TREASURE.IO

FIRST EVER IN WEB3

Stylized action io game
integrates Web3 ecology
with a well-developed
economic system

Deck. Mar 2024

Team Vision

- Be the first ever action io game in web3.

- Create an AIGC tool: aim to provide an AI creation API for every user to DIY in-game, exploring the potential of memes in spreading online.

- Realise print the NFTs, move from blockchain to physical stores, co-brand for mold making, use NFC tech to scan and automatically drop NFTs from real-world asset(RWA) to on-chain wallet.

- Duo Monetization method through In-game purchases and Collaborations (where collab project DIY icons as NFTs in-game).

Game Features

- First gameplay ever in Web3

- Meme spreading orientated ecosystem

- Game history records on NFT even could be sold with NFT, to win the ranking reward via strategy
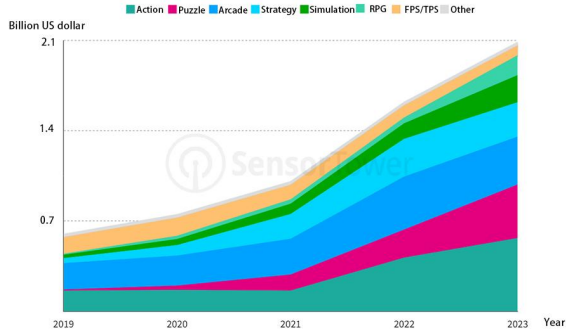
- Gaming skill gambling, fair to competition

Market Research

Global Hybrid Casual Mobile Games In-App Purchase Revenue Annual Trend - By Category Distribution
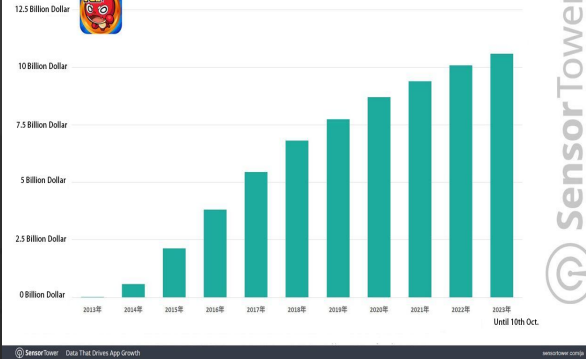

Monster Strike - Accumulate Revenue Estimate in Japan (2013/10/11-2023/10/10)

-**Blue Ocean Phanse** for IO, especially Action genre.
 -Total revenue for IO reached 2.1B $ ATH from 2019.
 -The revenue share for action IO games has accelerated.

➡ Reflect an **increasing acceptance of Action IO gaming** among players world wide.

-Collaborative communication-driven games, **a stable revenue business model**, have been exemplified by Monster Strike.

-To date, Monster Strike has achieved over $10 billion total revenue in Japan alone, maintaining a position in the top 5 of Japan's mobile game revenue rankings for 10 years.

Our Advantages on Marketing include:

-**Cross-Platform** on both web and mobile with minimal hardware requirements, ensuring more user to accquisite.

-Wide variety of themes, different from Monster Strike's focus on local Japanese IP. With nearly no limits on art style, we meet any NFT brand's collaboration needs, bringing "**playable NFTs**" in-game.

-**Pioneering a new gameplay with a web3 loot mode**, earning profits through gaming skills. Given the strict regulations worldwide, such gameplay is rare globally, making it well-suited for Web3 implementation.

