



CHAINS OF GLORY

NFTs + DeFi Videogame in the Metaverse

INVESTOR DECK



Opportunity

\$175B + \$1T

**Videogame
Industry**

Source: <https://www.statista.com>

Metaverse

Source: <https://www.jpmorgan.com>

VIDEOGAMES and METAVERSE are a ¡HUGE OPPORTUNITY!

However...

Market Problems

01

Play2Earn models
are unsustainable

02

Professional players
discourage the rest

03

User experience
is unpleasant



These games **DO NOT CREATE COMMUNITY** and they are **ABANDONED**.

We are proud to offer the solution...

Value Proposition

CHAINS OF GLORY

Play 2 Enjoy & Earn

01

Sustainable
Economics

02

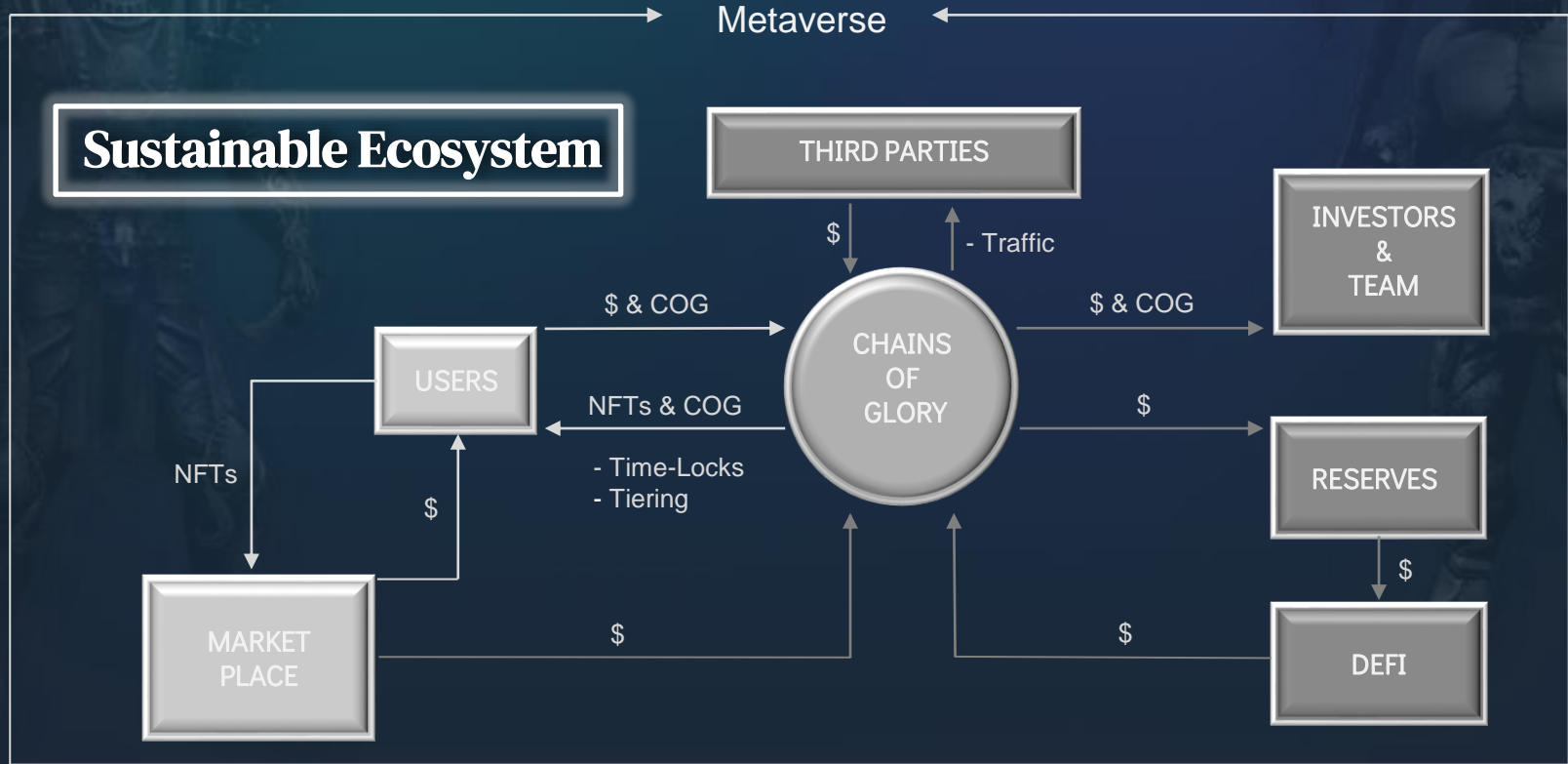
Challenging
Gameplay

03

Incentives for
every player
level

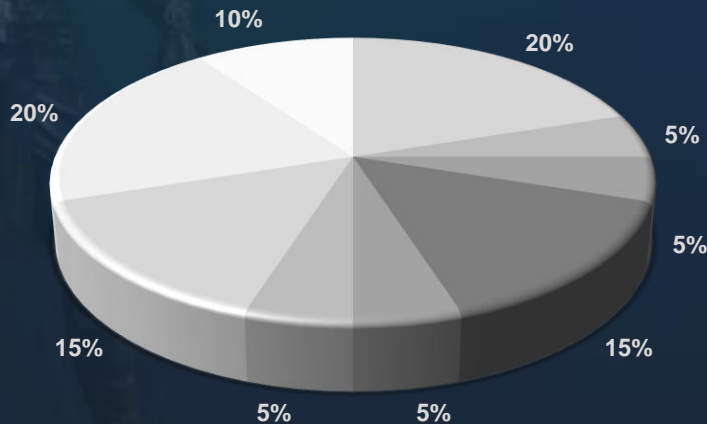
STRONG COMMUNITY

Platform Ecosystem



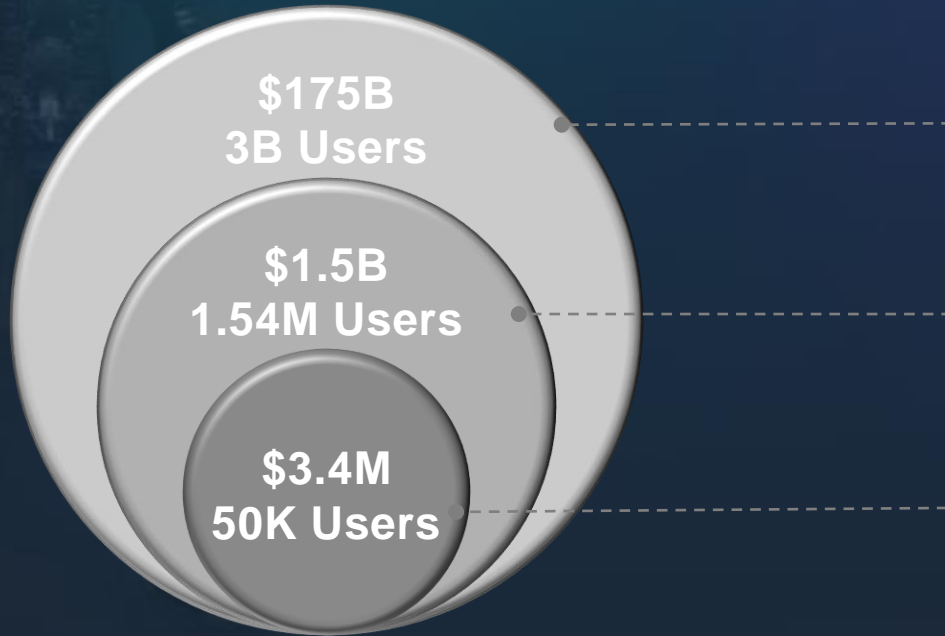
Tokenomics

FIXED MAX SUPPLY: 100M



- 20%** Team
- 5%** Private Sale 1
- 5%** Private Sale 2
- 15%** Public Sale
- 10%** Partnerships and Advisors
- 5%** Liquidity (DEX)
- 5%** Early Supporters
- 15%** Ecosystem (In-Game Rewards)
- 20%** Ecosystem Fund (Foundational Reserve)

