft to buy video game maker Activision Blizzard for \$75bn

Tech group looks to expand reach in gaming world with its biggest-ever acquisition



Activision Blizzard is the maker of popular gaming franchises including 'Call of Duty'

 Save

FINANCIAL TIMESmyFT


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Epic Games Inc + Add to myFT

Epic Games secures \$2bn from Sony and Lego to build gaming metaverse

Deal values Fortnite maker at \$31.5bn as groups battle competition from Microsoft



Epic Games has already created a successful virtual world through its most popular game, Fortnite © Epic Games



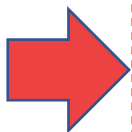
**HOWEVER, SO FAR IT IS NOT POSSIBLE TO MOVE FROM
TRADITIONAL CLOSED GAMES WITH PROPRIETARY CODE
INTO THE METAVERSE, TWO WORLDS EXIST SEPARATELY**

A TRADITIONAL AAA-PLAYER IS “STUCK” IN HIS ACCOUNT, WITH THE INVENTORY AND CURRENCY LOSING VALUE IF UNUSED



TRADITIONAL GAME TRADING IS VERY LOCAL AND UNDERDEVELOPED.

Regional or
local game
servers



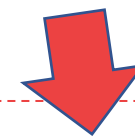
Local or Regional
item/currency brokers



Snapshot of Itemmania's bid list:

물품리스트					물품정보안내 ?
서버종류	물품제목	판매금액	물품정보	등록시간	
-사이하09	[Guest] 56렙 불요정 진데스 / 드레이크	1,100,000원	우수인줄 200%보상 200%구매보상 할인	1612	
-그랑카인09	[Google, 1대] [스크린샷 보기] 52렙 기사 팝니다. 싸게팔아요	50,000원	우수인줄 200%보상 200%구매보상 할인	1610	
-사이하09	[Guest] 56렙 불요정 진데스 / 드레이크	1,100,000원	우수인줄 200%보상 200%구매보상 할인	1609	
-아덴07	[Google, 1대] [스크린샷 보기] 51기사 회변회인 구글강통계정 팔아요	50,000원	우수인줄 200%보상 200%구매보상 할인	1551	
-켄라우렐07	[기타, 1대] [스크린샷 보기] 60기사(근렐63,근명170)진데스,바포	400,000원	우수인줄 200%보상 200%구매보상 할인	1439	
-질리언09	[Google, 1대] [스크린샷 보기] 44법사 배버트영변 메르키오트영인 + 6000다이아	189,000원	우수인줄 200%보상 200%구매보상 할인	1412	
-아덴05	[기타, 1대] [스크린샷 보기] 46요정 드리아데영변 대왕코카회인	105,000원	우수인줄 200%보상 200%구매보상 할인	1412	

Time of bid
upload!



ALSO, THE TRADITIONAL COMMUNITY IS SPLIT OVER REAL BENEFITS OF NFT AND CRYPTO FOR EXISTING PLAYERS

What is your studio's interest in cryptocurrency as a payment tool?



