



TABLE OF CONTENT

1. Introduction
2. Our advantage
3. Highlight Game play & Function
4. Quick market figures
5. Tokenomic
6. Team
7. Investor
8. Press
9. Roadmap



1. INTRODUCTION

Slime Royale is not a Gamefi project, we are a Mobile game which leveraged blockchain technology to create a new business model.

While other GameFi's project revenue comes from the blockchain system such as Token sale, NFT sale, marketplace fees; Slime Royale is aimed at generating main revenue from selling in-game items and advertising like a traditional game. Slime Royale commits to use those revenues to buy back tokens, thereby creating a suitable economic system.

To make the game stand out from other traditional games, Slime Royale applies blockchain to solve the payment problem and attract new players.



2. SLIME ROYALE ADVANTAGES

2.1. Hardcap all Token & NFT to avoid inflation



Slime Royale Gold
(SRG)

Main token

1,000,000,000 SRG (1B)



Slime Royale Cupid Essence
(SCE)

Utility token

25,000,000,000 (25B)



NFT Slime

Hardcap at 4M NFT Slime

2.1. Hardcap all Token & NFT to avoid inflation

Token will be burned forever in breeding.

Each breeding cost amount SCE + 250 SRG.

SRG hardcap at 1B so there are maximum 4M NFT Slime from breeding.



