

BETA OUT IN 2023



The first ever AAA hack n' slash  
Free-to-Play RPG in the blockchain

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## SOME OF THE TOP FREE-TO-PLAY MORPG



<b>Release Date</b>	July 2013	July 2016	October 2009	August 2012
<b>Lifetime Downloads</b>	75 million	1 billion	150 million	500 million
<b>Lifetime Revenue</b>	1 billion USD	1 billion USD	13 billion USD	8 billion USD
<b>Monthly Active Players</b>	11 million	80 million	13 million	76 million
<b>Platform</b>	PC, Mac OS	Mobile	PC, Mac OS	Mobile

3 Billion Gamers

WORLDWIDE VIDEO GAMERS

155 Billion USD

2021 CONSUMER SPENDING ON VIDEO GAMES

85% Global Revenue

GAMING REVENUE FROM FREE-TO-PLAY GAMES





MMORPG, PVP MULTIPLAYER AND METAVERSE EXPERIENCE ACROSS iOS, ANDROID & PC

Inspired by DotA 2 and Diablo gameplay style with up to **16-player** battles and guilds.

Fight solo or with your guild! Build Guild Fortress to crush your enemies. Compete against others in special eSport modes. Produce NFTs and sell them on the marketplace. Invite your friends to your clan and conquer the lands.



### **Metaverse Base Building System**

Build a mighty fortress and conquer enemies to get Permits and Blueprints to create valuable NFTs and resources.



### **eSports Tournament Platform**

Swords of Blood will introduce eSports micro-tournaments—an ability for every player to buy or win tickets, compete with others, and have a chance to win great rewards, exclusive NFTs, tokens etc.



### **MMORPG experience**

Enter the HUB and meet with other players. Discuss current matters, recruit players to your Guild, trade and make friendships.



### **Create you own NFTs**

You can create valuable NFTs and sell them to other players using Blueprint and Crafting Systems.



## FREE-TO-PLAY GAME WITH IN-APP PURCHASES

40% of In-App Purchases (IAP) will go to marketing and user acquisition / performance marketing (ads) to ensure continuous community growth.

We designed *Swords of Blood* as a FREE-TO-PLAY RPG with seamless blockchain integration created for mass adoption by Web2 and Web3 players. Just download and play. There's no need to buy any NFT or connect your existing wallet. The game is Free-To-Play and a custodial wallet is created with your game account. You can buy SWDTKN without leaving the game and spend tokens to purchase in-game items.

### Monthly Revenue from IAP

**\$110k USD**

AVERAGE LIFETIME MONTHLY IAP REVENUE

Bladebound (released in 2017)  
Singleplayer (PvE) only  
No active User Acquisition (UA)

**\$200-300k+ USD**

ESTIMATED MONTHLY IAP REVENUE

*Swords of Blood* (launching 2023)  
Singleplayer + Multiplayer  
Web2 + Web3 UA / Ad campaigns  
Additional revenue from GUTs/NFT sales