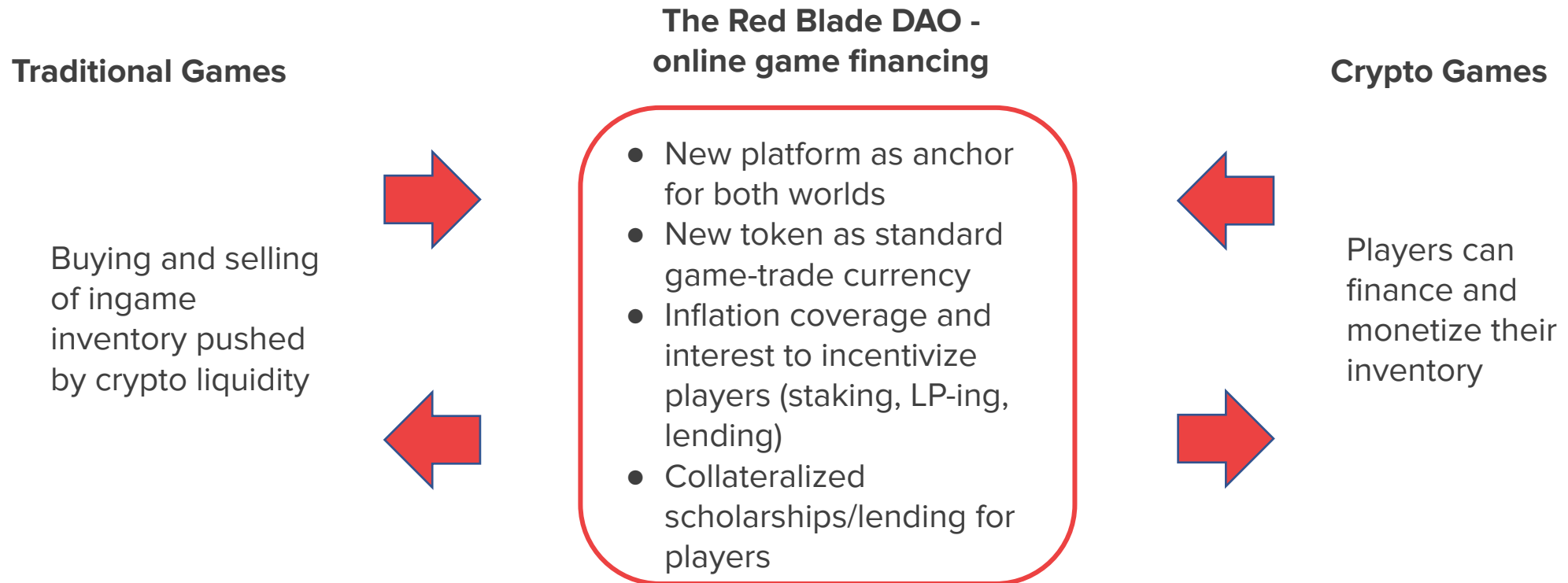
What is your studio's interest in non-fungible tokens (NFTs)?





WHAT ARE THE OPPORTUNITIES WHEN THESE WORLDS CONVERGE VIA BLOCKCHAIN TECHNOLOGY?

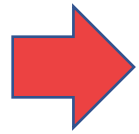
WHAT IF WE USE INGAME ITEMS/CURRENCIES AS DEPOSITS AND START A GAME FINANCING DAO? NEW MARKET-SIZE OF 200 BN USD!



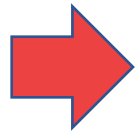
WE BUILD THIS BY LAUNCHING A NEW UTILITY TOKEN

Gamers

Gamer wants to sell inventory



Converts into new Red Blade token



Liquidity pool



We sell the ingame items/coins back into the market

EVA generated

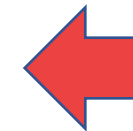


Gamer can invest her Red Blade token (staking, LP, lending)

EVA generated



Gamer can buy other game items/currencies or exchange into NFT/blockchain games



EVA generated

Investors

Token investors can invest into the Red Blade token as the new meta gaming currency



Incentive to gamers to become investors: token value goes up vs. inventory value which goes down

TOKEN UTILITY FEATURES

1

“Savings Account” functionality:

Players can deposit their inventories to protect against ingame inflation

2

Membership benefits:

Players will receive discounts and special offers for connected games and platforms

3

Blockchain basics:

Holders can stake or provide liquidity and increase yields

4

Scholarship yields:

Holders can lend money to NFT holders, directly or indirectly into funds managed by the Red Blade DAO



THE BUSINESS-MODEL IS SIMPLE AND SIMILAR TO A NORMAL BANK

- Broker commissions on all item/currency trades
- Broker commissions on staking profit
- Fees for scholarship/lending programs
- Item Financing (direct holdings)



IS ANYONE DOING THIS ALREADY?

THE BIGGER GAME STUDIOS HAVE A BIG CHALLENGE: HOW TO LAUNCH CRYPTO GAMES WITHOUT LOSING EXISTING CUSTOMERS



SO FAR GAMING-RELATED TOKENS ARE MOSTLY FOCUSED ON IGO, NFT SALES, PLAY-2-EARN, PAY-2-PLAY. CRYPTO VS. CASH OR CRYPTO VS. CRYPTO.