250 SRG/breeding

Hardcap at 1B

Token will be
burned forever



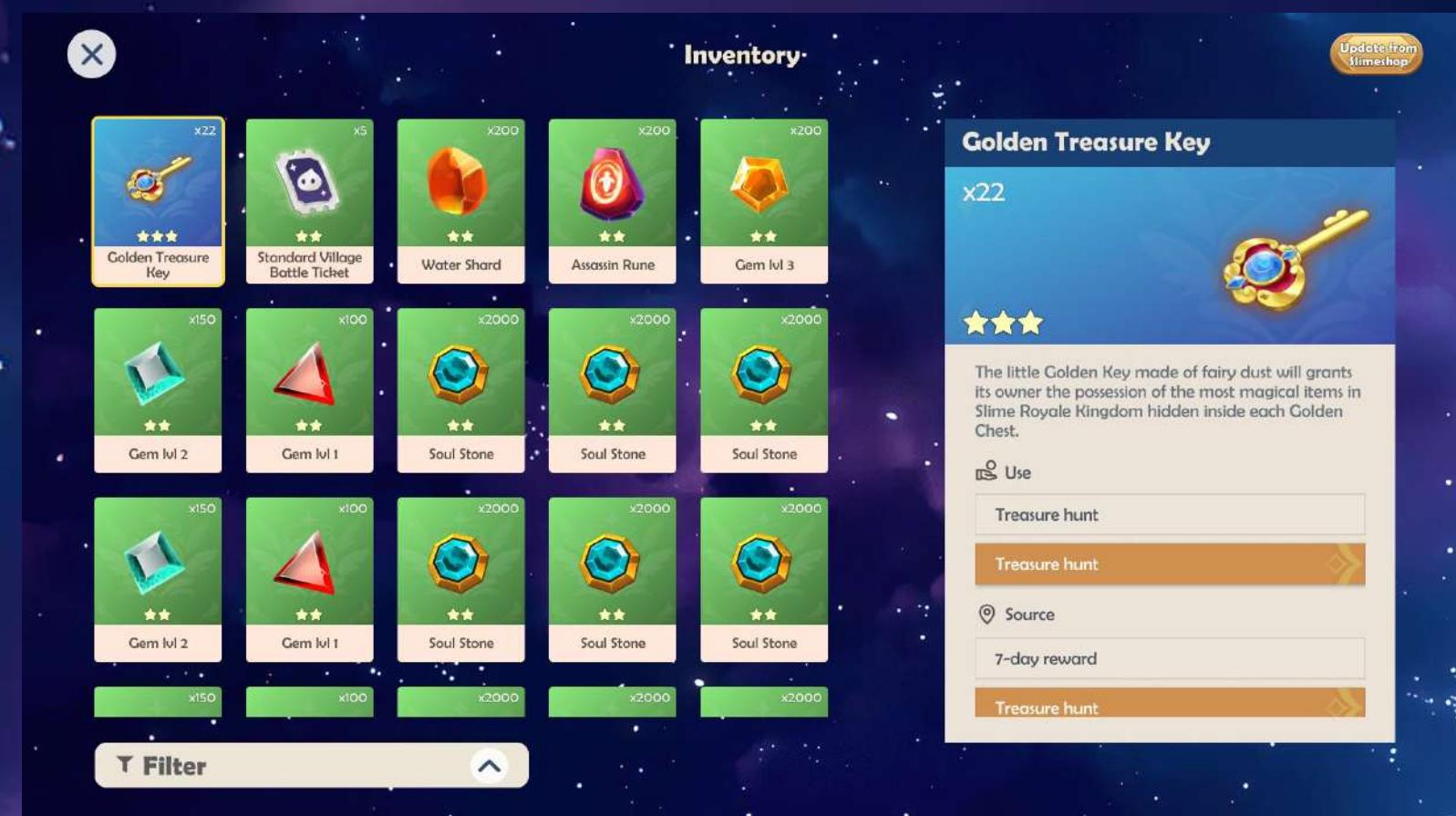
1 NFT Slime

**Maximum 4M NFT
can be bred**

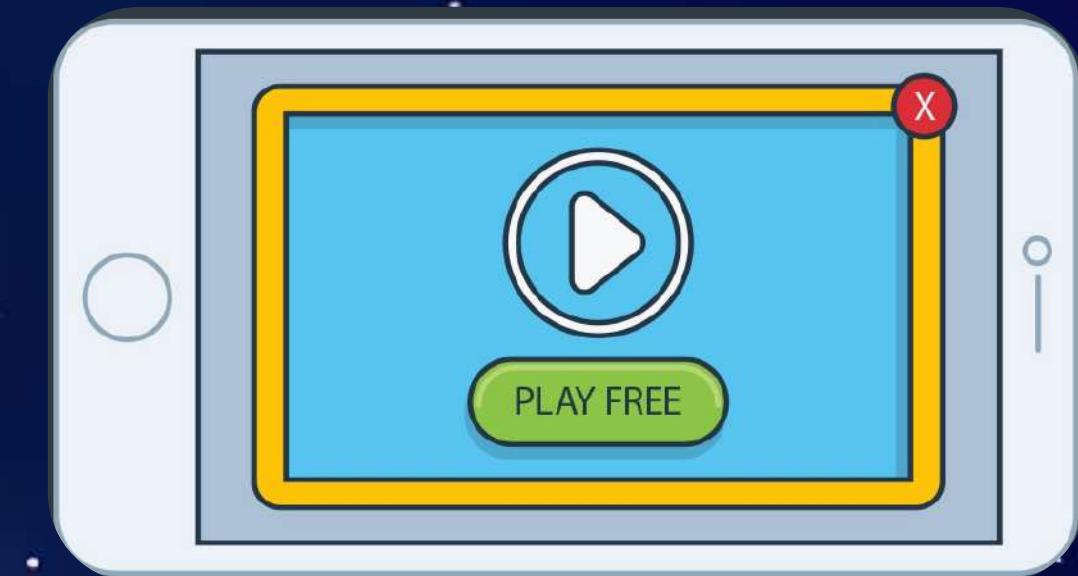
2.2. Spending earned revenue from multiple stream to buy back token and maintain economic stability



