

**ROMB**

**YOU ARE NOT  
BORN A CHAMPION.**

**YOU BECOME  
A CHAMPION.**



**A White Paper ◆ November 5, 2024**

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**ROMB – is the first esports game on the Ethereum blockchain, that combined what no one combined before.**

**Take part in online tournaments and, if you win, you will get a chance to participate in an offline tournament in the ring, face to face with your rivals.**

**ROMB is a unique play-to-earn and free-to-play game that expands the capabilities of users.**

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We took the best of DeFi and NFT, used innovative tokenomics, and combined it all with an advanced patented sports game.

We combined what no one combined – ONLINE and OFFLINE games. Any member of our community can take part not only in virtual battles, mining of RMB coins, and developing of their ecosystem but also personally take a real part in the offline tournament or put their team up for battle.

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**Our goal is to become an epoch-making, decentralized, and community-driven platform that will be convenient and accessible to all users, athletes, and developers.**

ROMB uniquely combines real sports, esports, and blockchain game by creating a gaming platform where players compete online with NFT-based fighters and can qualify for offline tournaments.

This dual approach allows users to experience the excitement of physical competitions while engaging in a play-to-earn model. Leveraging blockchain, players can own, train, and trade their digital assets securely. The project fosters a dynamic community where digital gaming seamlessly intersects with real-world sports events.



# Introduction

ROMB



## Sports Market Definition

Sports are group games and individual activities that involve physical activity and skills. Sports help to overcome adversities and win.

Playing sports helps release pressure and tension in a healthy and controlled way, and improves mood, and concentration. The main types of sports are spectator sports and participatory sports. Spectator sports include the presentation of sporting events by teams and clubs or independent athletes.

The global sports industry revenue was forecast to grow in the coming years. In 2024, the industry's revenue amounted to over US\$ 506 billion and was expected to grow at a compound annual growth rate of 9.13% between 2022 and 2028. By 2028, the global sports market was expected to be worth over US\$ 680 billion.\*



## Esports Market Definition

Esports, short for electronic sports, refers to competitive video gaming where professional players or teams compete in various multiplayer video games. These competitions are often organized into leagues, tournaments, and events, attracting both online and offline audiences.

Esports has grown into a global industry, with players, sponsors, and spectators contributing to its popularity and economic significance.

The Esports market worldwide is projected to reach a revenue of US\$ 4.3 billion in 2024. The esports industry worldwide is expected to reach a projected revenue of US\$ 12.1 billion by 2030. A compound annual growth rate of 26.8% is expected of the worldwide esports industry from 2024 to 2030.\*\*

### Sources:

- \* <https://blog.marketresearch.com/sports-industry-revenue-and-top-trends-for-2024-and-beyond>  
<https://www.statista.com/statistics/370560/worldwide-sports-market-revenue/>
- \*\* <https://www.grandviewresearch.com/horizon/outlook/esports-market-size/global>
- \*\*\* <https://www.fortunebusinessinsights.com/blockchain-gaming-market-108683>

## Blockchain Games Market Definition



A blockchain game is a video game with features utilizing cryptography-based blockchain technologies. It uses elements of blockchain, such as Non-Fungible Tokens (NFTs) and cryptocurrency in the games, allowing the players to buy, sell, trade, and earn revenue through the game by making transactions. These platforms provide gamers with a transparent environment to trade in-game assets and create new opportunities.

Blockchain technology has revolutionized the gaming industry by opening new opportunities, allowing secure and transparent transactions, innovative gameplay mechanics, and new ways to play games. Moreover, blockchain technology has become conventional and widely adopted across various gaming industries as more developers are incorporating blockchain features into their games by providing real economic incentives and transforming gaming into a feasible source of income for professional players and streamers.

The global blockchain gaming market size was valued at US\$ 154 billion in 2023 and is projected to grow US\$ 614 billion in 2030 at a compound annual growth rate of 21.8%.

**Blockchain technology, such as cryptocurrencies and NFTs, offers potential revenue streams for video games. The blockchain gaming market combines blockchain technology and the gaming industry.**

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In traditional gaming, participants frequently have limited ownership and control over in-game assets, and transactions are usually not decentralized. However, blockchain technology enables decentralized and transparent platforms that enable players to claim actual ownership of digital assets via non-fungible tokens (NFTs) and smart contracts.