THE RED BLADE DAO



WHO SHOULD BUY THE RED BLADE TOKEN?

**OUR TOKEN INVESTORS CAN RELY ON INGAME
ITEMS/CURRENCIES AS UNDERLYING ASSETS WHICH
ARE TRADED AND HAVE VERIFIED MARKET-PRICES.**

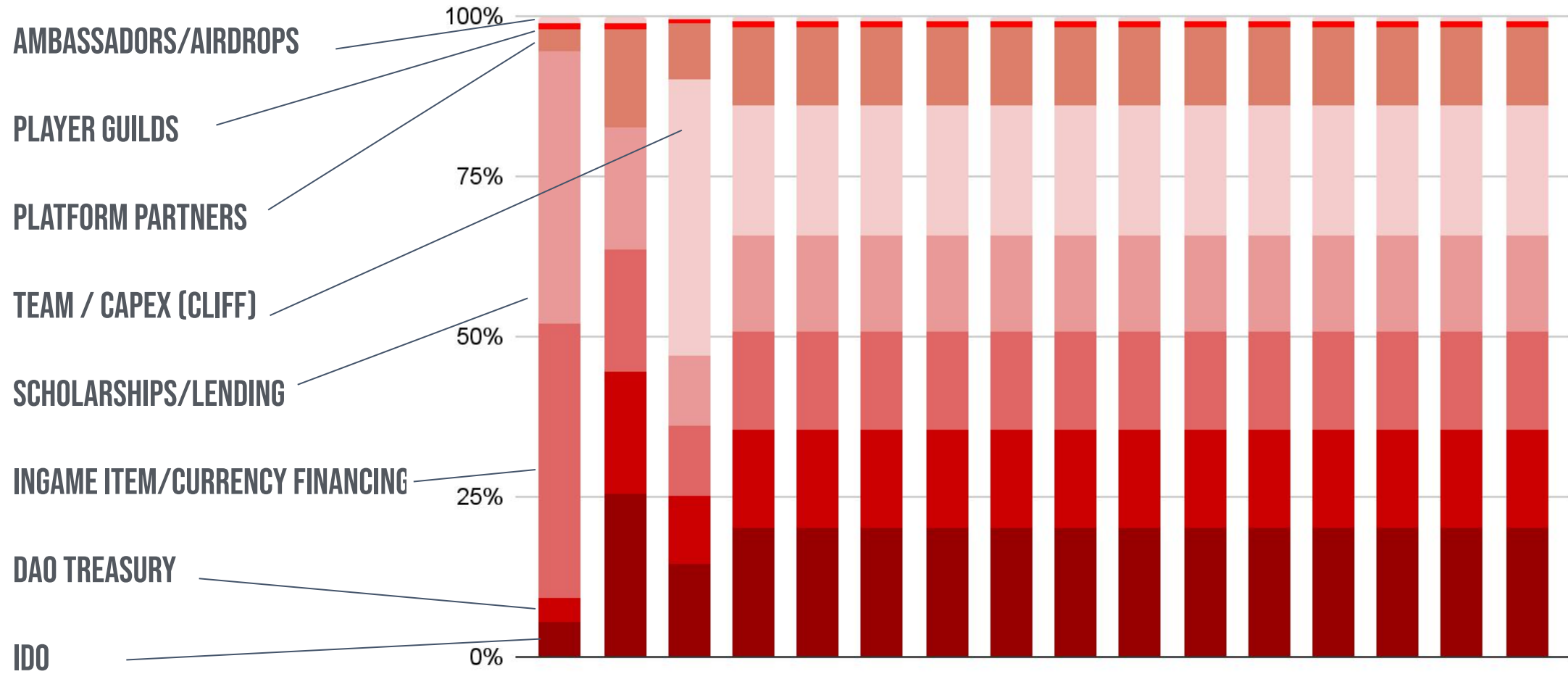


Even if investors dump all Red Blade tokens, the counter-value/treasury will be all assets owned by the Red Blade DAO traded at market-rates

**PLAYERS WILL ALSO AUTOMATICALLY BECOME INVESTORS
THROUGH THEIR DEPOSITS. CROSS-GAME UTILITY AND
FINANCIAL INCENTIVE ARE NO-BRAINERS FOR THEM**

