



DUM DUM DUM

CARD BATTLE





ABOUT US

We are developing blockchain games and NFT PJ.
For example CASIO NFT PJ , and various TV stations,
advertising agency,and more.

Biz

naoki harada

Developer

cardeme

ocrybit





ABOUT DUMDUMDUM

DumDumDum is the first reference implementation built by TCG protocol. It's an onchain trading card game using the popular DumDum atomic asset collection.

TCG stands for Trading Card Game, and it's a 20 billion dollar market(by 2032). TCG protocol aims to bring such a huge industry by inventing a decentralized protocol whereby anyone can build their own trading card games using atomic assets and universal data licenses on AO.



PROBLEM

1. Hard for non-gamers

Blockchain games have many mechanisms for acquiring crypto assets, and professional players often participate for the purpose of acquiring crypto assets, so amateurs are often unable to compete.

2. Service ended

In games where there is an operating entity, there are many games that end due to profit and loss issues.

3. TCG : 20 billion dollar market but lacks protocols

By 2032, the market size of trading card games will be 20 billion dollar. But AO lacks protocols.

SOLUTION

1 . Game

Utilizing the features of AO, we are creating a game that everyone can enjoy and that will last for over 200 years!!

2 . Protocol

Develop a protocol for AO's trading card game



Using TCG Protocol,
develop a simple and exciting game.

APPROACH

How Trading Card Game Works

- Players own cards
- Each card has parameters
- Cards can be combined (e.g. a dumdum owns some weapons)
- Game sessions take place with something at stake
- Winners will be determined based upon card combinations and parameters
- Winners obtain what is at stake at each session

So as a player, it becomes important to collect cards to let you win game sessions to earn winning prizes, and deal the cards with good tactics. Also each card could have art values too.





POTENTIAL

How TCGs fit with the AO protocols

- AO and atomic assets are the perfect fit to build a decentralized trading card game protocol. Cards are traded as atomic assets on universal content marketplace
- Card parameters can be defined as transaction tags on Arweave and used in AO processes
- AO processes can handle complex game rules and execute game sessions in a decentralized fashion
- AO crons can auto-execute sessions and even AI players can own cards and join games
- AO is highly performant and horizontally scalable unlike other blockchains
- Card data are permanently stored onchain by Arweave unlike NFTs on other blockchains

In conclusion, there's no other decentralized protocols to bring in the 20 billion dollar TCG industry.





Game start

DUM DUM DUM

<https://arweave.net/7tBTjaEVzqjlgje6DGigVPaF4o4LD1TXz64K0giESlo>