Blockchain gaming is also full of decentralization technology and offers a variety of perks that allow players to earn cryptocurrency while engaging themselves. The growing need for decentralized games and assets is a major driver of the blockchain gaming market. Decentralized games and assets let users have complete ownership and control over their in-game assets. This means that players are able to freely transfer, trade, and even sell their assets, unlike in traditional centralized games, with decreased control and an increase in ownership there is positive growth in the blockchain gaming market. Technological developments in smartphone technology and a growing interest of customers in blockchain gaming are important driving forces in the blockchain gaming industry.

**Research over the past two years has shown a steady decline in interest in a wide variety of sports.** The Huffington Post reports that Americans have become less interested in golf, football, and even baseball. The Guardian traces the same trend in volleyball, tennis, and golf. Formula 1 is not feeling its best either.

Even the Washington Post is sounding the alarm. The bulky and bankable sports industry, built on towers of cash and lucrative television contracts, is confronting a Generation Z (defined as those born between 1997 and 2012) problem. The nation's youngest cohort is fundamentally different from the generations that preceded it.

**Having grown up with smartphones in their pockets, its members eschew traditional television viewing and subscribe to digital habits that make grooming a new generation of sports fans a challenge.**

That challenge is being met with a sense of urgency in some corners of the sports world and a sense of alarm in others, according to team and league officials, social scientists, research analysts and marketing specialists who focus on Generation Z. Failing to hook young people might not devastate today's bottom line, but it threatens to muddle the future of every league, every team and every sport.

The major leagues and teams are in no hurry to adapt their offerings for the youngest generation, even though research has shown that representatives of Generation Z interact with the world in a completely different way than representatives of Generation X and baby boomers. And these habits had a negative effect on their exercise, research shows.



**You can save the situation either with the help of media personalities, or at the expense of bright, spectacular events. The only disciplines that manage not only to stay afloat, but also to grow are spectacular sports.**

***"If you lose a generation, it destroys value and the connective tissue,"***

said Ted Leonsis, principal owner of Washington-based teams that compete in the NBA, NHL, and WNBA.

***"It's what some of the big sports leagues are nervous about. Could we lose a generation because we didn't give them access and the products and services they want?"***

***"If Gen Z doesn't think traditional sports are cool, that doesn't help anyone,"***

said Monumental executive Zach Leonsis, right, with his sister, Elle Leonsis Helme, and father, Ted. (John McDonnell/The Washington Post)\*

Source:

\*<https://www.washingtonpost.com/sports/2020/11/24/gen-z-sports-fans/>

# Background



Sports are struggling to engage Generation Z, as this generation often finds traditional sports less accessible and less relevant.

## Key issues include:

- 01. Declining Attention Span:** Generation Z favors short, engaging content over long sports broadcasts.
- 02. Digital-First Mindset:** They prefer social media, esports, and interactive experiences rather than passive TV watching.
- 03. Diverse Interests:** They seek sports that align with personal values, social justice, and inclusivity, beyond traditional leagues.

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This shift pressures ROMB to innovate digital experiences and blockchain games and community-driven content to appeal to younger fans.

Generation Z really likes sports, although other digital-focused entertainment is competing for their attention.

They are globally conscious and care about diversity, equality and inclusivity. They get their news from Telegram, Twitter, Instagram and YouTube, not from newspapers or news TV shows. And they want unique, authentic experiences — even better if it's something they can share on their social media.

## We can offer them something more

– thanks to the introduction of advanced blockchain technologies, each of them can become part of our ecosystem, participate directly in the formation of their own sports community, and participate in profit sharing and management. Each of them can take direct part as a spectator, participant, athlete or even manager of their own team.

At the same time, we use the most advanced technologies in our developments and are only one click away from any of the participants in our project.

We create an entertaining sports game and promote sports and a healthy lifestyle in society.



## Sport needs to be reinvented

To prevent an unbridgeable gulf opening up between Generation Z and sport, they will have to be **given a new experience**.

"Bread and circuses" © Juvenal

## Goal

To create a groundbreaking hybrid gaming ecosystem on the Ethereum blockchain that seamlessly integrates online battles and offline tournaments, fostering global engagement, inclusivity, and the promotion of sportsmanship through cutting-edge blockchain technology.