Roadmap

Q2

- Alpha test
- Genesis NFT sale
- TB token IDO
- Official launch on Android and iOS system

Q3

- Launch Lootmode and corresponding leaderboard
- In-game marketplace.
- TB token launch to the market

Q4

- Paid promotions and influencer marketing on platforms like TikTok, Meta, Google, etc, from SEA and Asia, then go US and EU market
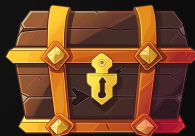- Distribute rewards at the end of the season

Property ingame

Genesis Badge NFT
-Criteria to claim drop
-1000 limit
-Game history can be recorded on
-Extra bonus in grinding mode
-Exclusive role in the community
-Can DIY PFP in-game

Treasure Avatar NFT
-Release with version's update
-Game history can be recorded on
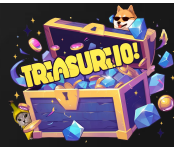-Extra bonus in grinding mode

Avatar from others
-Update with collab event to other project
-Amount limited
-Game history can be recorded on
-Extra bonus in grinding mode

Weapons & Tools
-A Wide variety of weapons&items for funny bd and combo

Economical Cycle

Player

Trading to own

Consume time to grind

Badge NFT

Consume time to grind more

Consume TB to upgrade

TB Token

Consume time and TB to grind points

Game Record

Split base on points

Prize Pool

Airdrop

New Badge NFT Launchpad

Mint

Community Governance

Stake & Vote

Fund Flow

Labor Flow

Badge NFT: Mining machine
Game Record: Hashrate
TB Token: Power/Electricity

Players have 3 ways to earn

1. Grind TB token through Grinding mode

2. Grind TB tokens from other players in Loot mode

3. Claim Airdrop through grind points on game record seasonally

Tokenomic

Token: TB

Total supply: 1,000,000,000

-Treasure purchase

-In-game spending

-NFT upgrade

-Game rewards

TB

- IDO 10.0%
- Team 15.0%
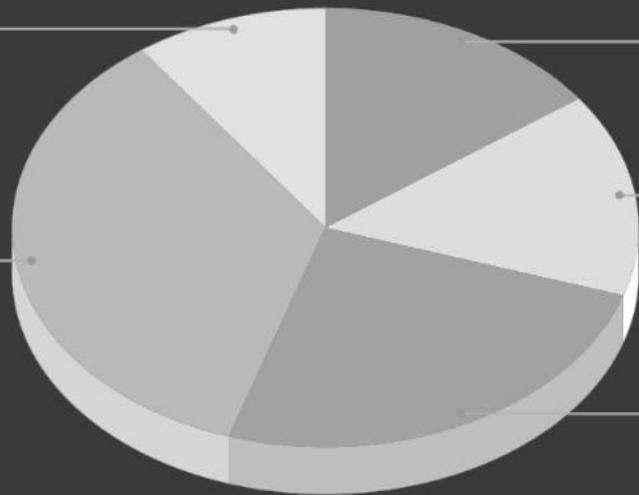- Investors 15.0%
- Ecosystem 25.0%
- Play to earn 35.0%

Funding Details

Seed Round

Total: 150,000,000 TB

Price: $0.01

Funding Amount: $150,0000

FDV: $10,000,000

Cliff: 1 Month

Vesting term: 12 Months

Vesting type: Linear Monthly

Team Intro

Sayeed – Head of Game Design

9 years of experience in game development
-Involved in projects:
Tencent:Pokémon Unite
miHoYo: Honkai Impact 3rd
NetEase: Forgotten River, Revelation.
-Graduated from Zhejiang University

Beef – Head of Technology

9 years experience in game development
-Involved in projects:
Tencent: Delta Tactic, Call of Duty: Mobile
 NetEase: Knives Out Plus, Revelation.
-Graduated from Zhejiang University

Yara – Head of Marketing

6 years of experience in Web3
-Serving as an early core operations member
 of a renowned exchange.
-Launched a GameFi that secured
million-dollar financing from five European VCs.
-Has incubated numerous projects.
-Graduated from Wuhan University.

Luka – Head of User Acquisition

4 years of experience as a Game Publishing PM
-involved in projects:
Lilith Games: Rise of Kingdoms, AFK Arena, Dislyte
Tencent: Dragon Fantasy
-Strategic consulting for a Japanese IT company.
-Master's degree from Waseda University.