Revenue from selling NFT & marketplace transaction fee



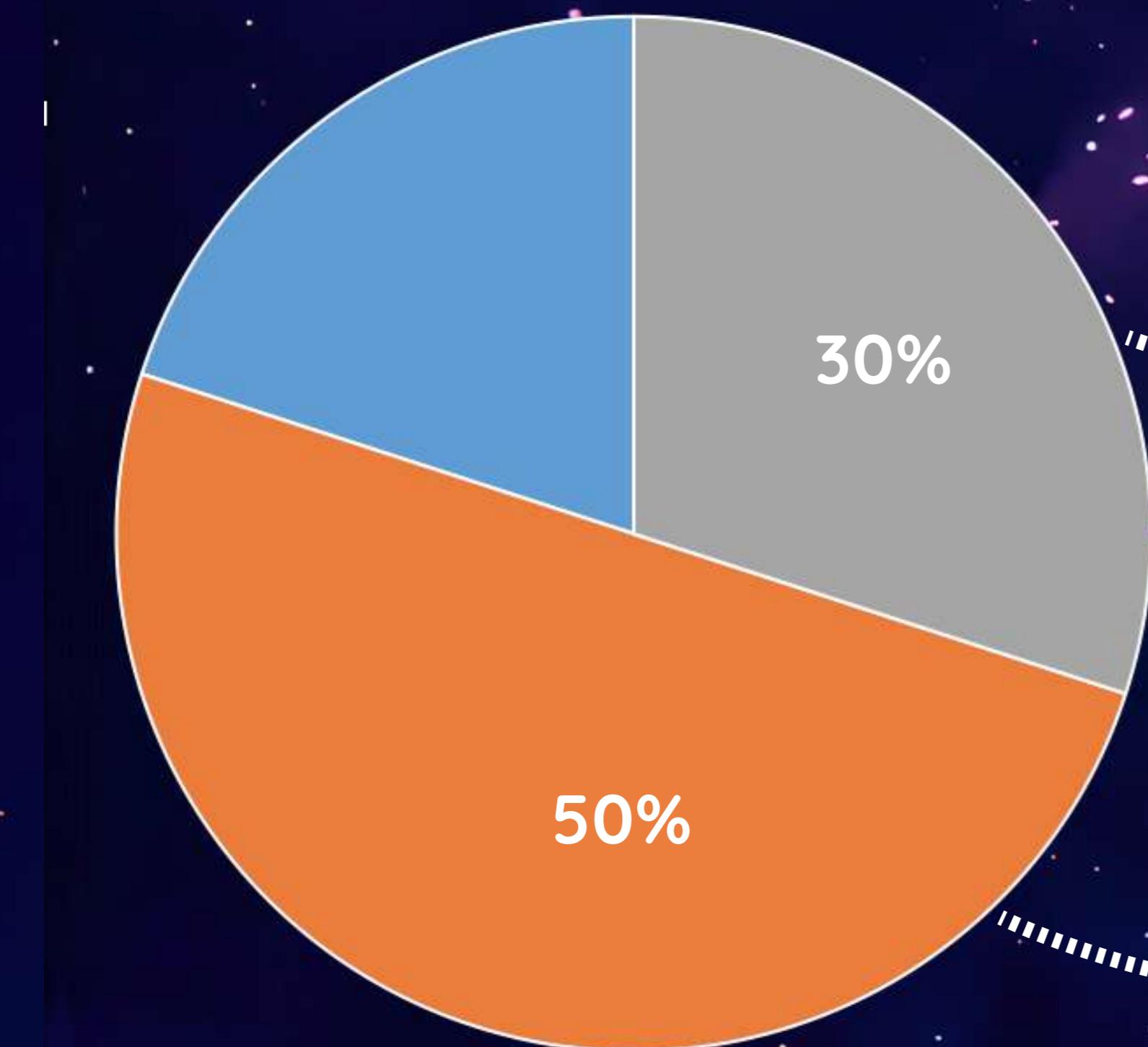
Revenue from selling in-game items



Revenue from rewards ads in-game battle

2.3. Leverage blockchain to save marketing & payment fee

Traditional game lose 80% of their revenue to for payment & marketing cost for Apple and Google store



Google Play & App
Store payment
service



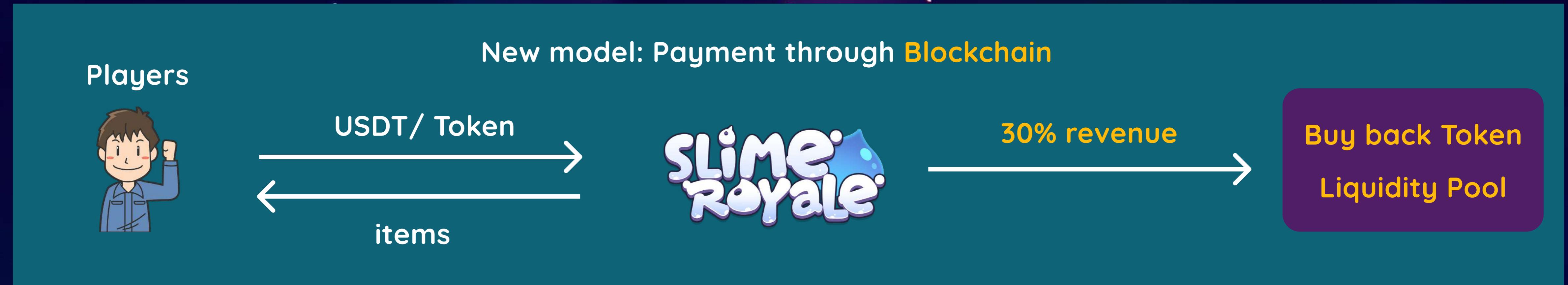
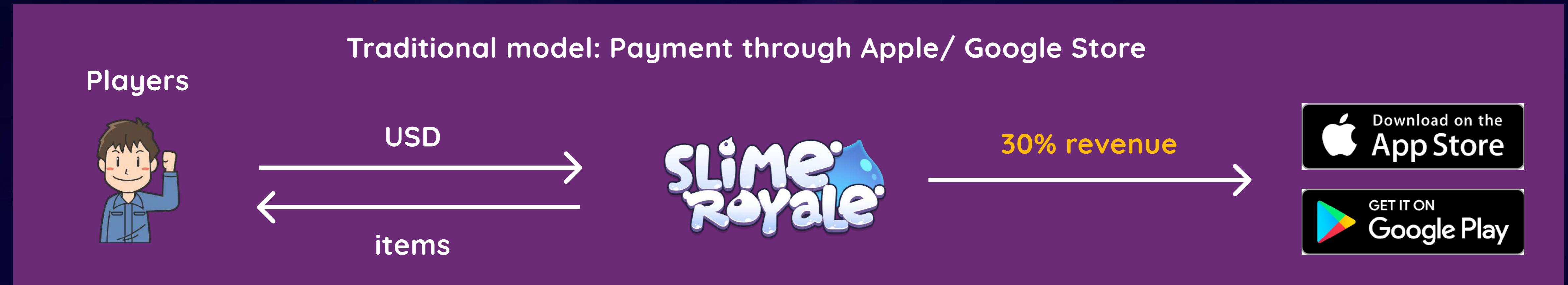
Google ads &
Facebook ads



Total revenue

2.3. Leverage blockchain to create new payment method

Payment system base on Blockchain, players pay by USDT or our token. Insteed of paying 30% of revenue to Apple/Google for payment method, we use it to buy back our token

