

Nakamoto's Fishpond



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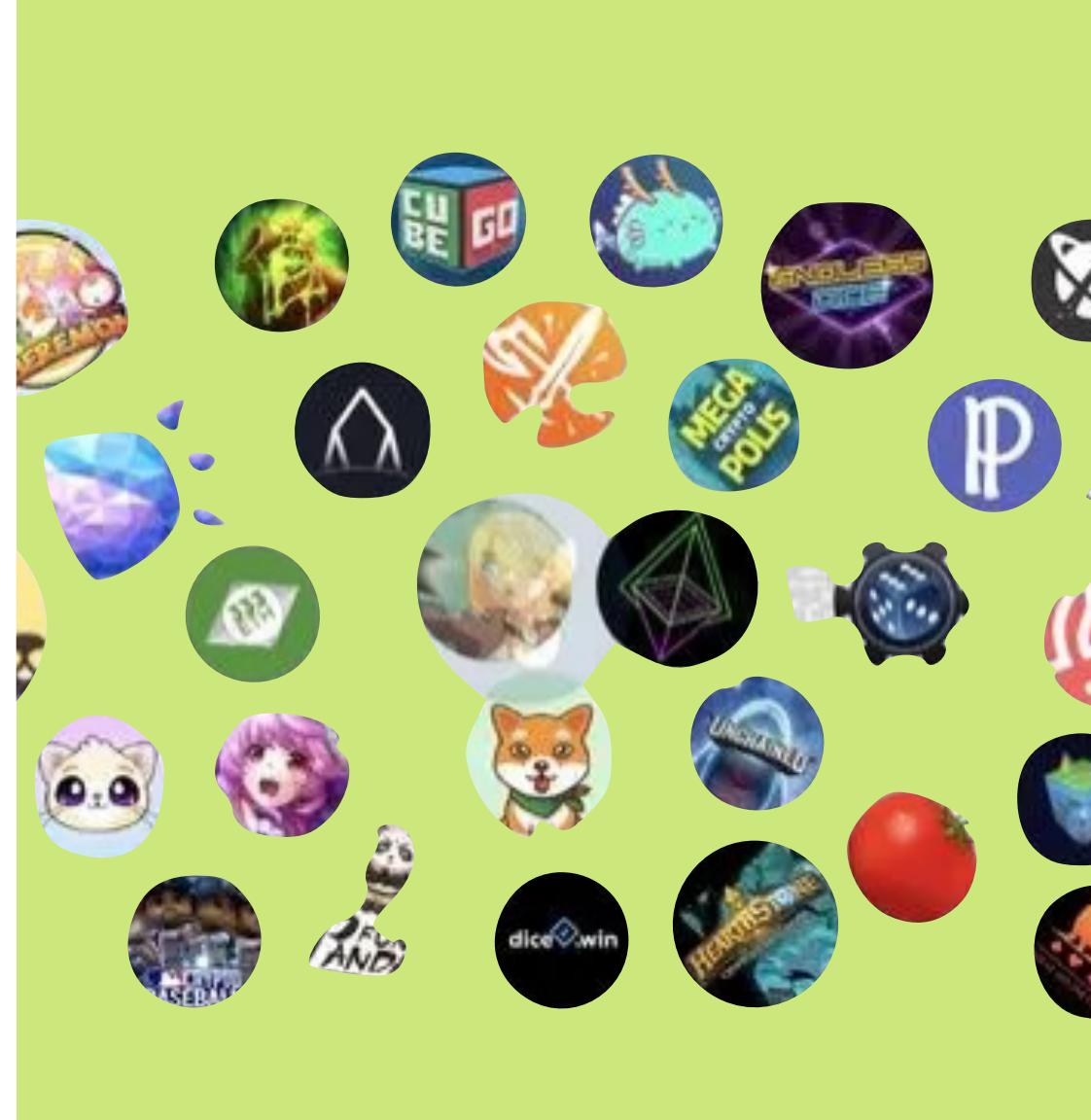
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01.

ADVANTAGES OF OUR PRODUCTS

GameFi

As GameFi becomes the trend
The combination of Global Gaming +
Crypto Assets continues to heat up



NFT Trend

As the trading volume of the
overseas market increases,
NFT tech is poised to become a
major technological sector



The Concept of Metaverse

Many traditional investment
institutions entered the metaverse
concept track to embrace the
crypto market



Global Pandemic

The global spread of the COVID
epidemic continues to promote
online gaming as a new professional
demand

Game Overview

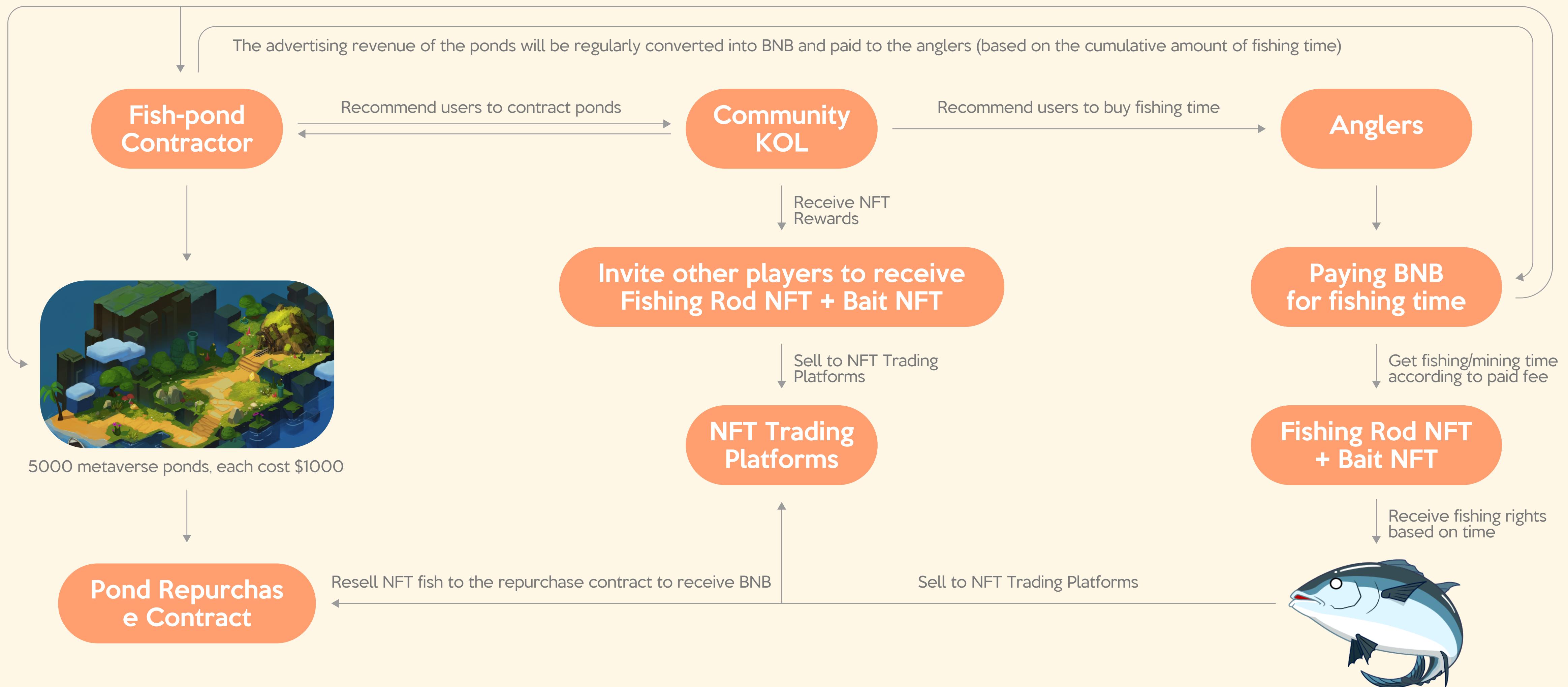
The present and the future

This is a blockchain game that uses NFT to realize the binding of in game items. The completely vertical main gamefi track, through the construction of a large-scale fish-pond on the chain based on the concept of metaverse. Initially, there will be only 5,000 metaverse fish-ponds with each fish-pond individually contracted to players. After each game player purchases part of the fish-pond, he can obtain the NFT file representing the range and location of his fish-pond. By identifying this NFT file, the contractor of the fish-pond can regularly collect the income from the fish-pond operation, and of course, they can also resell and auction these NFTs through the secondary trading market. More players can catch the NFTs of various fishes in fish-ponds in game by paying fees, and then sell them back through the interactive contracts of the fish-ponds to obtain revenue.



