

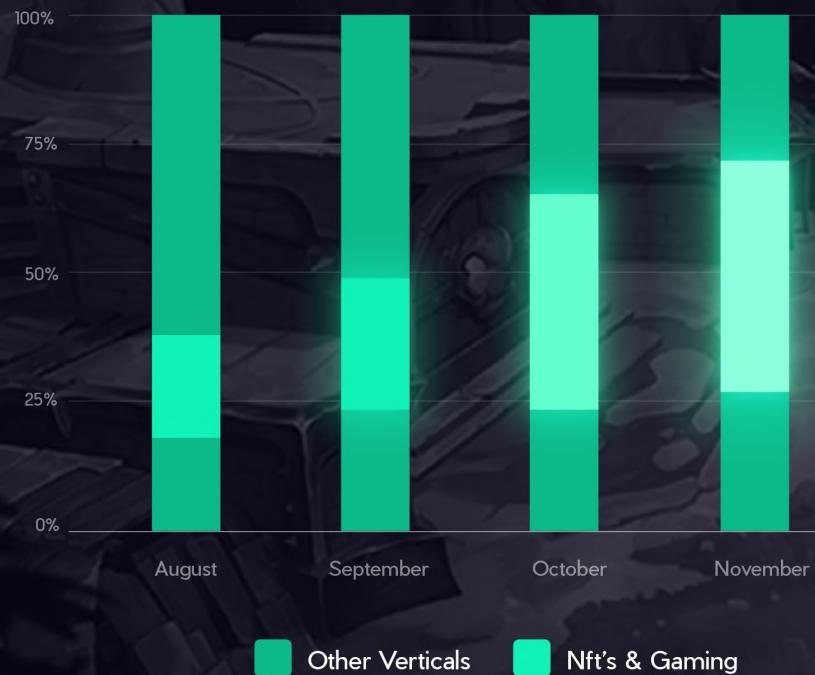


Join the Defense in this **Wickedverse!**

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MARKET

Blockchain & Crypto deals in 2021 (Q4)



NFT's and P2E gaming is growing rapidly and we believe that **it is just the begining**.

Year to date, the NFT/Gaming vertical within the crypto sector has received the third most in private funding, receiving nearly **\$5.0 billion** in venture funding

Last year, in both October and November, roughly **42% of all deals** that occurred were in firms that cater to non-fungible tokens or gaming.



“We have recently **pivoted** our game to **blockchain** in order to provide **real asset ownership** to our players and a **much larger world of Evil Magic** in this rapidly growing Blockchain gaming market.”

WHAT IS AUTO CHESS?



Auto Chess is a round based-strategy game where players draft a unique team of champions to fight for the first place.

Players get gold on every round to increase their team size or recruit and combine champions. Combined champions gets stronger.

Every round player teams get clashed with each other and winners deal damage to other players

Last man standing wins the match.

WHAT IS AUTO CHESS?