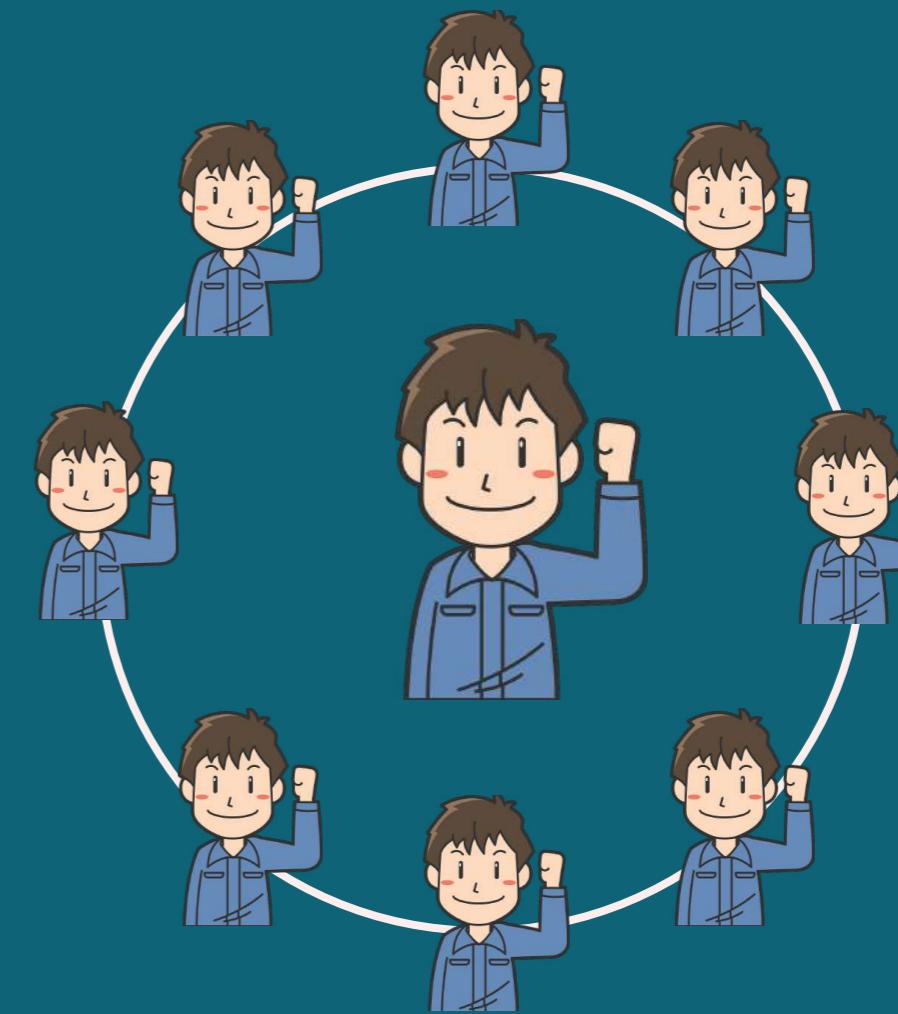


2.3. Leverage blockchain to acquire new players efficiently

Build a reference system base on our token & blockchain to reward player to viral the game. Instead of spending money for FB or GG Ads, we spend that budget to buyback token to keep rewards value for players.



Traditional model
Pay Facebook & Google ads to acquire players



Slime Royale model
Pay players to invite more players (affiliate)