## Objective

### 01. Develop a Decentralized Gaming Platform:

- ◊ Build a robust Ethereum-based gaming platform enabling secure, transparent online battles and the organization of offline tournaments.
- ◊ Leverage blockchain technology to provide fair rewards and decentralized governance.

### 02. Foster Community Growth and Engagement:

- ◊ Attracting players from diverse backgrounds to participate in a competitive, skill-based gaming experience.
- ◊ Attracting a large number of young people (aged 18 to 40 years) and children (aged 5 to 18 years) in order to create a gaming community to promote sports and a healthy lifestyle in society.
- ◊ Attracting professional athletes (boxers, karatekas, wrestlers, Thai boxers, judoists, sambo wrestlers, etc.) who are active or have completed their careers and those who were unlucky on the sports Olympus;
- ◊ Creating a thriving gaming community that bridges digital interactions with real-world connections.

### 03. Establish a Competitive Sports Framework:

- ◊ Host regular tournaments and events to engage players in competitive play.
- ◊ Promote the game as a new sport, blending digital and physical participation.
- ◊ Formation of amateur and professional leagues
- ◊ The creation in subsequent periods of a new sports federation for the gaming sport of ROMB.

### 04. Encourage Healthy Competition and Sportsmanship:

- ◊ Use online and offline gameplay to inspire teamwork, strategy, and mutual respect.
- ◊ Organize offline tournaments to promote physical activity and real-world engagement.

### 05. Enable Revenue Generation and Profit Sharing:

- ◊ Introducing revenue streams through tournament entry fees, NFT sales, advertising, and sponsorships.
- ◊ Implementing a decentralized profit-sharing model, rewarding players, contributors, and community members.

Creating a successful brand with the aim of its subsequent development worldwide and further monetization in order to distribute profits among all participants of the community.

## Mission

To democratize gaming by leveraging Ethereum blockchain technology to create an inclusive platform where players worldwide can compete, connect, and thrive. By blending online and offline experiences, the game seeks to inspire collaboration, healthy competition, and financial empowerment for all participants.

### Social Significance

◆ **Promoting Connectivity and Collaboration:**

Unite players globally through online battles and offline tournaments, fostering a sense of community.

◆ **Encouraging Physical and Mental Health:**

Alternate between virtual gaming and real-world sports events to balance screen time with physical activity.

◆ **Bridging Digital and Real-World Experiences:**

Promote digital inclusivity while reinforcing the value of real-world connections and teamwork.

### Commercial Significance

◆ **Revenue Streams:**

- Online battle entry fees and tournament registrations.
- Sale and trading of NFTs, including in-game characters, gear, and collectibles.
- Sponsorship & Advertising
- Merchandise & Ticketing
- Streaming
- Media Rights
- Publisher Fees
- Esports Betting.

◆ **Global Brand Development:**

Position the game as a leader in hybrid online-offline competitive sports, attracting corporate partnerships.

◆ **Franchising and Expansion:**

Expand to regional markets through franchises, hosting offline tournaments, and building a global presence.

**By combining Ethereum's blockchain capabilities with innovative gameplay, this project has the potential to redefine the gaming and sports entertainment industries while driving significant social and commercial impact.**