Riot



Drodo Studios



Tencent



Ubisoft

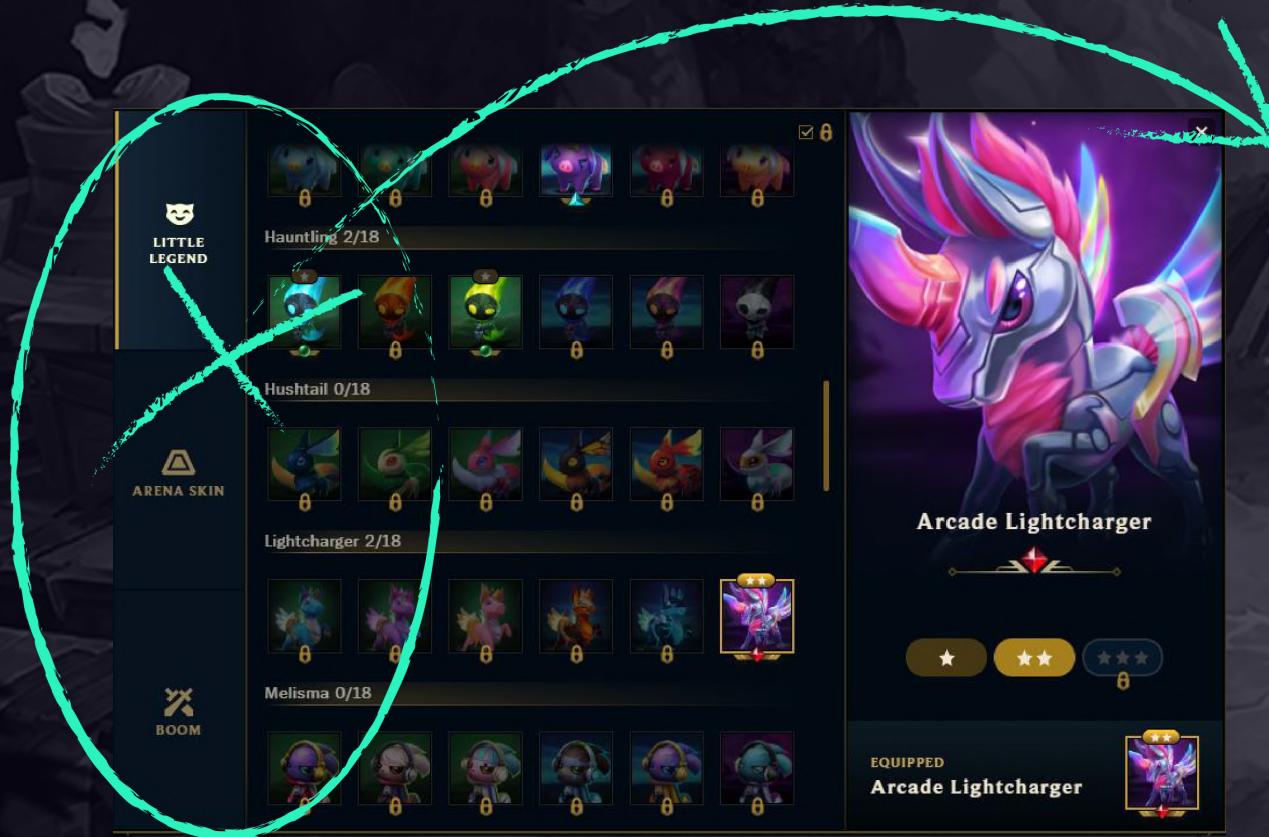


Valve

200 million + players worldwide

3 years of history

THE PROBLEM



These companies can only sell skins to their player base due to the game design structure that doesn't support player progression

Only **%10** revenue of F2P games comes from the cosmetics.

EMD, IN A NUTSHELL;

If **Heartstone** and **Team Fight Tactics** had a child, it would look like this.

Evil Magic Defense is a **P2E Autochess game** with a sense of progression and a player based **in-game economy** due to the added **deck building mechanics**.



GAMEPLAY

Evil Magic Defense has 2 game modes. These are:

- PVP matches (ranking up to max token reward + e-sport)
- PVE base defense (testing purposes + minimal token reward)



Creating the deck of cards

The players creates a deck of cards that they may want to use in-game.



Autochess gameplay

Players matches out to battle their compositions. Winners get shinies ore on every round.



Card Choosing

During the match, the players randomly draws cards from their decks at regular intervals in accordance with their strategy



Winners gets rewards

If the winners doesn't spend to win during the game, the end rewards gets bigger. Higher ranked players get more rewards.

In addition to **SSHNS** winners also gets card and potion crafting pieces as rewards. These are the main subjects of the in-game player economy.



IN-GAME ECONOMY

Grinder

②

Buys Crafting pieces

Cave owner players are the ones that can craft these potions & cards at the buildings that they have in their caves.

①

Sells Crafting pieces

Players sell crafting pieces of potions & cards on the market. (in-game rewards)

Cave Owner

Wicked Bazaar

Competitive Gamer

③

Sells crafted products

cave owners put the products they produce with the materials they buy on the market

④

Buy & consumes the crafted products

Competitive players are the ones in need of these cards and potions at the higher ranks to earn even more \$SHNS

The transaction fees will be burned

VERY FIRST NFT
COLLECTION OF EMD:

"Evil Wizards"

Randomly generated **10.000** unique pieces of
worst kind of mages of the entire history.

NFT holders will get premium advantages along their gameplay,

We know that Pay to win dynamics kills the fun and e-sport .
That's why, these advantages will be only for pay to skip purposes.



COMPANY PROFILE

Founded in: Q4 2020
Headquarters: Remote
Team members: 8



MISSION

Our mission is to create a game with unique Auto chess mechanics and start to developing the “Evil Magic” brand.



VISION

Our vision is to release many AA and AAA games under the Evil Magic brand and to sell many by-products thanks to generated value of the brand.



1512 Accelerator program
TÜBİTAK

Google
Game Factory

GRAMEX
2022

P2E Pivot

Seed
Round

IDO



First NFT Sale
“Evil Wizards”



Softlaunch

Expansion III
New cards
& events

Expansion II
New cards
& events

Expansion I
New cards
& events

Third NFT Sale
“Ritual Caves”

Second NFT Sale
“Ancient Items”

Lorem ipsum

CORE TEAM

We are an enthusiastic, artistically strong team with international standards of goals related to gaming industry. We strive to develop innovative game models and design a game that will gain the loyalty of the target audience. For this, we have joined forces with individuals with expertise in related subjects. We have an entrepreneurial CEO, a narrative designer with an academic background, a talented creative director. In addition, we work with experts such as a P2E game designer and a professional Auto chess player Arif Özdemir and a veteran game developer Buğra Karahan.

Among our advisors, it is possible to see well-known names such as Efe Küçük who's CEO of Google Game Factory and Anıl Kabacan, founder of Mak Management and Co-founder of Hungri games. And the last advisor is an exceptional computer engineer who is Turkey's first individual E-Sport world champion on Heartstone; Barış Görgülü.



C. Erim Çakır
CEO



Batu İnce
Creative Director



E. Yeşim Çakır
PR & IR / Worldbuilding
Ph.D. on Game Studies



Arif Özdemir
Head of Game Design



Bağrı Karahan
CTO



Barış Görgülü
"Ulquiomaru"
Gameplay Advisor



Anıl Kabacan
Financial Advisor



Efe Küçük
Strategic Advisor



Muhittin Küçük
Blockchain Advisor

OUR BACKGROUND



OUR PARTNERS





Thank you for listening



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