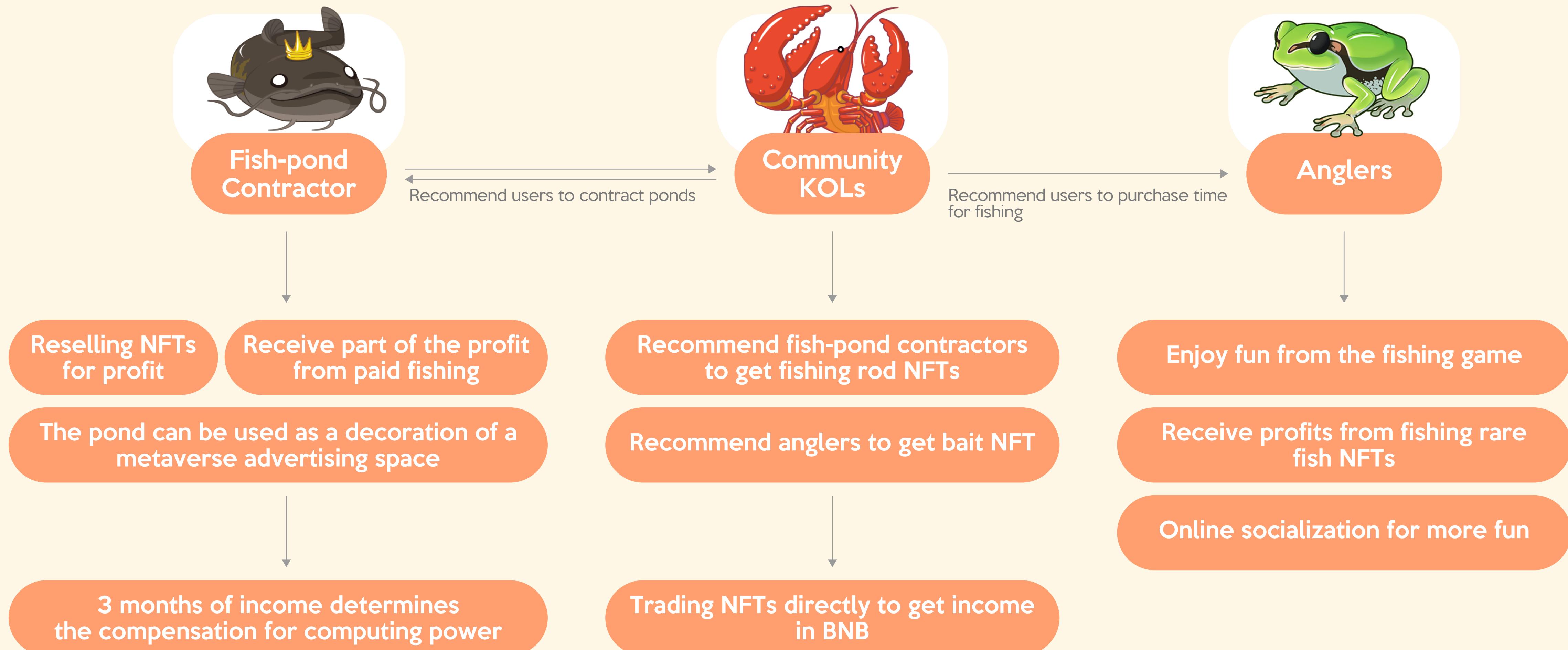
Core Logic of the Game

50% allocated to pond owners / 50% allocated to pond repurchase contracts



Gamer Rights and Source of Income

Seed user



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02.

MARKET ANALYSIS AND OUR DEVELOPMENT STRATEGY

Global Gaming Market Analysis and Growth Forecast

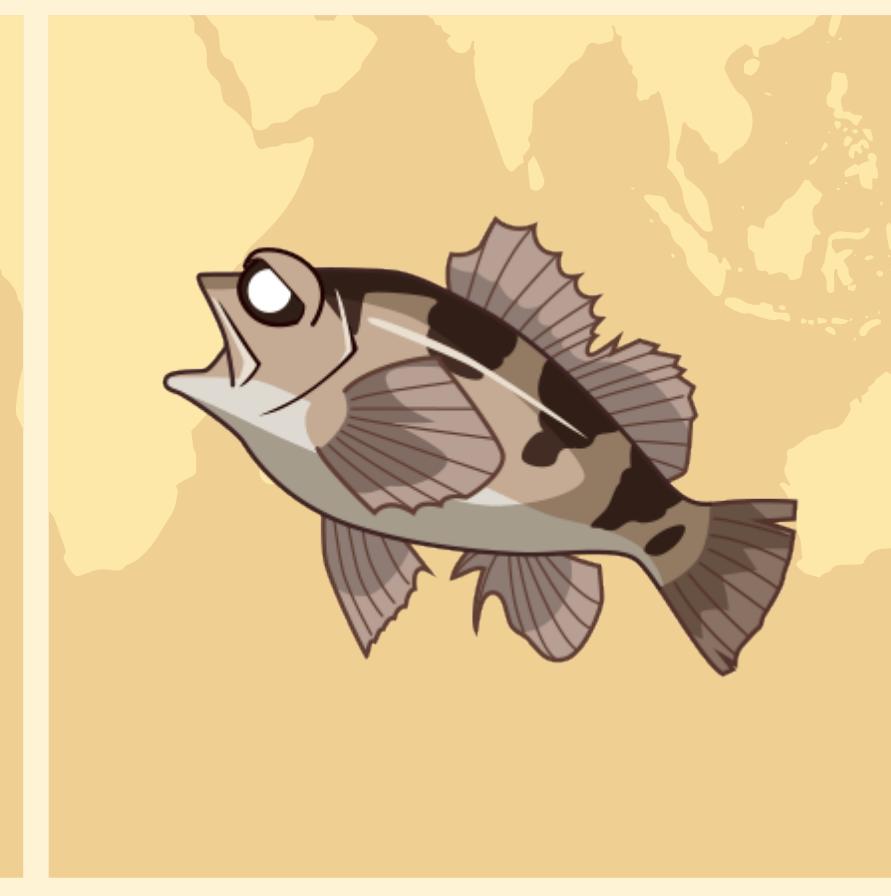
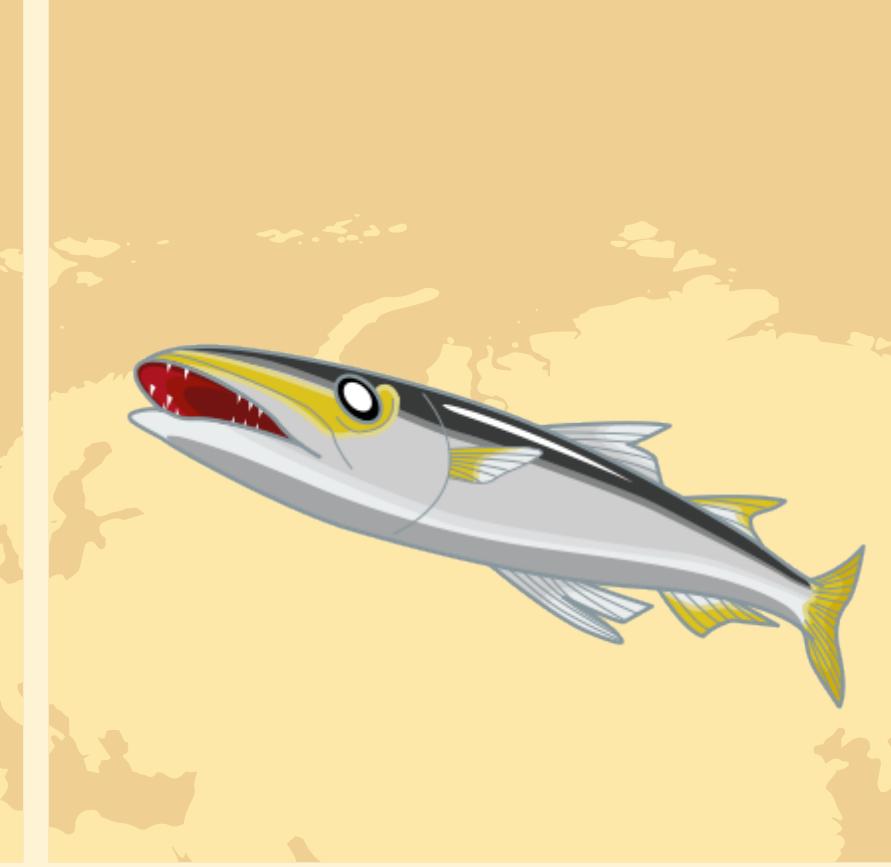
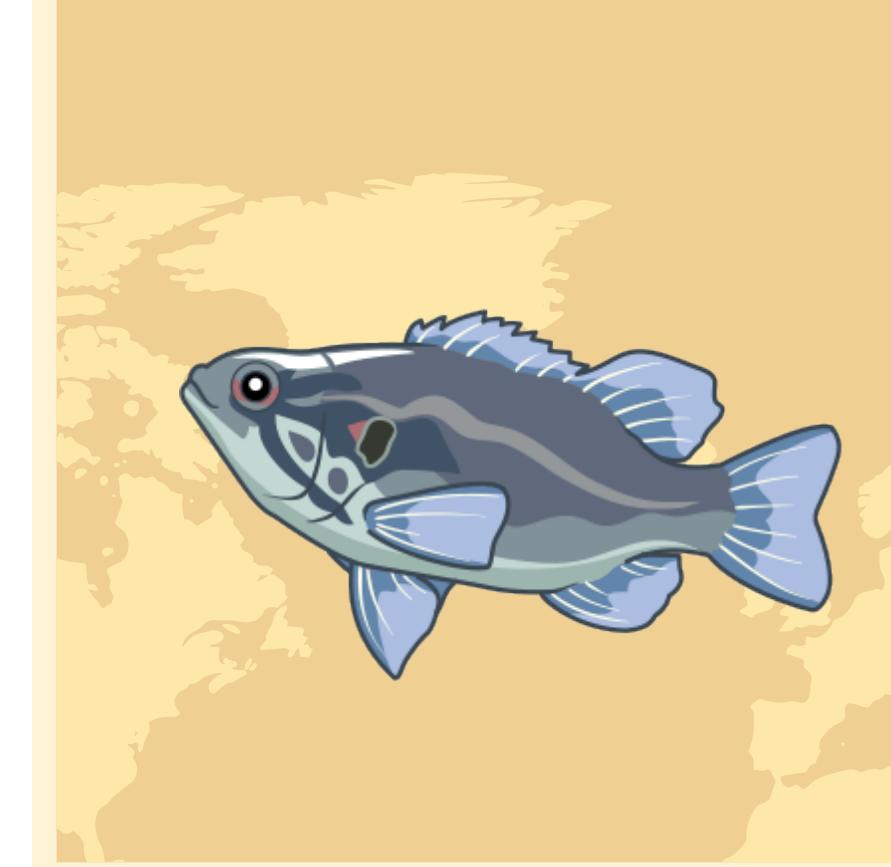
The present and the future