3.1. GAME MODE

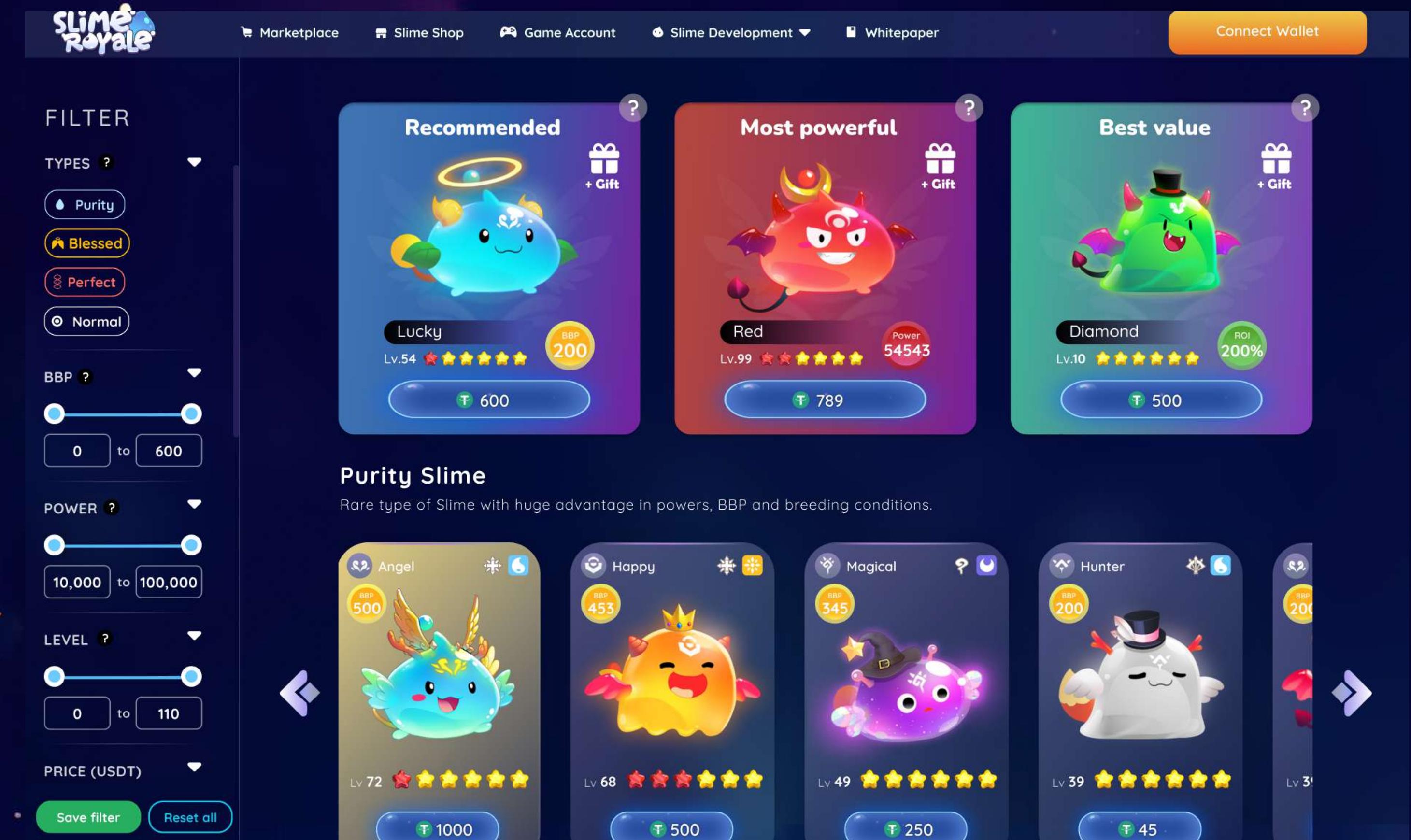
PvP mode Village battle, tournament



PvE mode Tower battle, Special Dungeon



3.2. MARKETPLACE



Change from traditional
marketpalce (list by price)



Smart marketplace
(list by many factors)



Increasing
total liquidity

3.3.BREEDING

- Total Slime is hard cap 4,000,000 because each breeding cost 250 SRG so after 4M NFT Slime was born, all SRG will be totally burned

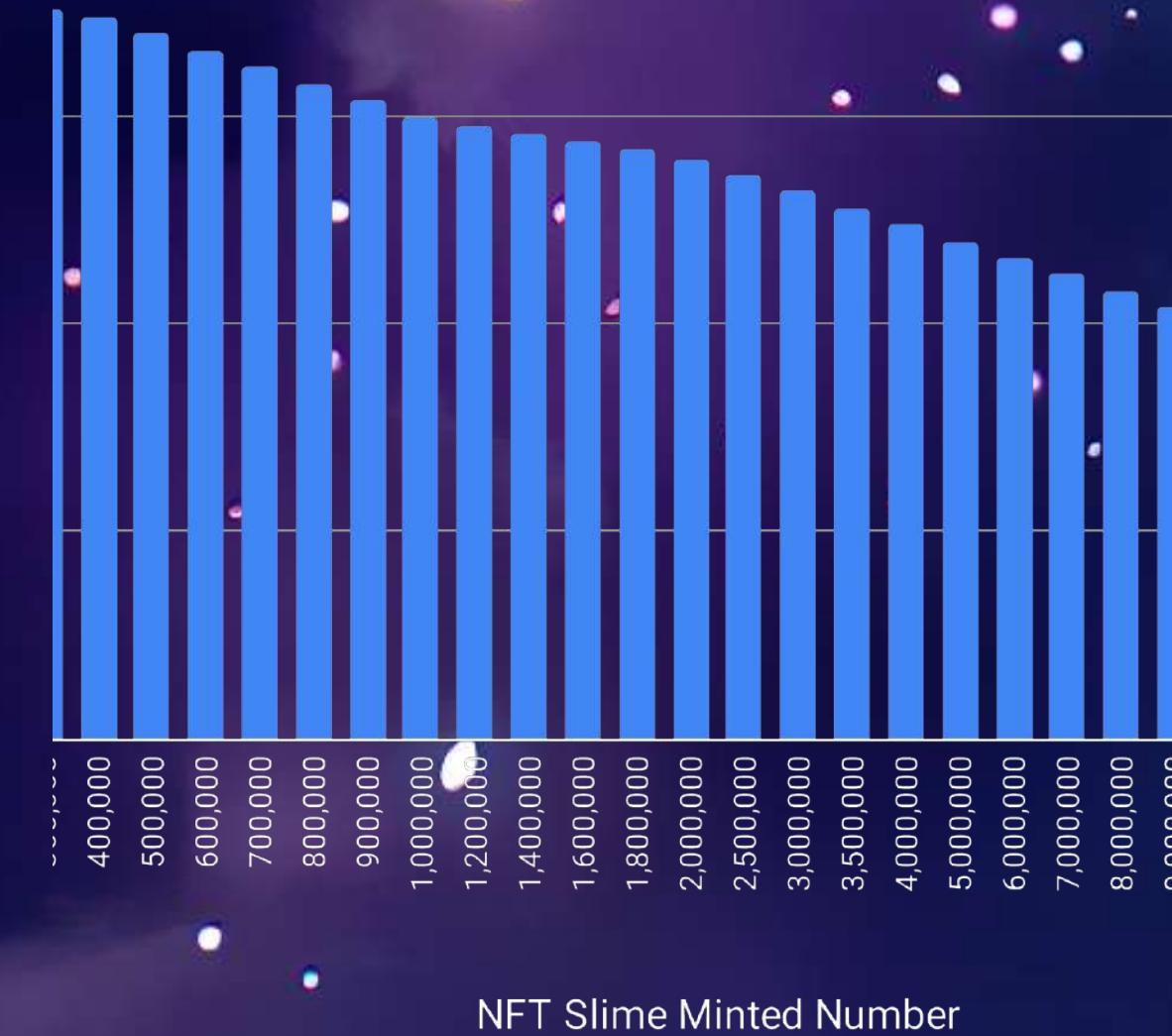


3.4. BES - BALANCING ECONOMIC SYSTEM

BES was designed and first introduce by Slime Royale to control the inflation problem. BES operates based on 3 core mechanisms.