## Concept Overview

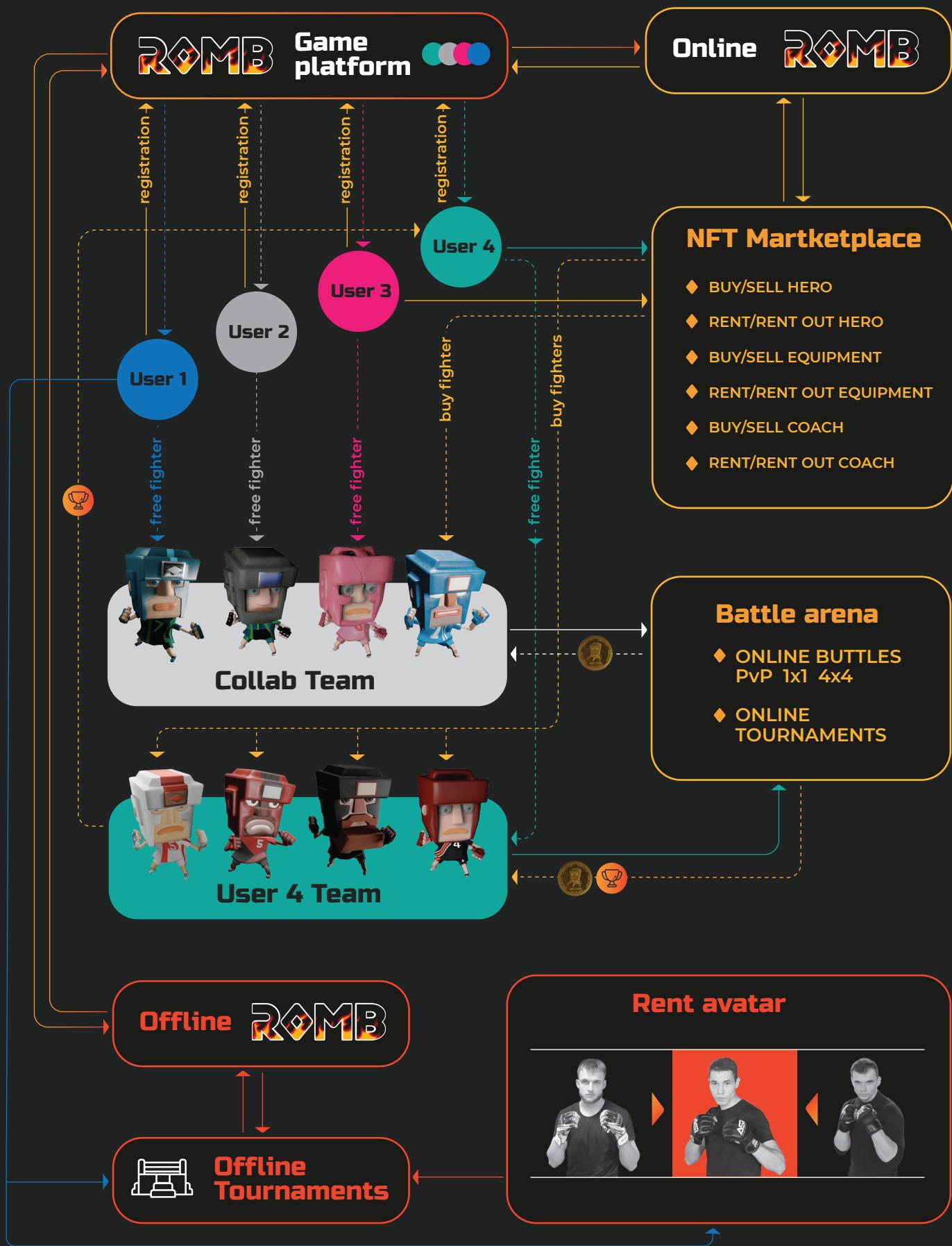
**ROMB - blockchain-based game offers a dynamic hybrid experience combining free-to-play and play-to-earn models.**

**Players engage in competitive online battles and offline tournaments, utilizing NFT fighters with customizable characteristics, abilities, and equipment.**

**By leveraging blockchain technology, the game ensures fairness, transparency, and decentralized ownership while creating multiple earning opportunities for players.**



# Game Mechanics



## 01



### Free Fighter Allocation

#### Starter Fighter.

Upon account creation, every player receives one free fighter “Common” rarity. Fighters are NFTs with unique traits, stats, and appearance.

#### Attributes.

Fighters have unique traits:

##### ◆ Rarity:

**Common** **Rare** **Epic** **Legendary**

(affects base stats).

##### ◆ Appearance:

**Skin color** **Nose** **Eyes** **Mouth**

These parameters can be selected when minting a personal fighter in the DApp panel. Valid for Rare, Epic, Legendary fighters’ rarity.

##### ◆ Sports skills:

**Karate** **Capoeira** **Jiu-Jitsu**  
**Kickboxing** **Boxing** **Muay Thai**  
**Combat Sambo** **MMA**

Impact on their battle strategies.

##### ◆ Abilities:

###### **Accuracy**

This parameter determines with what accuracy the fighter passes or sends the ball into the opponent’s goal.

###### **Stamina**

This parameter determines the fatigue level of the fighter.

###### **Speed**

This parameter determines how fast a fighter moves around the arena.

###### **Health**

This parameter determines the overall health level of the fighter.