The gaming industry has shown a growing trend in the last two decades or so. It is estimated that by 2021, the overall scale of the global gaming industry will reach 175.8 billion US Dollars, and the scale of gamers will reach approximately 3 billion. PC games, console games, webpage games, mobile games, and blockchain games are taking turns to advance the market scale of the gaming industry.

In 2008, Bitcoin was born. In 2013, the talented teenager Vitalik Buterin created Ethereum. Since then, the blockchain industry has developed vigorously. Ethereum introduced smart contracts to provide basic platform tools for the application ecosystem. The specific application of blockchain has always been the industry. The direction the pioneers explored. In addition to using blockchain technology to innovate finance and capital markets, the combination of blockchain and games is also a topic that everyone is keen to discuss.

In 2020, despite the surge in player participation and spending in games under the new crown epidemic, the negative impact of the second-order effect of the epidemic will also become more significant in 2021. Remote office and supply chain disruption will continue to pose challenges to the gaming industry, especially the console gaming and PC gaming markets.

In July 2021, Newzoo released the "2021 Global Gaming Market Report". According to the content of the report and related data, the global gaming market is expected to generate \$175.8 billion in revenue in 2021.



Global Gaming Market Analysis and Growth Forecast

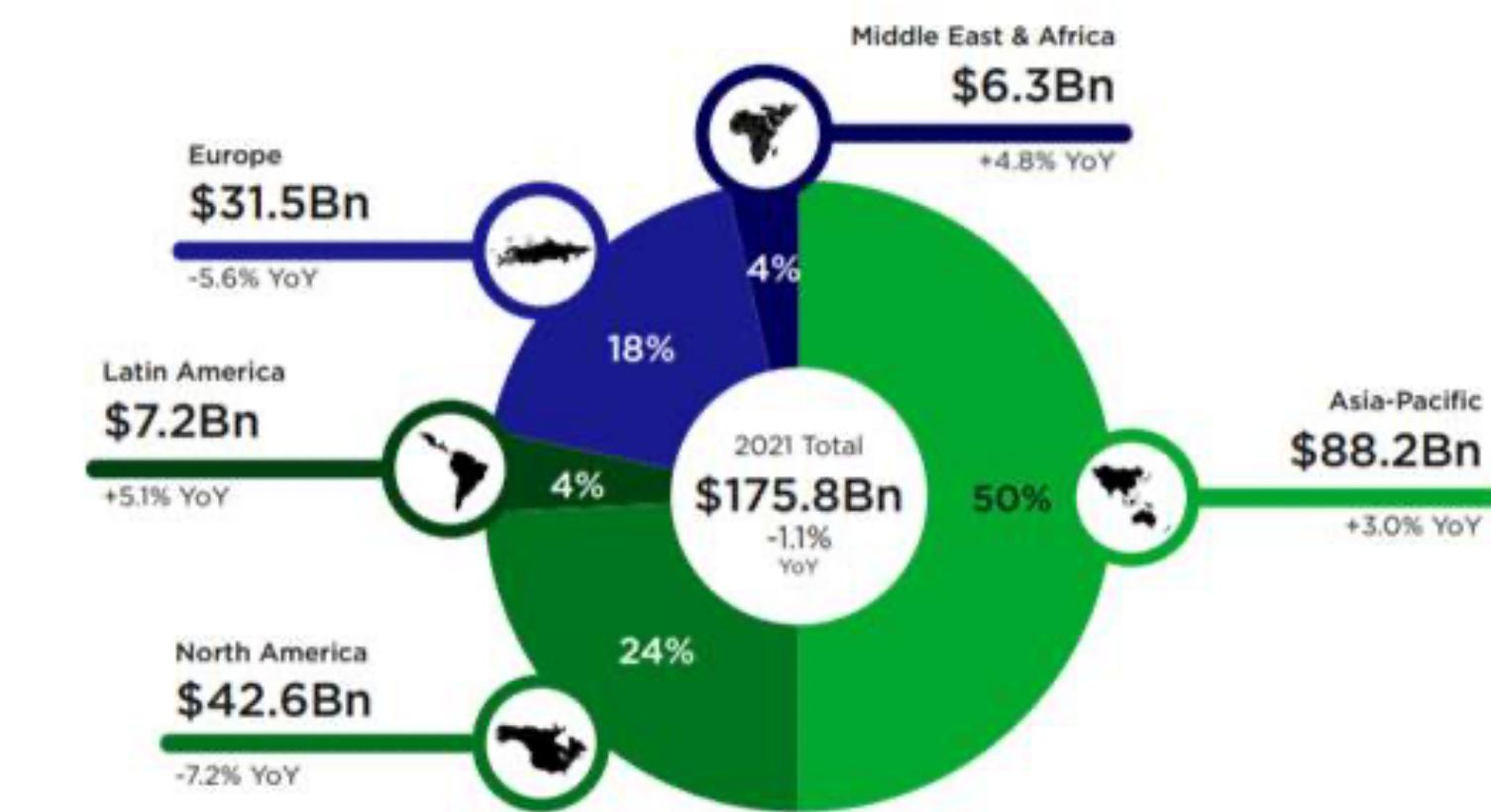
The present and the future

Size of the Gaming Market in 2021 - Statistics by Region

In 2021, with a market size of US\$88.2 billion, the Asia-Pacific region has become the region with the highest share of global game revenue, accounting for 50.2% of global game revenue. Among them, the Chinese market has become the most important contributor to game revenue in the Asia-Pacific region with a revenue of 45.6 billion U.S. dollars. Since most of the gaming market in the Asia-Pacific region is dominated by mobile games, the impact of the new crown epidemic is relatively small. In comparison, most of the North American regions are console game users, so they are more affected by the epidemic. Despite this, North America still ranks second in the global gaming market revenue rankings in 2021, contributing as much as 42.6 billion U.S. dollars in revenue (mainly from the United States).

