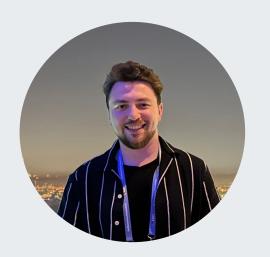
# Blackjack Bounty

Revolutionizing Mobile Gaming with Transparency and Real World Rewards

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## Team



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## Problems in Traditional Mobile Gaming

#### Untrustable Randomization

Hidden card distribution processes destroys player trust.

#### Limited Rewards

 Lack of real-money rewards without gambling classification restricts engagement.

## High Cashout Barriers

Excessive thresholds and fees limit player comfort.

## Centralized Storage

 Reliance on centralized servers increases costs, risks data breaches, and enables censorship.



## Problems in Blockchain Mobile Gaming

#### Mobile Platform Policies

 Mobile app platforms do not support direct token transactions or external wallet integrations.

### Complexity

Crypto mechanics confuse casual players.

## Delayed & Unengaging Rewards

 Blockchain games often delay rewards until major achievements or distant airdrops, reducing engagement.

## Low Quality Gameplay

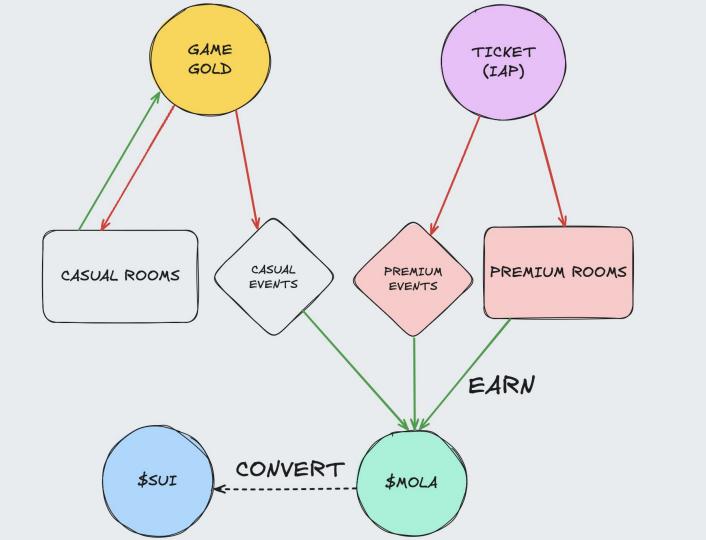
Fails to catch the quality of mainstream mobile games.



## Solution

- Sui Blockchain VRF
  - Ensures transparent, verifiable card shuffling
- Comprehensive Economic Model
  - Casual in game currency + IAP Tickets + \$MOLA tokens
- Seamless Authentication via Sui zkLogin
  - Google, Apple login with no blockchain knowledge required
- Decentralized Storage with Walrus
  - Secure, cost-effective censorship resistant data
- Regulatory Compliance
  - Rewards framed as bounties, not gambling





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## Technical Architecture

### Unity Client

o UI, gameplay.

### Node.js Backend

Manages game state, currencies, Walrus storage

#### Sui Blockchain

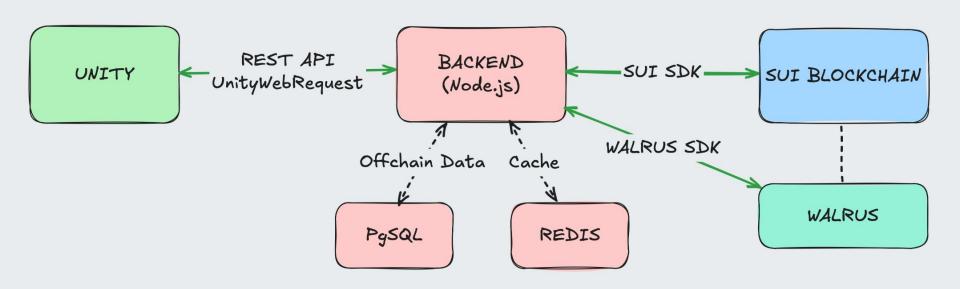
o Smart contracts for randomization, rewards, zkLogin.

### Walrus Storage

Decentralized, cost-effective data storage for game data.



## Technical Architecture





## Market Opportunity

### Mobile Gaming

\$100B+, 10% YoY growth.

## Blockchain Gaming

\$4.6 billion in 2022 and is poised to hit \$65.7 billion by the 2027.

## Blackjack Appeal:

Universal, suits casual and crypto players.



## Roadmap

- Q3 2025
  - o Game prototype, complete backend.
- Q4 2025
  - Beta & testnet
- Late Q4 2025
  - Global iOS/Android launch, mainnet.
- In 2026
  - 5M\$+ Revenue



## **THANK YOU!**



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