Market Size



TAM
Videogame Industry

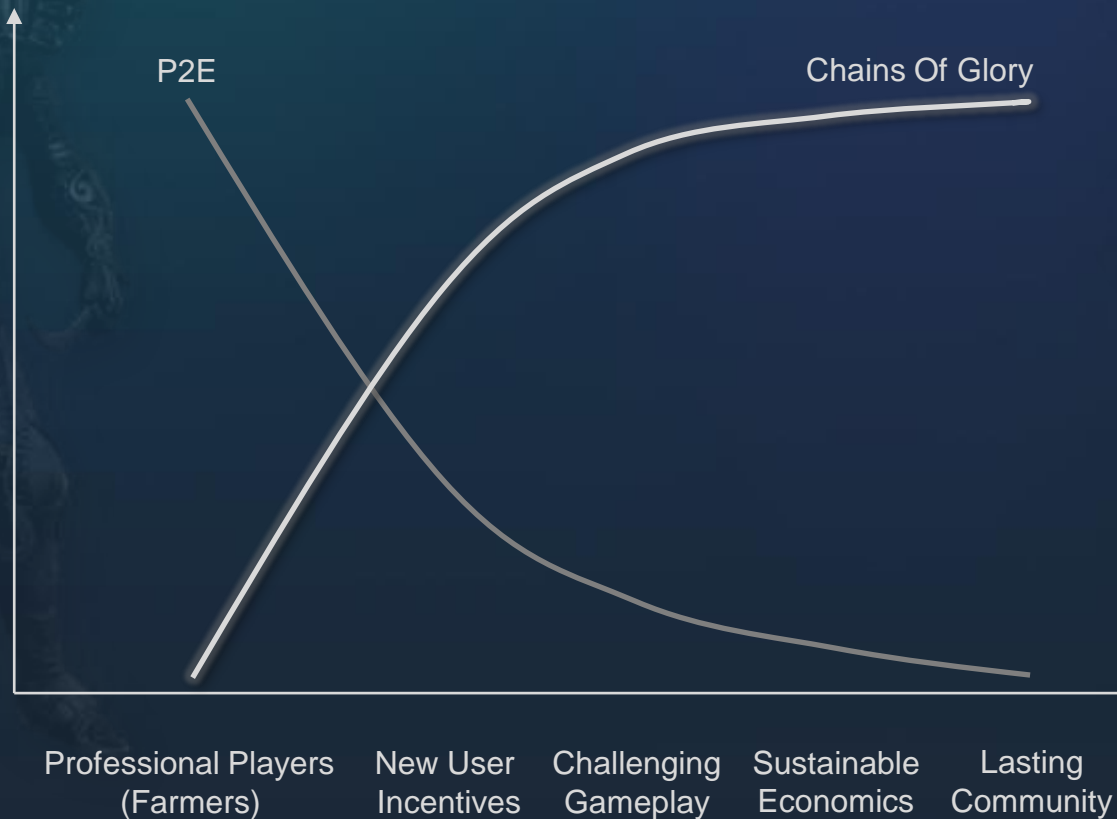


SAM
Blockchain Gaming Niche

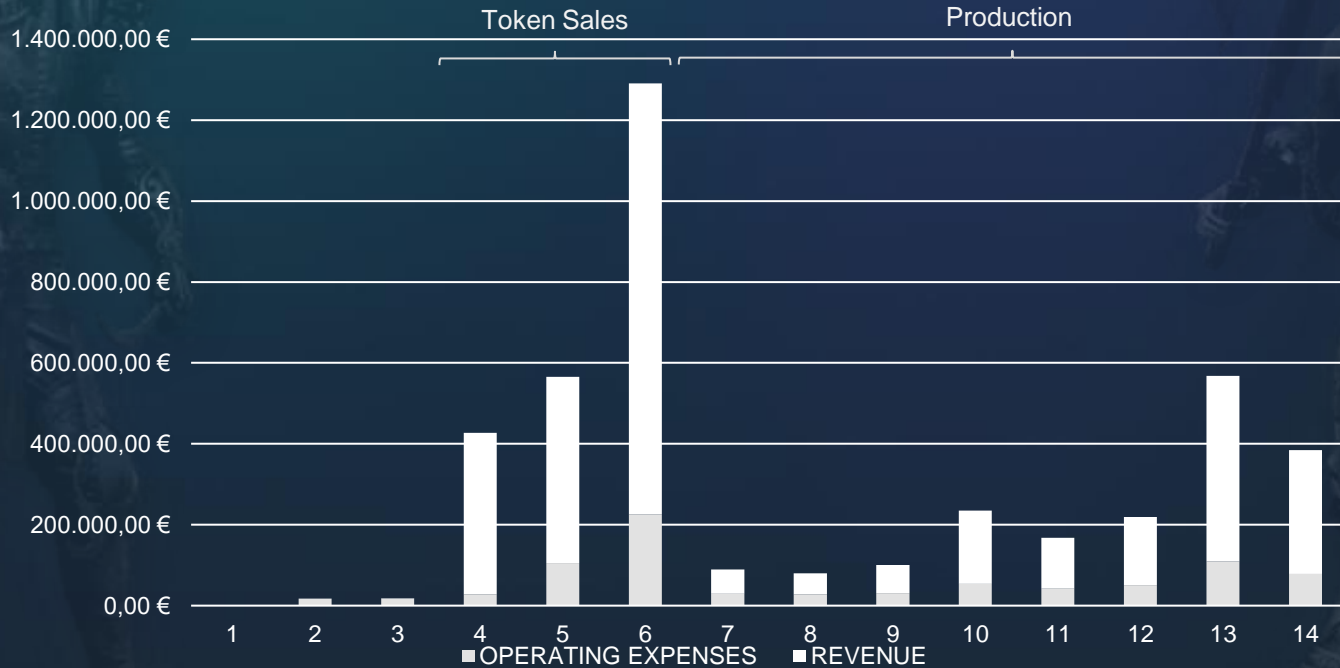


SOM
Chains Of Glory Project

Competition



Financial Forecast



Scalable

Tech/Knowledge-Based

Non Capital Intensive

No Debt Required

Marketing Plan

Phase 1: Alpha

Inbound

- Social Media Content
- Landing Page
- Community Rules
- Tutorials
- FAQs

Outbound

- Social Media Content
- Early Adopters
- Affiliation program
- Marketing Agency

Phase 2: Production