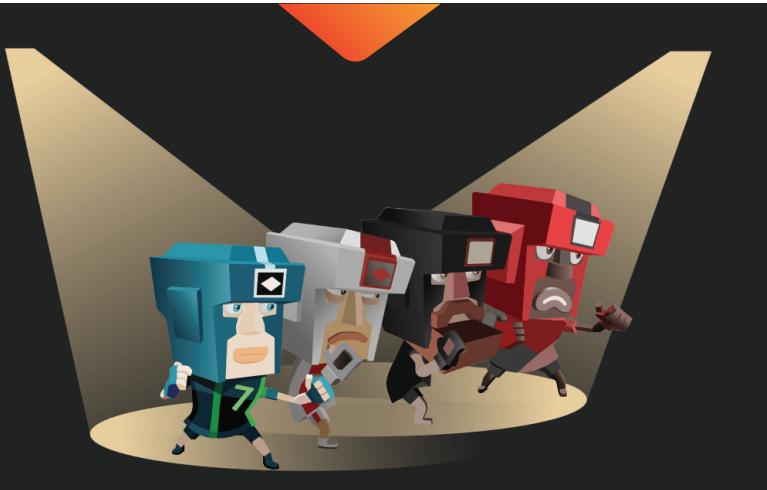
###### **Power**

This parameter determines the force of punches and kicks.

#### Equipment:

Fighters wear MMA Helmet, MMA Gloves, Mouth Guard, and uniforms, which can be upgraded or replaced.

# 02



## Team Formation

The team consists of four fighters.

### Solo Team:

Players must assemble four fighters for 1x1 battles.

### Multiplayer Team:

Players can team up with others (4 players minimum, 1 fighter each) for 4x4 matches.

### Rent/Buy Fighters:

Players can rent fighters or buy them from the marketplace.

### Team roles:

defender, midfielder and forward. These roles affect battle performance.

# 03



## Gameplay Modes

### Free Battles:

Fighters gain XP to improve abilities in the gym.

No entry fees or direct monetary rewards.

### Monthly Tournaments:

Players enter with a coach to ensure optimized training and strategy.

Fighter stats are balanced to ensure fair matchmaking.

Prize pools are formed from player contributions and project funds.

Winners gain RMB coins and access to the offline tournament.

### Paid Battles:

Teams pool RMB coins to enter tournaments.

Winning teams take the prize pool.

### Offline Tournament:

Conducted in a real-world ROMB Arena with selected teams.

Players may participate directly or hire professional Avatars to represent them.

## Tournament Structure



- ◆ Tournaments are conducted in elimination brackets or round-robin formats.
- ◆ Battles are either turn-based or real-time and follow these mechanics:
  - ◊ Teams take turns executing attacks, buffs, and strategies.
  - ◊ Fighters' stats and player strategies determine the outcome.
  - ◊ Environmental effects and randomized critical events can turn the tide of battle.
- ◆ Matches are recorded on the blockchain for transparency and fairness.

## Coin Pool Mechanic



- ◆ Before entering a tournament, each team member contributes an agreed amount of cryptocurrency or game tokens to a shared team pool.
- ◆ The pooled coins are locked in a smart contract until the tournament ends.
- ◊ **Example:** If each player contributes 10 tokens, the total prize pool for that match is 80 tokens.

## Winning and Rewards



- ◆ The winning team claims the entire pool of coins at the end of the tournament.
- ◆ The prize is automatically distributed via smart contracts among the team members.
- ◊ **Example:** If the pool was 80 tokens, each team member gets 20 tokens (split equally) or according to pre-agreed shares.

## Fighter Progression



### ◆ XP Accumulation:

- ◊ Earned through Free Battles, Paid Battles, Monthly Tournaments.
- ◊ Can be distributed in the gym to improve abilities (Accuracy, Health, Stamina, Power, Speed).

### ◆ Training:

- ◊ **Free:** Slow progression.
  - ◊ **Paid:** Fast progression using RMB coins.
- ### ◆ Coach:
- ◊ Speeds up training for free.
  - ◊ Coaches can be rented or purchased on the marketplace.

## Equipment Management



### ◆ Durability:

- ◊ Equipment wears out after repeated battles or tournaments.
- ◊ Players must replace worn-out gear via the marketplace.

### ◆ Renting Options:

- ◊ Equipment can be rented or bought.

## Betting and Stats



### ◆ Betting:

- ◊ Players can place bets on teams in monthly online tournaments or offline tournaments.

### ◆ Statistics:

- ◊ Comprehensive tracking of fighter performance and team rankings.