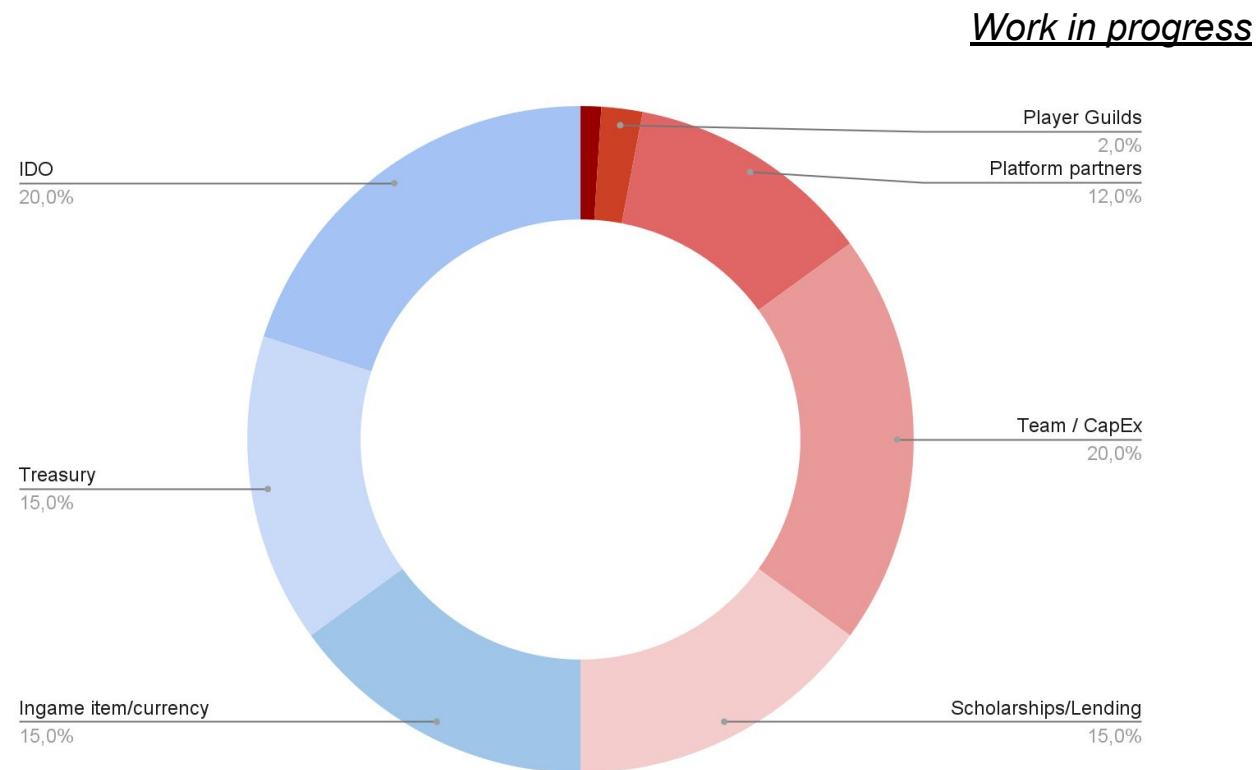
QUARTERLY RELEASE SCHEDULE

Work in progress



TOKENIZATION / OWNERSHIP

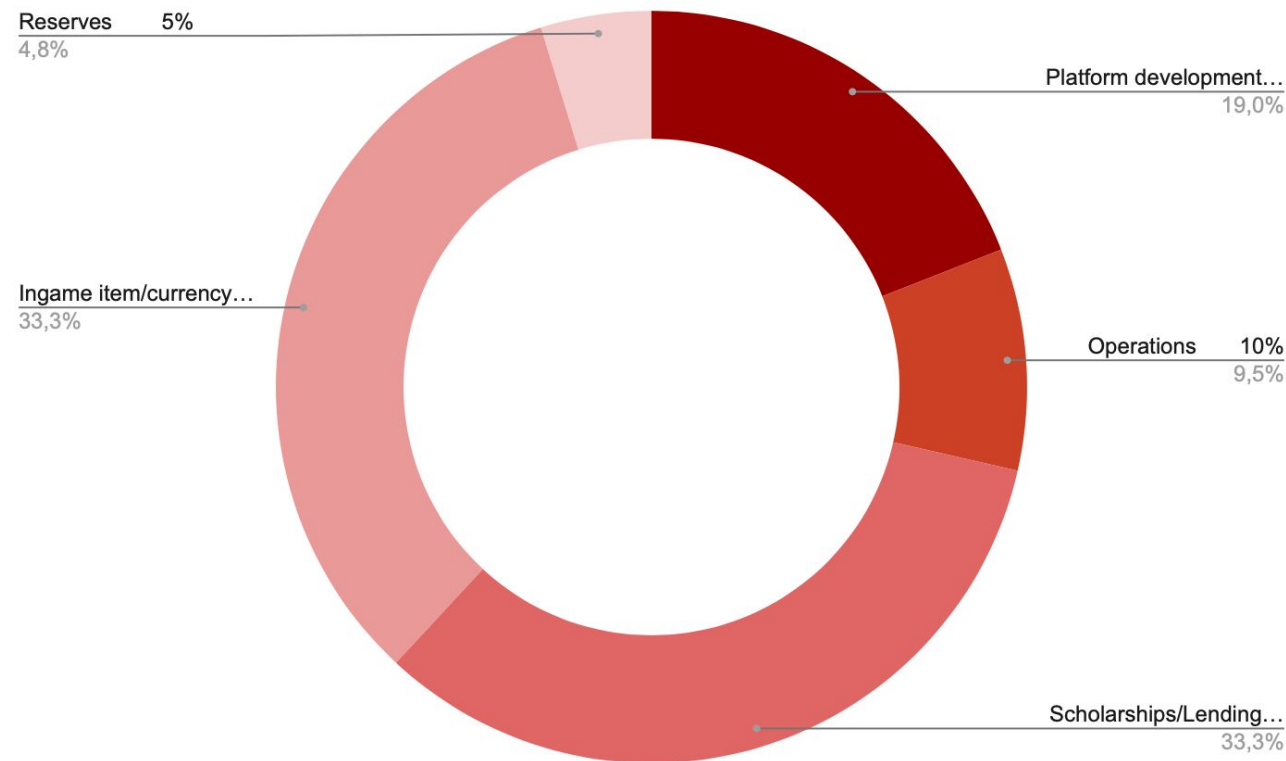
AMBASSADORS/AIRDROPS	1%
PLAYER GUILDS	2%
PLATFORM PARTNERS	12%
TEAM / CAPEX	20%
SCHOLARSHIPS/LENDING	15%
INGAME ITEM/CURRENCY FINANCING	15%
DAO TREASURY	15%
IDO	20%



- Avalanche or BNB
- Supply “goal” 200.000.000, but uncapped due to nature of exchange-rates of currency-trading, fluctuations need to be managed
- Various wallets integrated at start, self-developed wallet later
- DAO logic defined in separate White-paper

GENERAL USE OF PROCEEDS

PLATFORM DEVELOPMENT	15%
OPERATIONS	10%
SCHOLARSHIPS/LENDING	35%
INGAME ITEM/CURRENCY FINANCING	35%
DAO RESERVES	5%



BUILDING OUT OUR FINANCING DAO

- COMMUNITY ENGAGEMENT
- AMBASSADORS & AIRDROPS
- MARKETING

- IDO
- INSTITUTIONAL INVESTORS
- GAME PARTNERSHIPS
- PILOT SCHOLARSHIPS

- LARGE-SCALE MARKETING CAMPAIGNS
- LARGE-SCALE SCHOLARSHIPS

Q2

- PLATFORM INTEGRATION
- CURRENCY CONVERTOR
- DB BUILD-UP

Q3

- NFT PRICE CALCULATOR
- GAME INTEGRATION PILOTS
- REGIONAL-EXPANSION

Q4

- AUTOMATIC SCHOLARSHIPS

Q1 / 2023

- OPEN API



JOIN US IN OUR JOURNEY TO BUILD A GLOBAL GAME FINANCING DAO

.....OR JUST KEEP GAMING AND HODL'ING