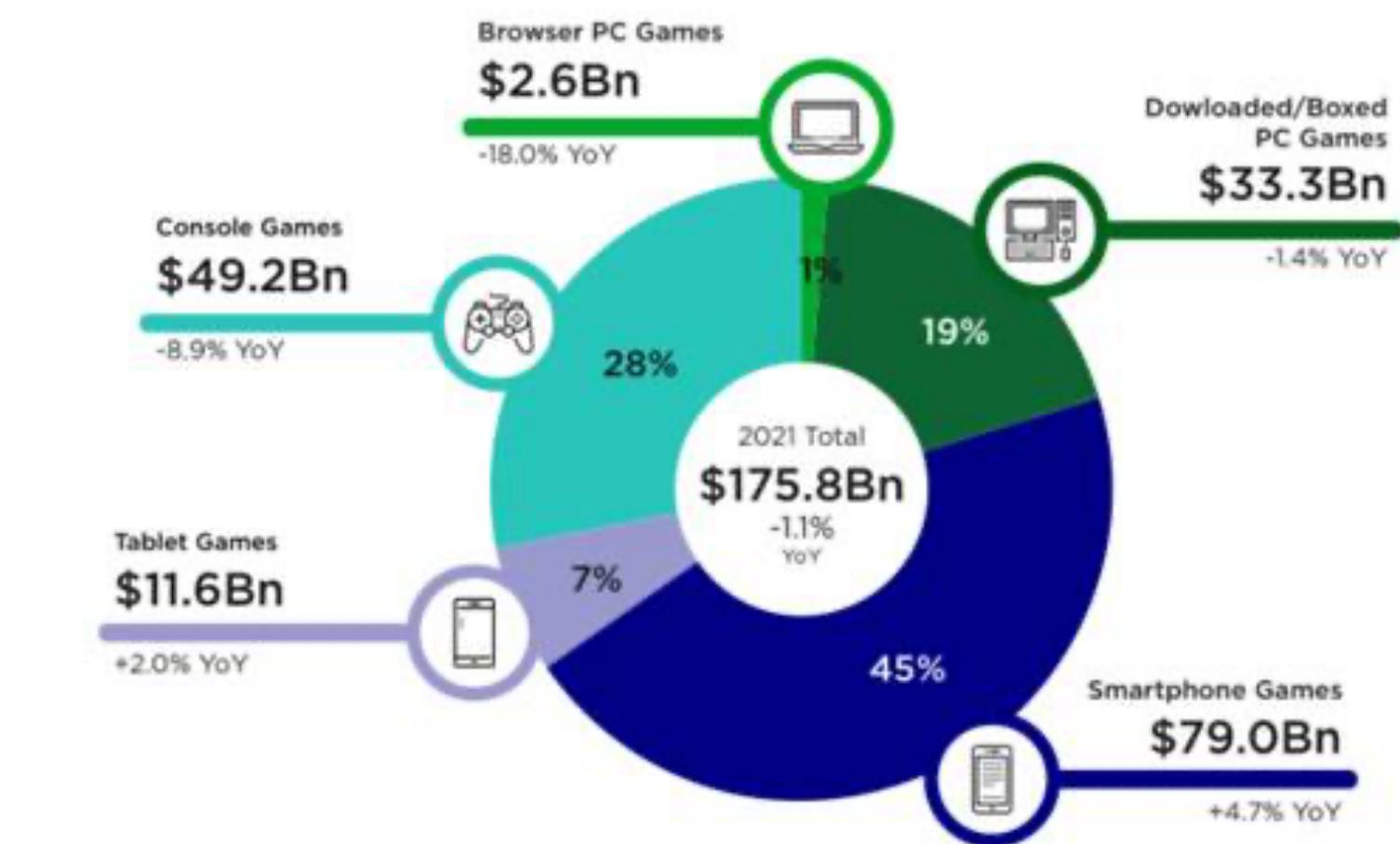
2021 Global Games Market

Per Region



2021 Global Games Market

Per Segment



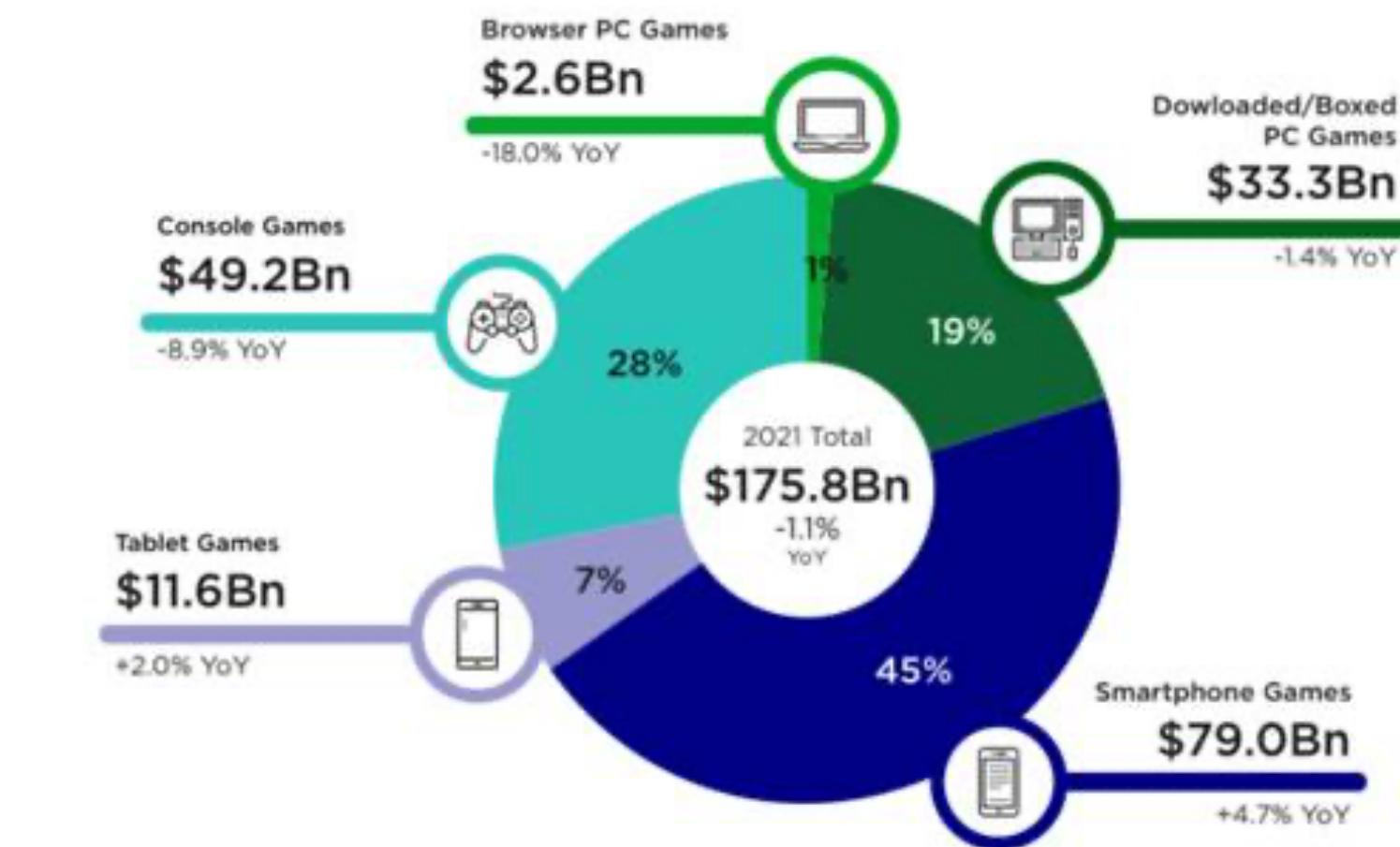
Global Gaming Market Analysis and Growth Forecast