## Marketplace



### ◆ Buy, sell, trade or rent in online game:

- ◊ Fighters
- ◊ Coaches
- ◊ Equipment
- ◊ Teams

### ◆ Rent in offline game:

- ◊ Fighters (Avatars)

## Economic Model



### RMB Coins

#### ◆ Used for:

- ◊ Paid battles and tournaments.
- ◊ Training speed-ups.
- ◊ Equipment purchases and rentals.
- ◊ Marketplace transactions.

#### ◆ Prize Distribution:

- ◊ Winners of tournaments receive a share of the pooled RMB coins.

## Offline Tournament Mechanics



### ◆ Eligibility:

- ◊ Winners of the monthly online tournament qualify.

### ◆ Player Representation:

- ◊ Players can compete themselves or hire an Avatar (trained professional athlete).
- ◊ Avatars can be selected from a database or brought in by the player.

### ◆ Betting:

- ◊ Spectators and players can place bets on teams.

### Real-World Event:

- ◊ Conducted in ROMB arena.

## Highlights of Gameplay

### 01 Inclusivity

Combines the accessibility of online gaming with the engagement of real-world tournaments.

### 02 Fair Play

Balanced matchmaking ensures a level playing field.

### 03 Customization

Players can tailor their teams with unique fighters and gear.

### 04 Multiple Earning Streams

Win tournaments.  
Rent fighters or equipment.  
Participate in the marketplace.  
Place strategic bets.

### 05 Decentralized Ownership

Players truly own their NFT fighters and assets.

This concept combines immersive gameplay, real-world engagement, and decentralized economics to create a unique and rewarding blockchain gaming experience.

## Basic marketing analysis

### Market Positioning

ROMB positions itself as an innovative mix of real sports, esports, and blockchain, targeting both gamers and sports enthusiasts who value asset ownership and competitive play.

### Audience Appeal

ROMB attracts users interested in sports, esports, and crypto, leveraging NFTs to allow players to own, train, and trade virtual fighters. It appeals to tech-savvy, Gen Z and Millennial players seeking financial incentives and unique experiences.

### Differentiators

**Real-world integration:** ROMB's blend of digital and offline tournaments adds a tangible sports element.

**NFT-based Economy:** Offers players ownership and potential financial returns through in-game assets.

### Challenges

Educating traditional sports fans on blockchain, managing regulatory concerns, and enhancing accessibility for non-crypto users.

## Analysis of centralized and decentralized analogues

At the moment, there are no direct competitors and analogues of the ROMB project in the sports market, the esports market and the blockchain.

None of the sports leagues, no blockchain project or esports game can offer the participants of their community a hybrid model of the game - an online game directly and live offline tournaments face to face with rivals.

Many of these projects focus on enhancing fan engagement, creating new revenue streams, and providing unique experiences.

Many clubs and teams at the highest levels are implementing blockchain-based solutions and customizing blockchain use cases in sports to help drive engagement and monetize their fan base.

But they can't offer anything more than the next five best options for using blockchain in sports and esports:

- ↗ Fan Tokens
- ↗ Digital Trading Cards and Collectibles (Powered by NFT Technology)
- ↗ Fan Loyalty and Engagement Platforms
- ↗ Blockchain-Based Ticketing Systems
- ↗ Decentralized Esports Ecosystems

## Decentralized Analogues:

### Sorare

An Ethereum-based fantasy football game where players collect and trade NFT cards representing real-world footballers. Users build teams and earn rewards based on the actual performance of these athletes in live matches. Sorare has partnerships with numerous football clubs, enhancing its authenticity.

### NBA Top Shot

Developed on the Flow blockchain, NBA Top Shot allows fans to collect, trade, and own officially licensed digital highlights, known as "Moments," from NBA games. Each Moment is an NFT capturing a specific play, blending blockchain technology with real basketball events.

### F1 Delta Time

Endorsed by Formula 1 and developed by Animoca Brands, F1 Delta Time is a blockchain-based racing game where players collect and trade NFTs representing official F1 cars, drivers, and components. The game offers authentic F1-inspired racing gameplay, with cryptocurrency rewards adding an earning element similar to real-life sports betting.

### Zed Run

While not directly tied to a traditional sport, Zed Run is a blockchain-based virtual horse racing platform where players buy, breed, and race NFT horses, each with unique characteristics. This virtual experience emulates real horse racing dynamics, using blockchain to grant digital ownership and manage player assets.

