

PROJECT

VIKINGDOM

PITCHDECK

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ABOUT US



COSMOS

- Brazil's top 20 game studio (2018)
 - over 20+ awards
 - 12 years of contribution

/// VISION AND MISSION

To create games that have a positive and lasting influence on people's lives. Our games promote positive messages. We tell stories about good overcoming evil. We focus on positive themes like friendship, self-sacrifice and fighting for the greater good. And we walk ourselves through our inclusive workplace culture and industry leadership.

- To inspire players with stories of underdogs overcoming colossal challenges
- To create unforgettable worlds that gamers cherish
- To set the industry bar with our craftsmanship
- To challenge and inspire each other within our collaborative culture
- To calibrate our work for broad appeal and commercial success
- To help the less fortunate by supporting worthwhile causes
- To be leaders in the game development community

VIKINGDOM

The game inspired by the Norse legend of powerful warriors - the vikings. You are the king of the mighty Viking empire, you must help your people overcome challenges to receive huge treasures.



Vikingdom's ambition is to become a global game where players build a virtual world with a thriving economy, exciting experiences, helping millions of people become richer and happier.

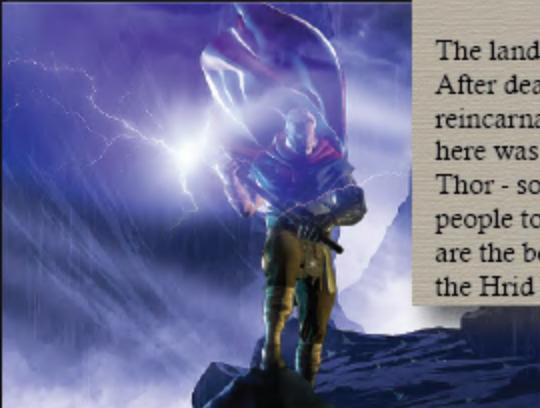


Play to Earns



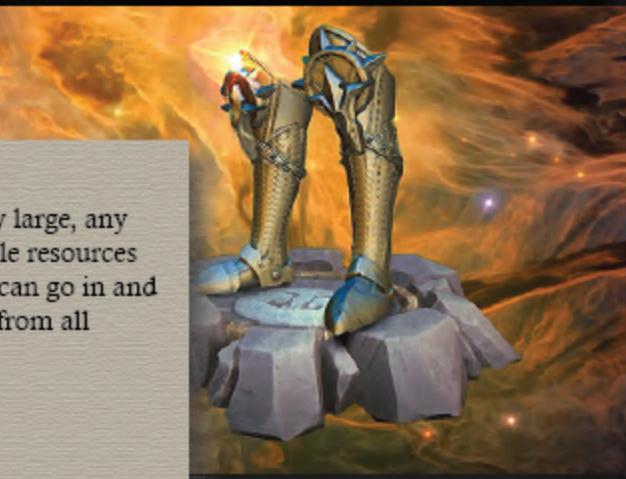
ADVENTURE TO NIFLHEIM

The land of ice, cold and darkness – **Niflheim**, where Hela – daughter of Loki rules. After death, humans will be brought here to undergo cruel torture before being reincarnated into another life. The gods on top of Asgard were not happy about it, but there was a law of peace between the gods and giants to keep the world safe, so the god Thor - son of Odin, was transformed into an ordinary person and flew to the land of the Hrid people to seek for help. The Hrid have a special ability, they can **train and ride** dragons, are the best suited to enter Niflheim. And from here the battle for survival and victory of the Hrid begins.



JOURNEY TO JOTUNHEIM

Jotunheim – the abode of giants, on this land all creatures are extremely large, any intruder will not be able to return. Therefore, there are countless valuable resources that anyone can covet. Among them, the Slid tribe is the only one who can go in and out at will because they possess **super-fast speed** to be able to run away from all enemies. Their lives are filled with mysterious and joyful adventures.



PVP games



MUSPELHEIM ARENA - PVP

After Ragnarok, Sutr was destroyed by the gods at Muspelheim, where he died creating a burning dry area. The Surtr people are the only race left, they have extraordinary health, perfect fighting skills, They live by killing and looting from their opponents. They constantly challenge to become the strongest – the king of warriors.

MIDGARD's LEAGUES - 5V5 team battles

Midgard – Where humans live together without distinction of race, it is also the most fertile land of the 9 worlds, they gather together, protect their possessions and go to war to annex other factions. The reward received will be the loot they robbed. Struggles take place everywhere, creating chaos, only the most united, most intellectual, most talented groups can become hegemony.



CLASH OF ASGARDIANS - Defend & Conquer

The Asgardian gods built shields to protect their civilian from the attack of the dark forces. Under the protection of the gods, the people took care of production and built the army. They both defended the stronghold and attacked other tribes to increase the economy. The most successful people will be bravest and smartest - they deserve to be legends!