Raise Breeding cost



Decrease SCE rewards



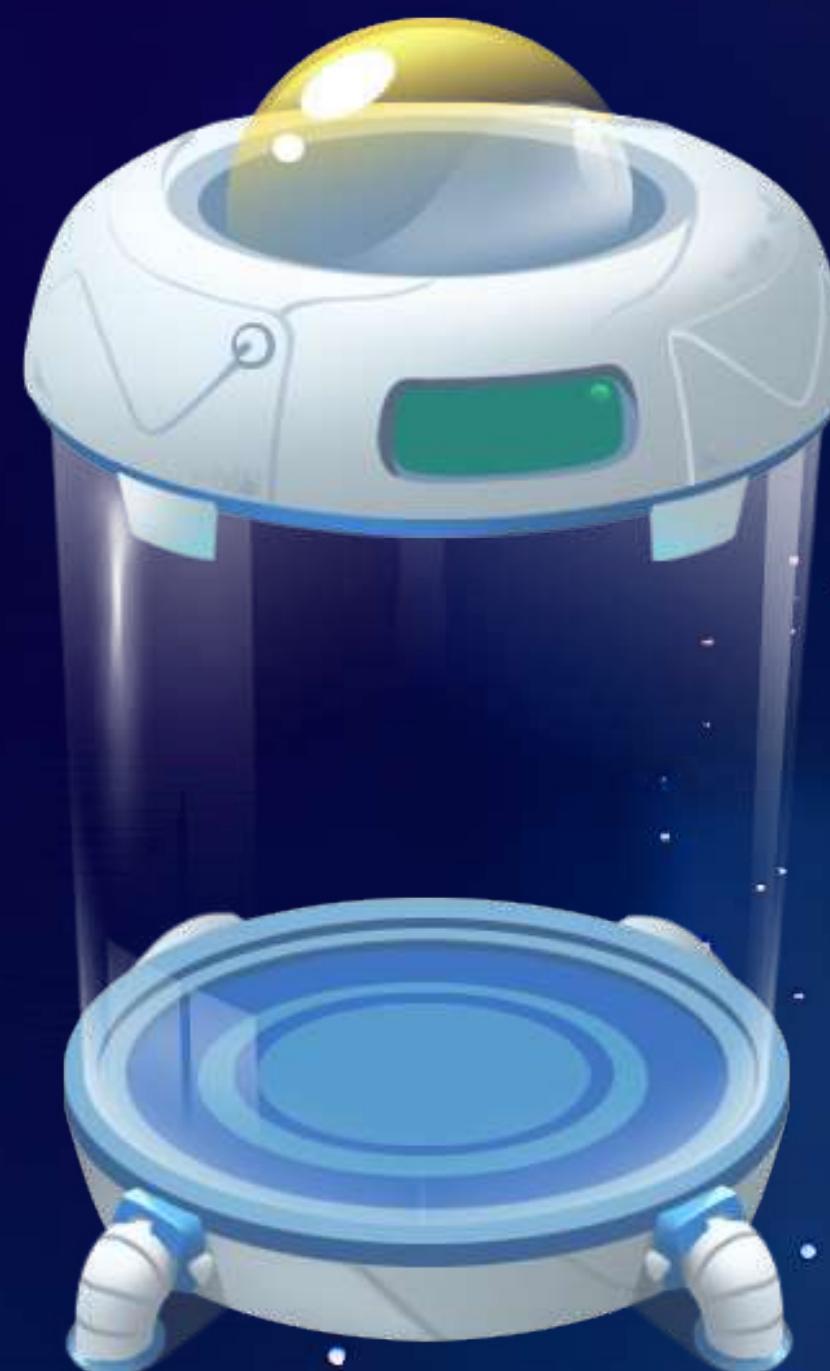
NFT burn feature

Sacrifice NFTs to awake another Slime power

[Details](#)

3.5.NURTURING

Players are able to assign names for the Slimes they created and encouraged to nurture the Slimes from the moment they hatch. A Slime is more than just an item; it is a true digital friend with emotional attachment to its creator and nurturer.