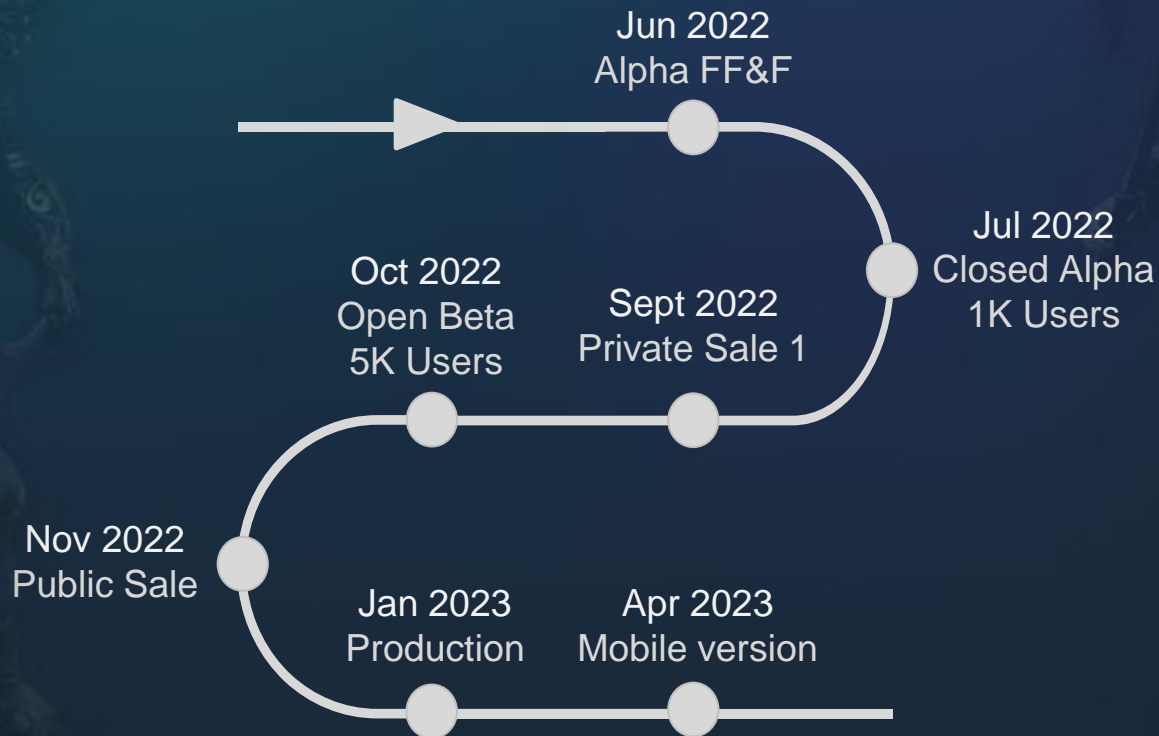
Inbound

- Social Media Content
- Web Page
- Community Incentives
- Metaverse Events

Outbound

- Social Media Content
- Web Page
- SSNN Campaigns
- Promotions and offers

Roadmap



Team



Javier N.

Head of
Development



Álvaro V.

Game Master and
Game Designer



Paula P.

Financial and
Legal advisor



Jaime F.

Marketing and
Operations

Contact

DISCORD: Chains Of Glory#8532

TWITTER: @Chains_Of_Glory

WEB: www.chainsofglory.com

PROTOTYPE: game.chainsofglory.com

E-MAIL: chainsofglorygame@gmail.com