The present and the future

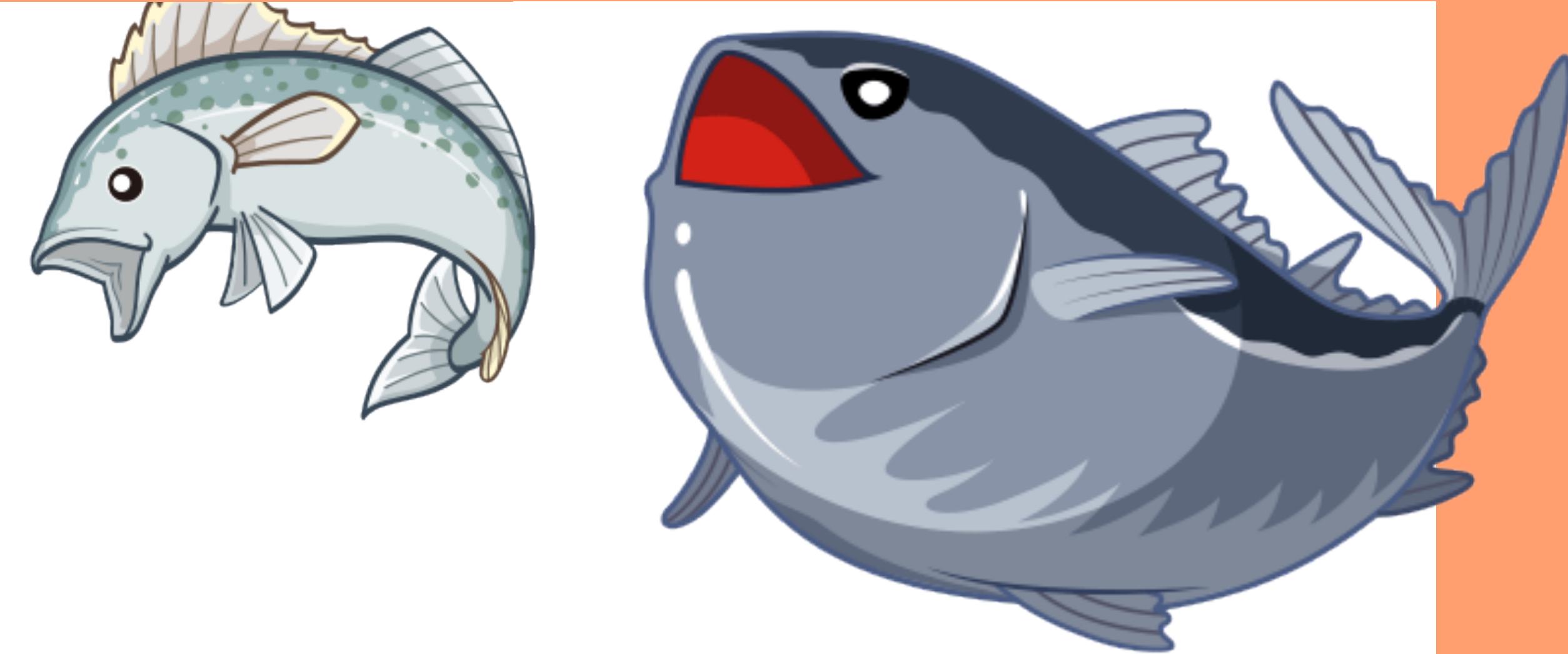
In 2021, the total number of game players worldwide will approach the 3 billion mark. Compared to 2020, this figure has increased by 5.3% year-on-year, which indicates that the strong growth momentum of the gaming industry in 2020 will not only lead the continuous growth of the number of players, but also still have more room for growth. Similar to the situation in the previous years, the main driving forces for the growth of the number of players are: the increase in the number of Internet users, better network infrastructure conditions, and affordable smart phones and mobile network data packages. The above-mentioned main driving forces are particularly influential in regions with significant growth rates, such as the Middle East, Africa and Latin America. These regions are also the regions with the fastest growth in the number of players. The Asia-Pacific region, which includes emerging markets such as Central and South Asia and Southeast Asia, has the largest number of active gamers in the world, accounting for 55% of the total number of global players, much higher than the number of players in other regions.

2021 Global Games Market

Per Segment



The GameFi Mode



According to public information on the Internet, Mary Ma, the chief strategy officer of MixMarvel, first proposed the concept of GameFi in a speech in the second half of 2019, namely Game Finance, gamification finance. In layman's terms, GameFi=DeFi+NFT+Game, which means introducing DeFi and NFT pledges into the game and converting the player's assets into in-game assets or token assets, etc., so as to increase player income through liquidity mining. GameFi refers to the presentation of decentralized financial products in the form of games, the gamification of DeFi rules, and the NFTization of in game item derivatives. One of the most notable features is that the users' assets become equipment or tools in the DeFi game. In turn, the user can obtain income or rewards during the process of participating in the game. DeFi is still the core of GameFi, NFT is a necessary means of decentralization, and games are the shell of GameFi. With the popularity of Axie Infinity, GameFi's new Play To Earn economic model was born.

At present, most of the DeFi game play methods mainly include role-playing, virtual space, training and combat, and multiplayer construction. Compared with the previous liquidity mining model, the GameFi projects have stronger interaction, experience and immersion with users, and at the same time has a higher interest. For example, many games will use NFT pets for breeding, use NFT equipment to improve skills, pledge NFT to get income, or introduce PK battle mode to have users participate in battles and complete tasks, so that users can make money while playing games.

The Play-To-Earn Mode



Play-To-Earn in its nature is essentially a business model driven by blockchain technology. Players can obtain in-game assets or token ownership by recharging and playing games. Compared with Free To Play, Play To Enjoy and other modes, most of the revenue in Play To Earn games no longer belongs to large centralized game companies, but to excellent players. By participating in the in-game economy, players can create value for other players and developers. In turn, players can get asset rewards from the game. These digital assets can be any of the crypto assets that are confirmed on the blockchain. P2E focuses more on maximizing player involvement rather than profit.

A large, stylized orange fish is positioned on the left side of the slide. It has a textured body with various shades of orange, a prominent dorsal fin, and a long, flowing tail. Its mouth is slightly open, showing a small white dot. Above the fish, there are several simple, light-colored circles of different sizes.

03.

DEVELOPMENT PLANS AND GOALS

Development Strategy

Development strategy

Product Angle

Based on the logic of paid fishing that fully integrates the with real world, thus the user education cost is low. The cloud fishing model can be supported, which lowers the entry barrier for users so more attention can be paid to the realization of social attributes and the establishment of a profiting model.

Platform Angle

In the first phase, 5,000 units of metaverse fish-ponds will be released. After the first batch of fish-ponds have completed all marketing operations, the number of fish-ponds can continue to expand, as well as the further development space around the props and the visualization of the characters so this project can be expanded to a platform product.