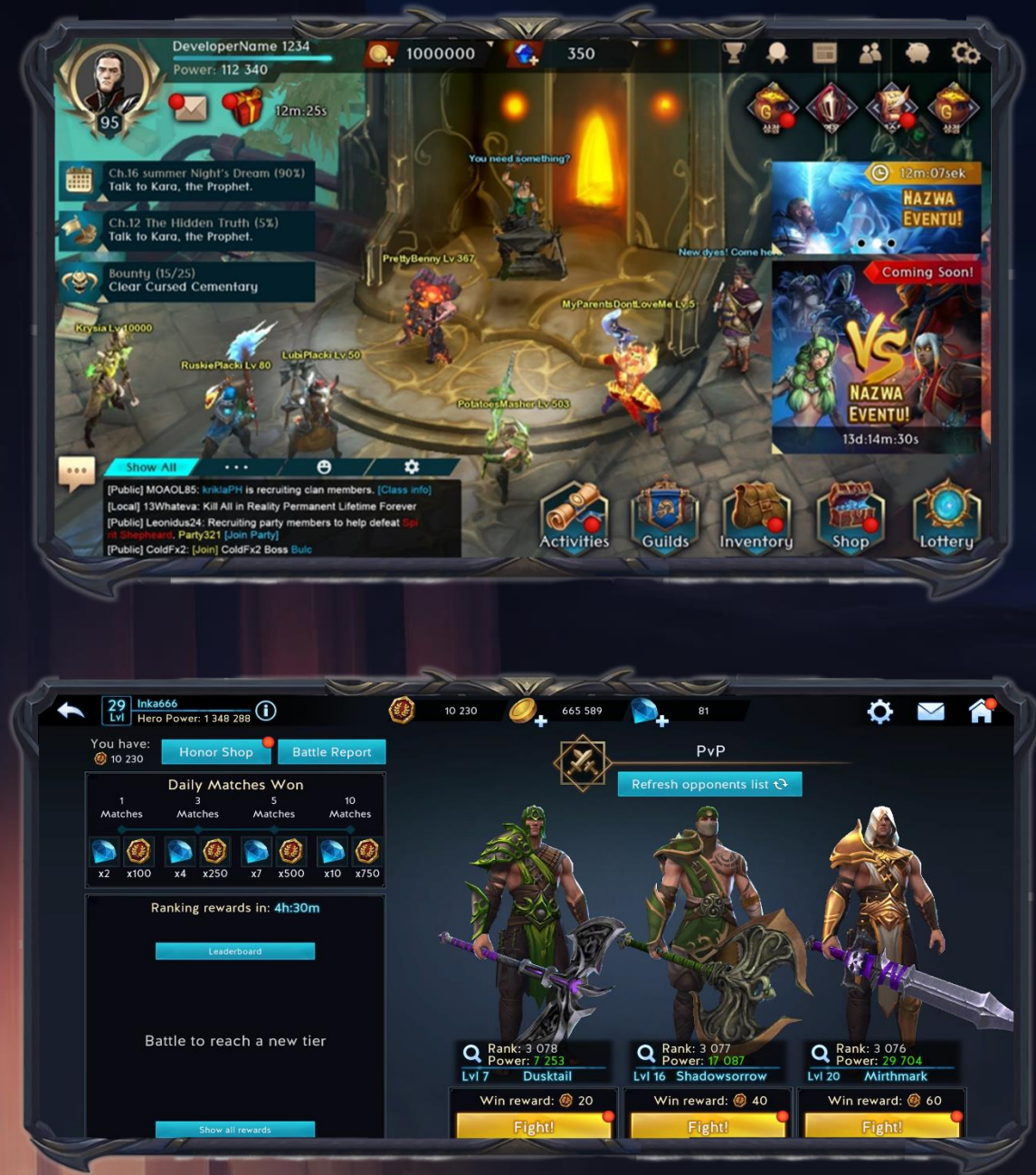


## MMO RPG AND METAVERSE TRANSITION

Mass game adoption by Web2 players is our no. 1 priority. With new **PvP** multiplayer, guilds and clans, eSports modes, and **MMO** features, the game will transition into a **Metaverse** project.

Guilds System will be a key social and retention component of the game. Guild members will compete against other Guilds, support other guildsmen and build the Guild Fortress to protect valuable resources. The new MMO HUB will be a place for players to meet, talk, trade, and recruit for guilds. PvP multiplayer and eSport modes will drive competitiveness and game monetization.

We are designing Guilds and Guild Fortress systems around “Factory NFT” model. By holding special NFTs (e.g. “mining permits” or Blueprints), Guilds can produce other NFTs or valuable in-game resources.