Baby Slime



Growing
Slime



Mature
Slime

3.5.NURTURING



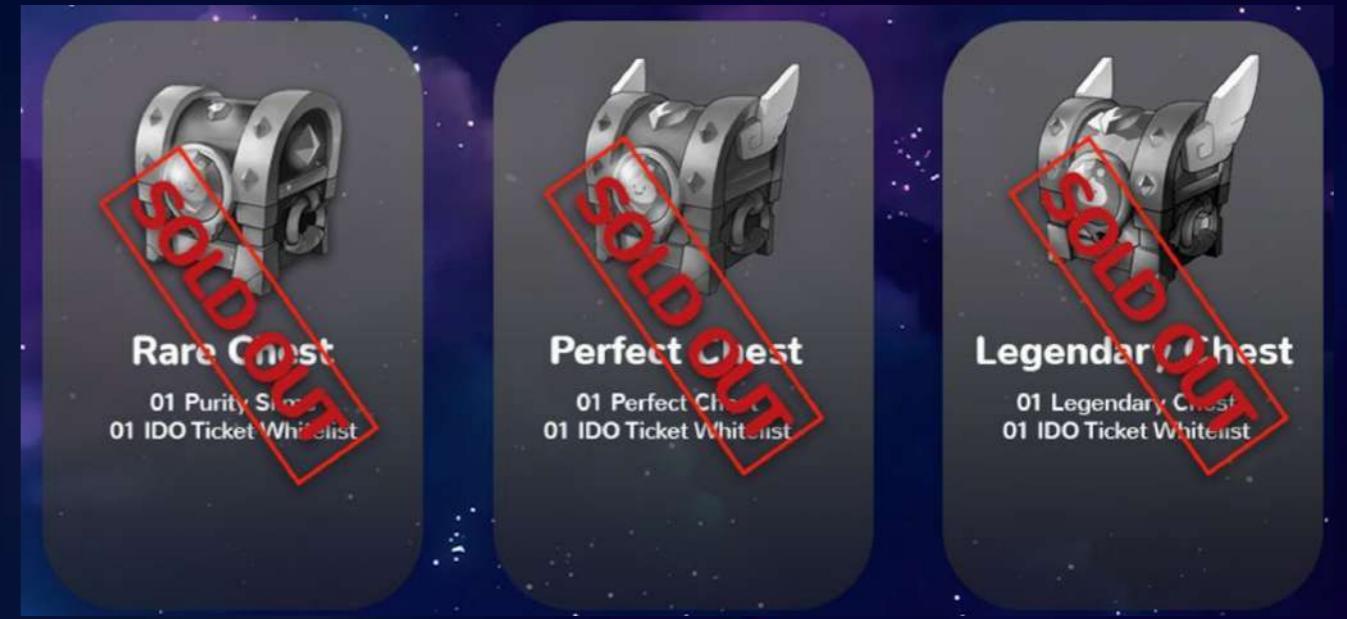
[Link video](#)

4. QUICK MARKET FIGURE

Invested and backed by giant game companions. GoGame is Sega's subsidiary, Appota is top game company of the SEA



Built a strong community and raised 678k USDT from INO



4. QUICK MARKET FIGURE

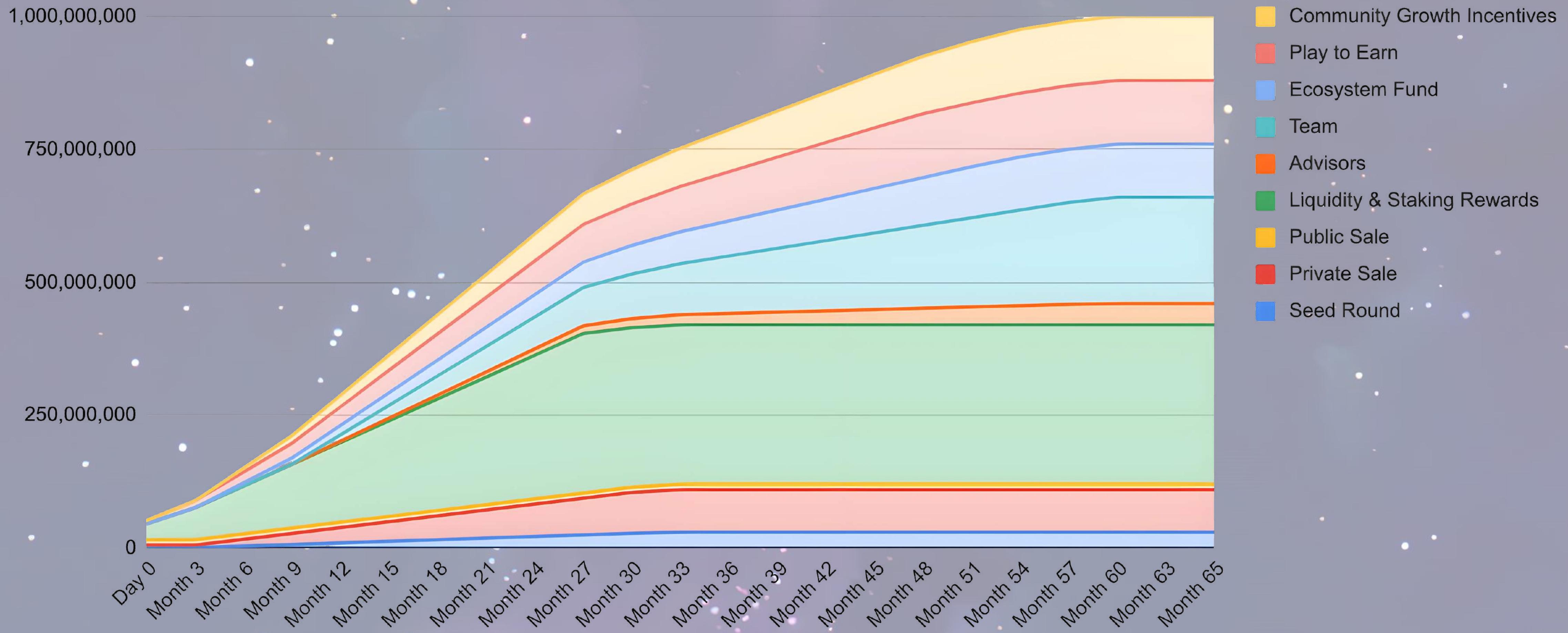
Done Closed Beta with 5.000 practicals & 100.000 battles