User Angle

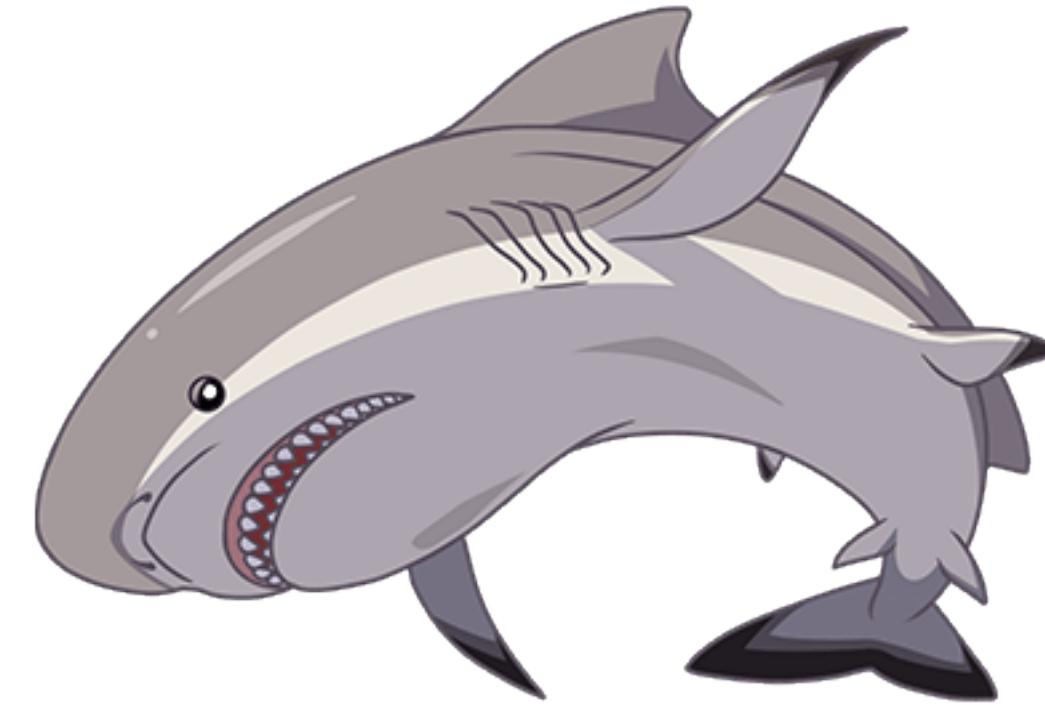
An effective data and ecological balance has been formed between fish-pond contractors, community promoters, and players who enjoy the fun of the game. All three of them can enjoy the fun of the game and profit from the growth. With further development and upgrades, there can be unlimited potential.

Market Positioning

Currently, complex game models combine complex logic and interaction with assets on the chain, which is not conducive to the overall development of the game. This game chooses a lower threshold from the beginning, but at the same time it has a complete business model and logic. A harmonious ecological balance is conducive to long-term development.

Composition of the Platform's Profit Model

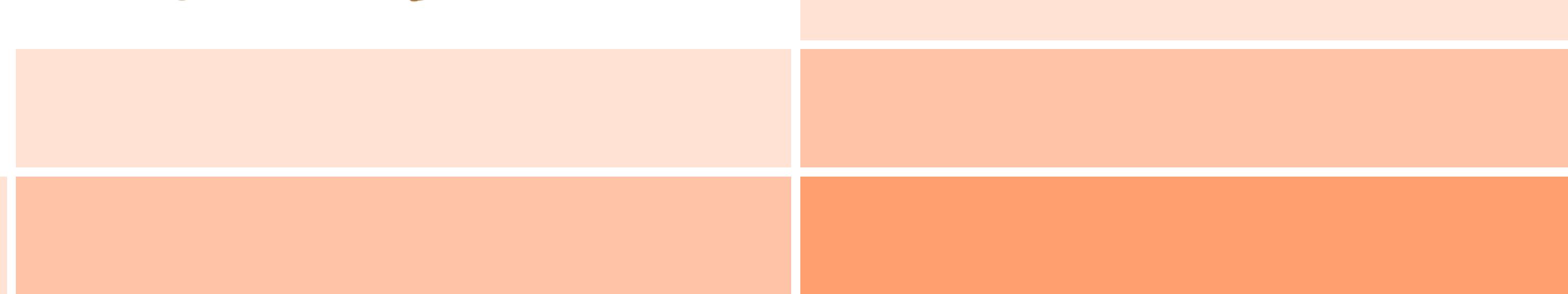
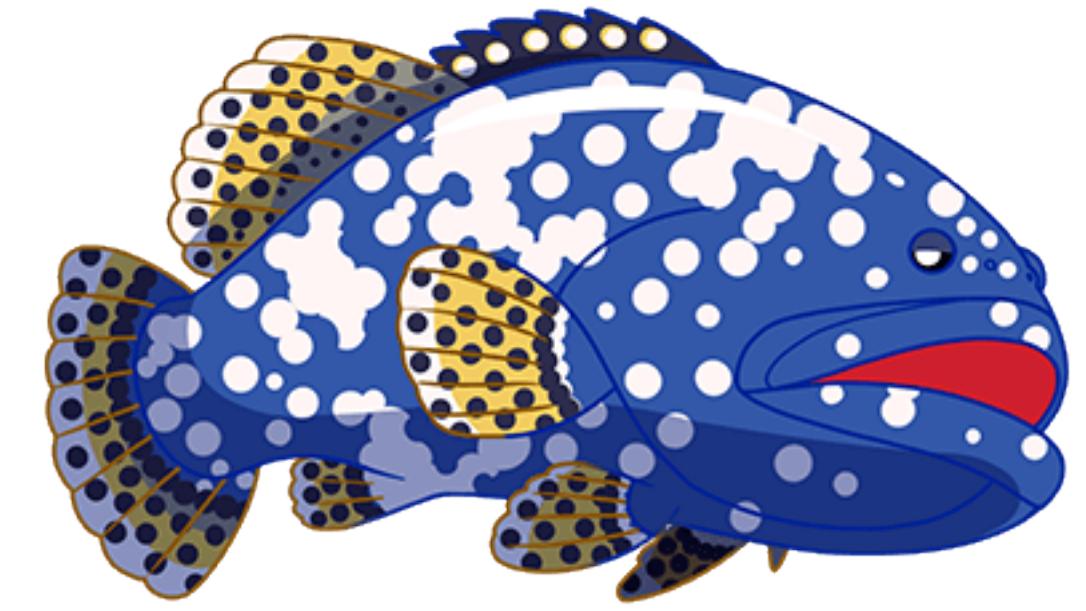
Profit Model



Short Term

25% of the fish-pond contracting costs go to the platform

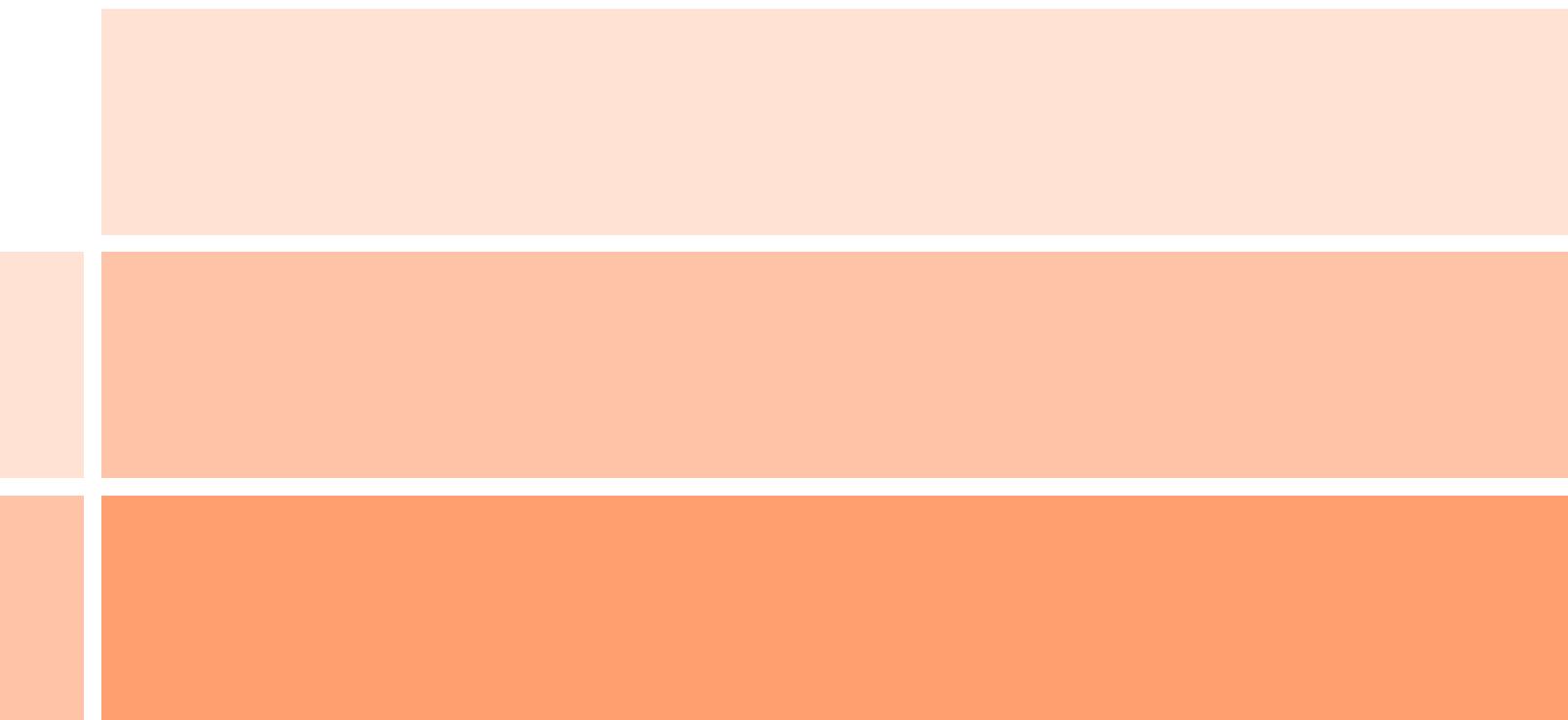
Users who recommend fish-ponds can get rewards from contracted fish-ponds



