



DUM DUM DUM

N F T C A R D B A T T L E





ABOUT US

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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





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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 8.6 billion dollar market. 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 market is 8.6 billion USD but lacks protocols

In 2024, the market size of trading card games will be 8.6 billion (USD). 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 on stake at each session
- 20% of weapon NFT sales are revenue
By using AI and logic, that percentage will be 0%
within the next 5-10 years.

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 cronos 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 8.6 billion dollar TCG industry.





DUM DUM DUM

<https://arweave.net/7tBTjaEVzqjLgje6DGigVPaF404LD1TXz64KogiESlo>

Game
start





APPROACH

Develop a simple and exciting game.

Player(early stage)

- DUMDUMZ Holder

Overview

- Use TCG Protocol
- Full onchain (arweave & ao)
Develop game logic and NFT card assets on AO
- NFT card game
- Auto battle (auto scale)
- Equip weapons and armor to dumdum
- Utilizing Autonomous for automatic aggregation
- 20% of weapon NFT sales are revenue
By using AI and logic, that percentage will be 0%
within the next 5-10 years.