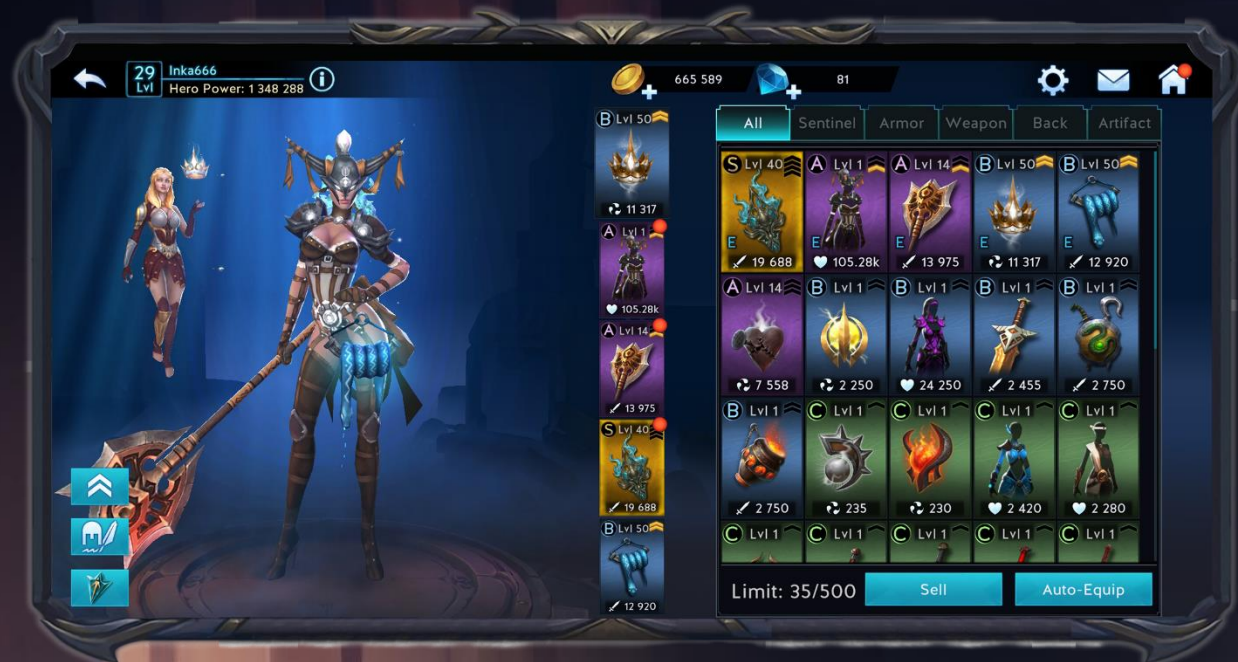




## GAME UTILITY TOKENS

Legendary in-game items will be generated as unique GUTs (our new name for NFT's) which can be traded on marketplaces like Open Sea, Magic Eden, or our in-game Marketplace. Along with items, it will also be possible to sell your powered-up Heroes and other GUTs.

Blueprint and Crafting System is a robust item creation system. Players holding Genesis, Premium, or Special Edition item in their inventory automatically holds Blueprints for these items allowing the Player to Craft a new version of this item (as a Standard Edition item). To craft an item from Blueprint, the Player needs to collect crafting parts for this item and spend SWDTKN.



# The Old Revenue Model

Proven self sustainability with 0 marketing activity





REVOLUTION NOT UPGRADE

# The Completely New Game, 100% ownership of IP Connecting **Web2** & **Web3** needs



## **Gaming Industry Veterans**

Over 70 years of combined experience in the gaming industry means a successful recipe for a great game is here.

## **Unity Game Engine 2022.1.19**

Using the latest industry technology, we are capable of building the most exciting cross-platform multiplayer game, including web3 features, giving total freedom to the players. The user decides how he will play the game!

## **2017 Bladebound Framework**

We are using an already existing framework to create completely new game. Artifex Mundi S.A. spent over \$6 mln USD on this game development,

## **Our Experience**

Team worked on AAA titles: Cyberpunk 2077, The Witcher, Halo, Call of Duty, Assassin's Creed, Rainbow Six, Ghost Recon, The Sims, Prince of Persia, Two Worlds

## **Tech in the Right Hands**

Our developers have a long list of experience working on various game engines. The new engine allows us to revolutionize the game.

## **Improve it to Perfection**

The game was successful and was rated as a 4.5+ of 5 stars AAA game although missing the multiplayer experience. We are here to bring Swords of Blood to whole completely new level



# Token Utilities

Reasons to hold SWDTKN



## Buy Tournament Tickets

To compete against other players in some high-stake tournaments, you must purchase a tournament ticket.



## Purchase Permits and Blueprints

By holding Permit or Blueprint NFTs, you can produce valuable NFTs for sale.



## Purchase NFTs

Purchase NFTs of Genesis, Premium, Special, or Standard Edition with unique perks.



## Purchase Resources

To build up your Fortress, you need resources you can get by playing the game or simply purchasing using SWDTKN.



## Character upgrades

Make your character unique by buying skins and other vanity items.