Mid to Long Term

There is huge room for continuous income of various fees

NFT's repurchase fee and the related income of minted NFT secondary liquidity



Long Term

Upon platformization, metaverse fish-ponds have a huge development space to expand to

Advertising/shopping/games/in game items

Core Competitiveness and Product Barriers

Product Structure Barrier

User entry barriers are low, logically self-consistent, and ecologically sound.

Cost Guarantee Barrier

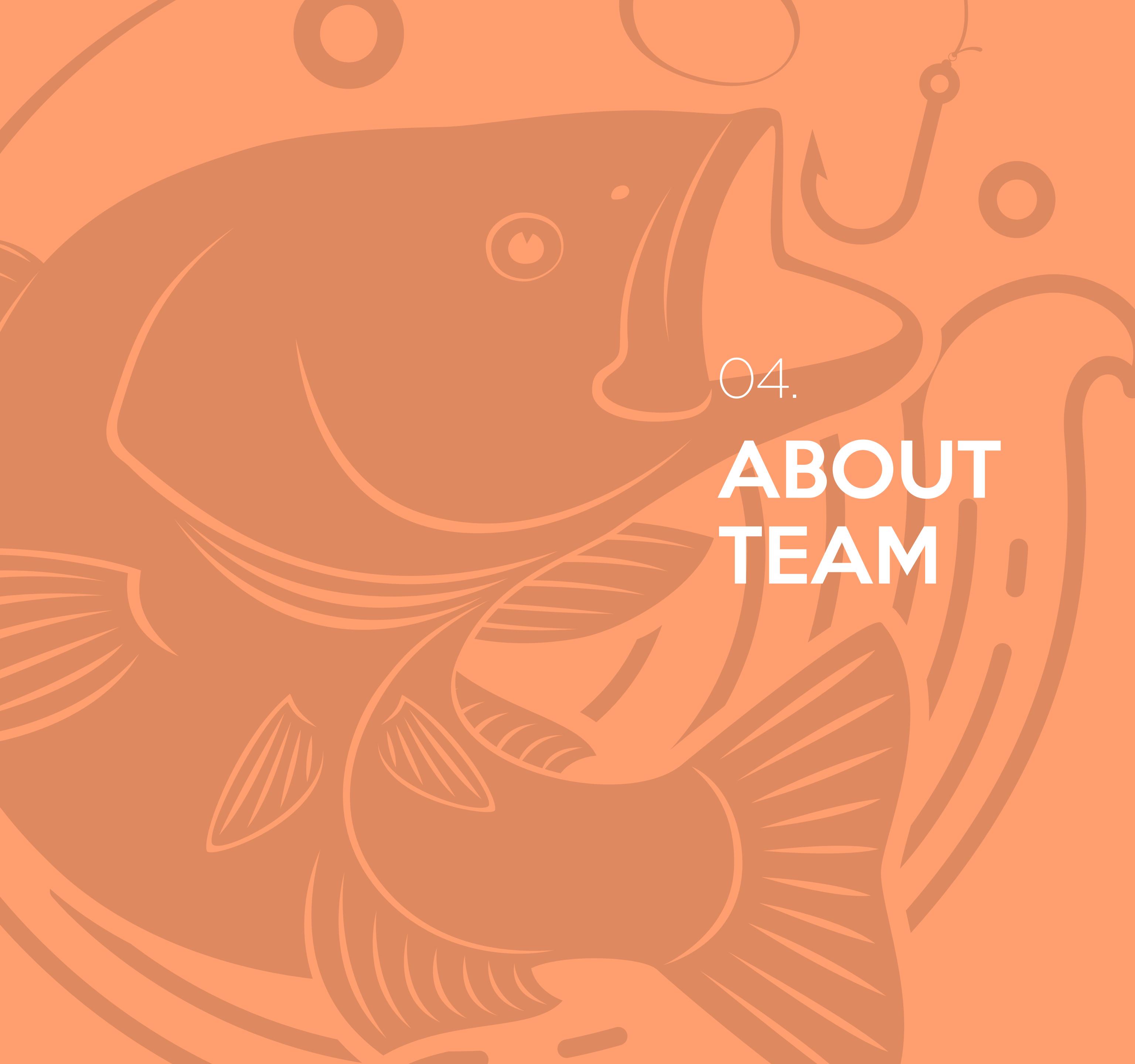
Supports the conversion computing power from BSC to ETH that ensures that users can get their return on the investment as soon as possible in the contracting of fish-ponds.

Gaming Tech Barrier

The team has over 15 years of experience in the development of interactive games.

Interactive Design Barrier

Top science fiction artists are invited to complete the setting of the scene.

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04.

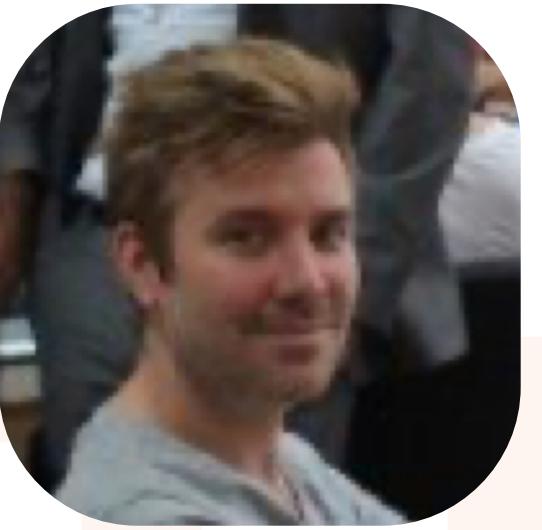
ABOUT TEAM

Team



Jason Williams

Master: University of New South Wales, Actuarial Studies. Bachelor: Double degree from Xi'an Jiaotong-Liverpool University and University of Liverpool, Applied Mathematics. Specialty: Mathematical Statistics, Financial Investment, Statistics, Economics Foundation, Pricing Model, Risk Analysis. Responsible for Game Intelligence The development of the contract code and the analysis and simulation of the pricing system.



Bionic Joe

Senior computer development engineer, graduated from Massachusetts Institute of Technology. For many years, Bionic has been developing the core game logic of large-scale games for SE. Bionic entered the defi field two years ago and began to study the development bridge between blockchain and games. He has participated in the core development of a number of large-scale decentralized dex, and is currently responsible for the core program development of the entire game and the writing and auditing of smart contracts.



David Smith & Pritesh Smith

A senior game product designer. He used to own a game studio to develop third-party TV games for Sony and Microsoft. Many games developed by him are on the TV game rankings. With rich experience in game development, he manages the design creativity and development progress of the game all year round, and is currently responsible for creativity and derivative gameplay design of this game.



Adam Davis

Master's degree: Boston University, USA, Master of Mathematics, Science and Finance. Good at: Advanced Financial Algorithms, Portfolio Theory, Advanced Derivative Products, Credit Model, Financial Risk Management Model Analysis and Design, Responsible for the overall economic model construction and testing of the game, and has been engaged in finance-related game values balance design for many years.