FEATURES



No GAS fee

NFT with core values

Unique deflation mechanism

Diverse gameplay

PROMOTING STRATEGY

Social network advertising

Estimated quarterly budget: \$200k

Impressive graphic publication

Reputable partner network

events holdings

AMA regularly every week

Launching events in VR format
for the first time

Share to earn mechanism

Special commission mechanism

Developing publications

- released comics
- plot expansion

platform diversification

- console format development
- research and launch games on the VR platform



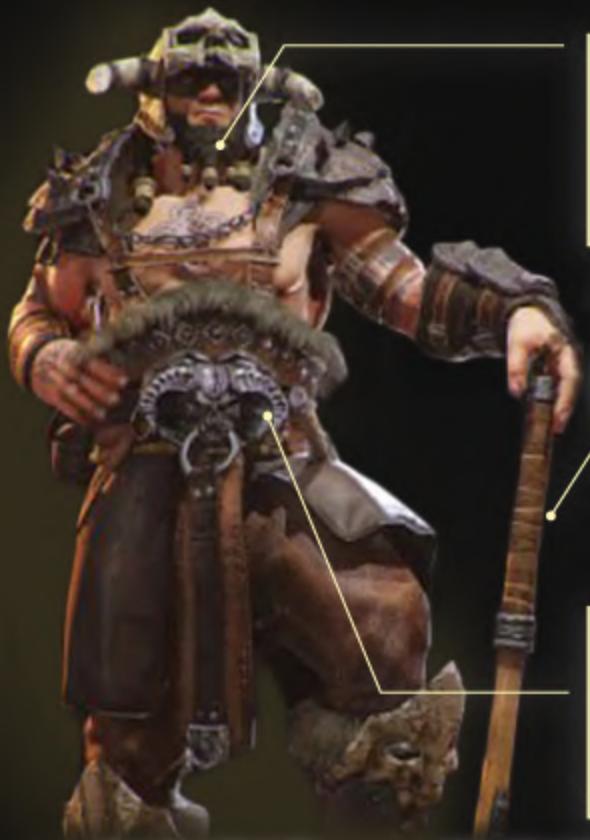
30 + chapter of comic under development waiting for release date

GAME ART

Game art's concepts



Character model



realistic design

Various weapon designs



detailed



VIKINGDOM TOKEN

- Symbol: VIKE
- Blockchain: BSC-BEP20
- Token Type: Governance
- Total Token Supply:
5.000.000.000 tokens
- Proj. Token Supply:
5.000.000.000 tokens
- Initial Circulating Supply:
4.000.000.000 Tokens
- Total Diluted Market Cap:
9.000.000.000 Tokens

To buy characters

To buy dragons

NFT trading

To participate in PvP

Tournaments

Tokenomic

Round	Token Allocation	Price	Percentage	Total Raise	TGE %	Token Release	
Pre-Seed	50,000,000.0	\$0.00090	7.69%	45,000	5.0%	4 Month Cliff	Rest
Seed	100,000,000.0	\$0.00100	15.38%	100,000	6.0%	3 Month Cliff	Linear
Private A	295,000,000.0	\$0.00120	45.38%	354,000	8.0%	2 Month Cliff	Vesting
Private B	150,000,000.0	\$0.00140	23.08%	210,000	10.0%	1 Month Cliff	over
IDO	55,000,000.0	\$0.00180	8.46%	99,000	40.0%	0 Month Cliff	12 Months
Total	650,000,000.0		100.00%	808,000			

Token Allocation

Token Sale	650,000,000	13.00%	Unlocked as per token release schedule
Game Reward	1,450,000,000	29.00%	2 Month Cliff, then linear vesting over 54 months

Treasury/Reserve	500,000,000	10.00%	3 Month Cliff, then linear vesting over 18 months
Incentives/Staking /Airdrop/Giveaway	150,000,000	3.00%	Rest, Strategic Release for Ecosystem Incentives, Staking, Airdrop
Marketing	500,000,000	10.00%	Rest linear vesting over 18 months
Team	250,000,000	5.00%	9 Month Cliff, then linear vesting over 12 months
Advisors	250,000,000	5.00%	6 month Cliff, Rest linear vesting over 12 months
Liquidity (DEX and CEX)	250,000,000	5.00%	Strategic release as per market demand
DAO	500,000,000	10.00%	Rest linear vesting over 54 months
Ecosystem Fund	500,000,000	10.00%	3 Month Cliff, then linear vesting over 18 months
Total Supply	5,000,000,000	100.00%	

ROAD MAP

4th quater - 2021

- Build plot page
- Website create
- Graphic design
- Game development
- Complete the game ADVENTURE TO NIFLHEIM
- Complete the game JOURNEY TO JOTUNHEIM
- Complete the MUSPELHEIM ARENA .
- Marketing / Seed Round / Private Sale
- Audit

1st quater - 2022

- Public Sale / Public Launch on DEX
- CEX listing
- Influencer Marketing
- Public Launch NFT Farming
- Viking's Item
- Launching the marketplace
- Expanding Team
- Build the game MIDGARD's LEAGUES
- Publish games on device platforms: ios, android, window



2nd quater - 2022

- Game Studio/Partnerships Expanded
- More Exchanges
- Complete MIDGARD's LEAGUES
- Vikingdom Global Tournament
- Improve the customer care department

3rd quater - 2022

- Build the CLASH OF ASGARDIANS game
- Build the Metaverse
- Focus on marketing through KOL
- Organize big tournaments every month
- Launching "rent a game player" mode

3rd quater - 2022 to 2023

- Complete the game CLASH OF ASGARDIANS
- Allows players to create NFT items
- Launch of utility token used to upgrade items
- Upgrade database
- Security upgrade
- Upgrade game interface
- Released many minigames
- Build VikingVerse
- Wide story upgrade



CONTACT US

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