5. TOKENOMIC

Token amount	Total	%	Status
Community Growth Incentives	120,000,000	12.0%	6 months cliff, 6% quarterly vesting
Play to earn	120,000,000	12.0%	TGE+1 unlock 5%, then 6% quarterly vesting
Ecosystem Fund	100,000,000	10.0%	6 months cliff, 6% quarterly vesting
Team	200,000,000	20.0%	12 months cliff, 6% quarterly vesting. Total 4.25 Years.
Advisor	40,000,000	4.0%	12 months cliff, 6% quarterly vesting. Total 4.25 Years.
Liquidity & Staking Rewards	300,000,000	30.0%	TGE unlock 10%, 10% quarterly vesting
Public Sale	10,000,000	1.0%	Unlock 25% at TGE, 15% monthly vesting
Private Sale	80,000,000	8.0%	TGE+1 day unlock 5%, 6 months cliff, 10% quarterly vesting
Seed Round	30,000,000	3.0%	TGE+1 day unlock 5%, 6 months cliff, 10% quarterly vesting
Total amount	1,000,000,000	100.00%	

5. TOKENOMIC





6. SLIME ROYALE ADVISORS



Anthony Q
COO Appota

16 years in Game publishing, Esport,
Digital Payment, Digital Content,
Start-up, Fundraising, Business
Management



Patrick Nguyen
CEO Kalapa

5 years Software Engineer at
Google's Headquarters
Blockchain Developer at ThunderToken



Coming soon



6. SLIME ROYALE CORE TEAM



Game Director.

Anvil Quach

8 years experience as Startup Founder and Product Manager.
Chairman of LioLeo Entertainment and MochiMochi Technologies.



Business Director

Hirahara Shingo

30+ years of business experience in Japan.
Former Department Business Manager - Sony Life, Member of Sony Corporation.
Chairman & Business Director - AJS Corp.



Chairman

David Ng

David founded goGame with the financial backing of SEGA.
10+ years experience as game mentor and venture partner.



Game Section Manager

Dung Le

Unity Game Developer Expert with 10+ years experience.
Former Game Section Manager of EXTREME VietNam.



6. SLIME ROYALE CORE TEAM



Operation Director

Alice Duong

8 years experience as COO & Operation Manager of many successful Startups.



Product Manager

Yui Nguyen

8 years experience as a Product Designer & Product Manager. Co-founder & CPO of MochiMochi, an Application with 1M+ users all over the world.



3D Artist Leader

Huy Trinh

6 years experience as a Game 3D Artist. Former 3D Artist at Digital Works, AVR Solution, GNT VN, GoGame.



Art Director

Matt Argon

10 years experience as a Game Artist. Former Game Artist at many favorite game companies such as GameLoft SE, VNG Corporation, PINE Entertainment, GoGame...

7. INVESTOR



- Top Game company in SEA -



- A subsidiary of SEGA -



8. PRESS

“ Impressed by the ability to create a robust game economy management system ”



“ Slime Royale outstandingly outshined 100+ NFT projects ”



“ Trustworthy Partnership To ensure the growth potential of Slime Royale ”



“ Bringing blockchain tech closer to everyone ”





Q3 & Q4 2021 Idea & Concept

- ✓ Slime Royale Game Concept
- ✓ Slime Royale Storyline
- ✓ Slime Character Concept Art
- ✓ Slimenomic Design
- ✓ Community on Discord, Twitter, Facebook, Telegram
- ✓ Roadmap v1 Announcement

Q1 2022 Preparation

- ✓ Whitepaper Release
- ✓ Whitelist for NFT Slime Pre-sale
- ✓ 1st NFT Slime Sale: 1,000 Purity Slimes
- ✓ INO Chest Buyback Event (only available for the 1st INO buyers)
- ✓ Nurturing Function Release
- ✓ Mini-game for NFT Slime Owners

Q2 2022 Foundation

- ✓ 2nd NFT Slime Sale: 2,000 Purity Slimes
- ✓ Marketplace to trade NFT Slimes
- ✓ Closed Beta Game Testnet for NFT Slime Owners only: PvP Mode
- ✓ 1st Essence Buyback Event to add Cupid Essence Liquidity Pool
- ✓ 2nd Essence Buyback Event to stabilize Cupid Essence Liquidity Pool
- ✓ Closed Beta Game Mainnet Smart Contract Audit & Listing

9. ROADMAP

Q3&4 2022 Emergence

- ✓ Open Beta Version
- Breeding Function
- Renting System
- New Classes Release
- New Game Mode Release
- Official Game Release
- Slime Royale Token IDO: SRG

2023

Expansion

- Slime Royale Land Sale
- Slime Royale World Map Update & Expansion
- New Gameplay & Mechanism Introduced