Jane Wilson

Senior game scene designer, Jane has been a cryptographic art designer for many years. She loves CG art design very much, and the game studio she founded with David has always been an award-winning studio in Song's playstation series of high-quality graphics design selection. It has a very wide range of artistic and design style creation space. Jane's responsible for the control and creation of art effects and animation effects of this game.

Project development Roadmap

November 15th, 2021

The first batch of metaverse fishponds will be launched as the game is announced.

December 31st, 2021

The full version of the game will be online on New Year's Eve together with the last batch of metaverse fishponds. The updated version of the smart contract review will be launched.

February 14th, 2022

Valentine's Day game tokens' IDO will launch.

February 21st, 2022

The game tokens will be launched on DEX platform and will launch on CEX should the opportunity arises.

April 1st, 2022

The game will expand its profit model and launch on Playstation after proceeding through the TV Games rating process. This will allow the game to move into the console games' market.



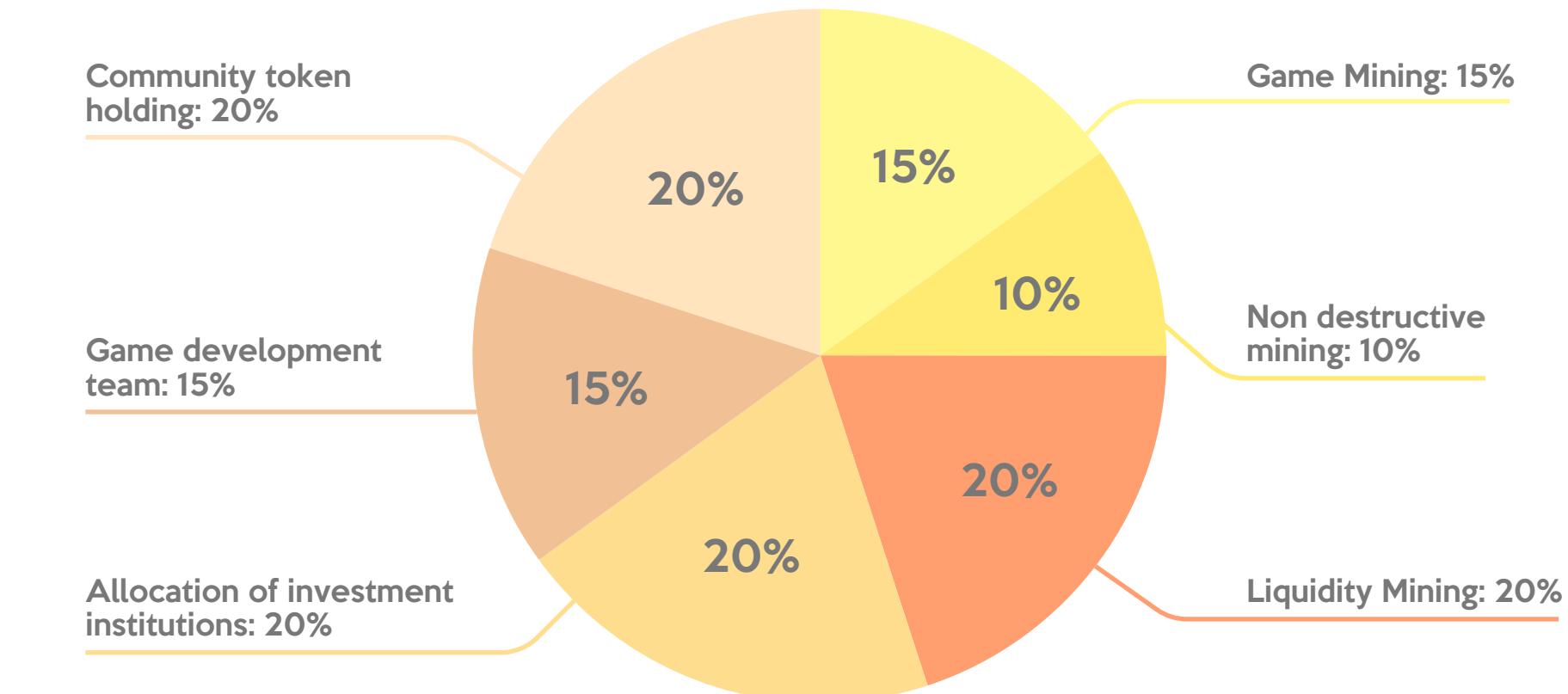
05.

TOKEN ECONOMIC MODEL AND DISTRIBUTION

Token Economic Model and Distribution

The total supply for the fishpond's game tokens will be 100 million.

The game will be deployed based on BSC chain. There will be no upper limit for token destruction which means up to 100 million tokens can be destroyed.



20%

Investment allocation for investment institutions: 20%

20%

Community allocation for global fishpond communities: 20%

15%

Allocation for the game development team: 15%

45%

Allocation for the game's profit model and mining: 45%

Usage for tokens and its core logics:

01. Receive periodical weighted dividends from advertisement profits

02. Tokens can be consumed to mint new fish crop NFTs.

03. Fish crop NFTs can be used at staked fishpond contracts to breed more fish NFTs

04. Every new bred fish NFT will grant token awards to the user who planted those fish crop but this is a slow process. Users can use this method to win tokens as awards.

05. Newly bred fish will reduce the repurchase unit price of NFT fish. How to solve it? The need to increase the growth of the repurchase capital pool. How to increase the pool? The reproduction rate will change due to changes in the reserve of the fund pool to ensure a good ecological environment. The reserve of the fund pool will determine the reproduction rate.

06. The 3% handler's fee incurred every time the bred fish is traded will also belong to the fish breeder, who can receive it by holding the fish crop NFT, but if the fish crop is caught, the corresponding part of the handling fee income will also be obtained by the angler who caught the fish crop.

Usage for tokens and its core logics:

07. The nft fish minted by the destruction of tokens can also be fused with other players' fish to try to produce a rarer breed of fish. Different rarity may generate a higher value. Of course, mediocre fish may be produced through breeding. Each fusion needs to consume tokens, and when the ecology is basically saturated, it is difficult to merge new fish species. (The success rate of casting by consuming tokens is higher than the success rate of fusion.) However, fusion can produce rare NFT fish through the reproduction of unique breeding fish.
08. How to control the number of fish? Is there a destruction mechanism for NFT fish? When the ecology reaches a saturation balance, that is, when the amount of funds in the capital pool reaches a balance with the number of NFT fish, it will enter a correction decay period. At this time, an apocalypse will occur in the fishpond, and a large amount of NFT fish will be randomly destroyed in the fish pond. The price of NFT fish will rise in this period of time.

Apocalypse will have the biggest fish pond owner, the biggest recommender, and the strongest angler (the highest experience value), and the longest game time as witnesses. They will receive 15% of the corresponding value of the destroyed NFT fish as a reward for the witnesses of the apocalypse occurring in the fishpond.

Preview of the game's interface designs

 Nakamoto's
Fishpond

FISH POND 667BNB TIME REMAINING 32h45m FISH BUCKET 12.6BNB FISHING ROD 2 BAIT 14 EXPERIENCE VALUE 3265

LINK WALLET



Broadcasting: Community allocation for global fishpond communities: 20%

Community
The total supply for the fishpond's game tokens

Community
supply for the fishpond's

Community
total supply for the fishpond's game tokens

Community
the fishpond's

Community
fishpond's game tokens

Community
There will be no upper limit for token

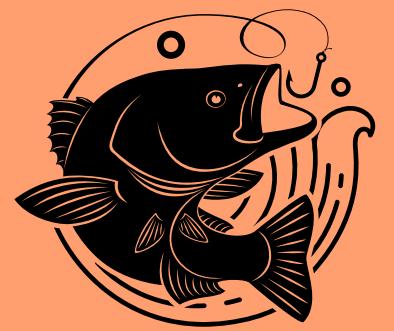
Community
the fishpond's game tokens

SEND

FISH POND 0034-0065

My harvest My fishing gear My fishing friend My fish pond

THANK YOU



Nakamoto's
Fishpond