# Key Roadmap Points

## Roadmap

### Q1 2024

- Presale Rounds
- PR releases
- Community growth
- Game UI/UX fixes to prepare for beta release



### Q2-Q3 2024

- Token Generation Event
- CEX and DEX Listings
- Open Beta Release
- First 8-player Multiplayer Beta
- SoB PC game launcher
- Reach 25,000 holders
- Reach \$15 million market capitalization
- Tournaments system
- Web NFT Marketplace
- Genesis, Premium, and Special Edition Item systems
- Updated First-Time-User-Experience and tutorial



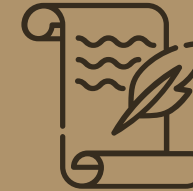
### Q4 2024

- 16-player PvP Beta
- Guilds system
- Friend system
- Reach 50,000 holders
- Reach \$30 million mcap
- Expansion lore from Jakub Szamalek and Adam Vine



### Q1-Q2 2025

- End of Beta & public release
- Epic Games Store & Steam publishment
- 16 players multiplayer
- Reach 100,000 holders
- Reach \$50 million mcap
- In-game NFT Marketplace
- Soundtrack from John Moyer
- Additional multiplayer maps
- Release of expansion pack 1 with over 200 hours of new game play and VR Chat rooms



### Q3-Q4 2025

- Guild Fortress systems
- 4 tier 1 CEX exchanges
- Reach 180,000 holders
- Reach \$100 million mcap
- Cross chain support
- Multiplayer Voice Chat System
- eSport modes systems
- Release of Expansion Pack 2





# Connecting The Web2 & Web3 Spaces

Virtual Reality And Metaverse



**simplex**  
by nuvei

Simplex, as Swords of Blood's credit card & debit card payment provider, will process all in-app purchases in Google Play, App Store and Windows. Topping up an account will take less than 30 seconds, no KYC under \$1000 deposits.



 **STARDUST**

Stardust provides Swords of Blood users with in-game custodial wallet upon signing in. It only takes about 30 seconds to create and start playing SoB!



**SphereOne**

SphereOne allows Swords of Blood to essentially become multichain. Just with 1-click checkout, users can purchase SWDTKN using other assets from other blockchains networks.

# Tokenomics

Swords of Blood

TGE PRICE	TOTAL SUPPLY	INITIAL CIRCULATING SUPPLY	INITIAL MARKET CAP
\$0.0150	1,000,000,000	73,000,000	1,095,000.00

ALLOCATION	TOKENS	SHARE	PRICE	VESTING
Seed Round	150,000,000	15.00%	0.0075	5% unlocked at TGE, 10 months linear vesting
PRESALE 1	15,000,000	1.50%	0.0095	100% unlocked at TGE
PRESALE 2	10,000,000	1.00%	0.0110	100% unlocked at TGE
PRESALE 3	20,000,000	2.00%	0.0120	100% unlocked at TGE
IDO	25,000,000	2.50%	0.0130	100% unlocked at TGE
LIQUIDITY	50,000,000	5.00%	0.0150	0% unlocked at TGE, 5% every 30 days
REWARDS SYSTEM	200,000,000	20.00%		0% unlocked at TGE, 36 months linear vesting
STAKING	80,000,000	8.00%		0% unlocked at TGE, 30 day cliff, 10% unlocked every 30 days
TREASURY	100,000,000	10.00%		0% unlocked at TGE, 6 months cliff, 24 months linear vesting
DEVELOPMENT	125,000,000	12.50%		10% unlocked at TGE, 36 months linear vesting
COMMUNITY AND MARKETING	150,000,000	15.00%		10% unlocked at TGE, 36 months linear vesting
TEAM	50,000,000	5.00%		0% unlocked at TGE, 12 months cliff, 24 months linear vesting
ADVISOR	25,000,000	2.50%		0% unlocked at TGE, 9 months cliff, 24 months linear vesting
TOTAL	1,000,000,000	100.00%		



# Our Partners & Investors

Swords of Blood



Fundamental  
Labs



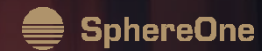
LABS  
**Asteroid**



**ABGA**



**FLAME**



**Game  
starter**

# Meet Our Heroes - the team behind Swords of Blood

Skilled team, well-crafted portfolio, and ambition to grow



**James Seaman**

CEO



**Jeremy Brown**

COO



**Mariusz Szynalik**

Project Director for HitBox  
Games



**Adam Vine**

Narrative Design  
Director



**Yupeng Qin**

Project Director for Asian  
Dev Team



**John Moyer**

Musical Director



**Ben Abbott**

Weapons Creator and  
Consultant



**Jason Hung**

Advisor



**Kamran Sadikhov**

Designer







Get in touch with us



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<https://discord.com/invite/swordsofblood>



[https://t.me/SwordsofBlood\\_game](https://t.me/SwordsofBlood_game)