## Centralized Analogues:

### EA Sports' FIFA Series

A popular football simulation game where players can build teams and compete in various modes. While it doesn't utilize blockchain or NFTs, it offers a centralized platform for virtual football gaming.

### Konami's eFootball (formerly PES)

Another football simulation game providing a centralized gaming experience without blockchain integration.

### Fantasy Sports Platforms (e.g., DraftKings, FanDuel)

These platforms allow users to create fantasy sports teams and earn rewards based on real-world player performances. They operate in a centralized manner without blockchain or NFT elements.

## S.W.O.T. Analysis

This analysis helps highlight potential as well as areas where the ROMB needs to focus to sustain its momentum and address challenges.

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**Online game and offline tournaments:** Combining online and offline gaming elements in a single project offers numerous advantages that can redefine player engagement and the gaming experience.

**Ownership of Digital Assets:** ROMB offers unique value through NFTs, allowing players to truly own, trade, and sell in-game assets. This feature appeals to gamers who value asset ownership and transparency.

**Free-to-Play (F2P) and Play-to-Earn (P2E) models:** ROMB allows users to start playing without any initial investment, making it more accessible to a broad audience. ROMB rewards gamers for their time and effort, attracting users from both gaming and crypto communities.

**Security and Transparency:** Blockchain's decentralized structure enhances security and transparency, which can increase trust among players who previously dealt with "closed" game economies and limited asset control.

**Esport Growing Popularity and Viewership:** Esports has seen rapid growth, with a large global audience that includes millions of viewers, particularly among Gen Z and Millennials. Major platforms like Twitch, YouTube Gaming, and Facebook Gaming support this popularity by providing global streaming access.

**Sport Global Appeal:** Sports have a universal following, transcending cultures and regions.

**Health and Fitness Promotion:** Sports promote physical and mental well-being, aligning with global trends toward healthier lifestyles, which governments and organizations actively support.

**Fan Engagement and Community Building:** Sports create strong emotional connections and communities, with fans deeply invested in teams, athletes, and events.

**Diverse Revenue Streams:** ROMB generates revenue through ticket sales, broadcasting rights, sponsorships, merchandising, a digital platform (online game), ensuring multiple income sources.

## WEAKNESSES

**Complex User Onboarding:** ROMB requires knowledge of crypto wallets, exchanges, and NFTs, creating barriers to entry for new players unfamiliar with crypto.

**Scalability Issues:** ROMB uses Ethereum blockchain network and faces high transaction fees. This affects in-game transactions and can lead to higher costs for players.

**High Costs and Barriers to Entry:** Organizing sports events involves substantial investments, limiting participation and scalability.

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**Global Expansion:** Interest in blockchain gaming is high, particularly in regions like Southeast Asia, Latin America, and parts of Africa, where P2E models offer alternative income opportunities.

**Innovation with New Blockchain Protocols:** Emerging blockchains and layer-2 solutions (like Immutable) offer faster and cheaper transactions, which can support more complex, high-quality games and improve user experience.

**Cross-Game Interoperability:** With blockchain, assets can potentially be used across multiple games. This interoperability is still nascent, but it has the potential to create unified virtual worlds that further incentivize asset ownership.

**Integration with Emerging Technologies:** Blockchain, virtual reality (VR), and augmented reality (AR) are creating new opportunities for fan engagement, player rewards, and in-game economies, enhancing the overall esports experience.

**Increased Brand Partnerships and Non-endemic Sponsors:** With its popularity and young, digitally native audience, esports is attracting new brands beyond traditional gaming-related sponsors, including those in fashion, food, and automotive sectors.

**Emerging Markets:** Expansion into growing sports markets like India, China, and Africa offers opportunities for audience growth and commercial success.

## T H R E A T S

**Regulatory Uncertainty:** The blockchain gaming industry faces significant regulatory scrutiny, particularly regarding in-game tokens, which may be classified as securities or gambling in certain jurisdictions.

**Environmental Concerns:** High energy consumption on networks like Ethereum has drawn criticism, which can deter eco-conscious gamers. Although some blockchains are more energy-efficient, this remains a concern.

**Speculative Risks:** Many blockchain games are driven by speculation around token and asset prices, which can create unsustainable economies. Market volatility can discourage new players and reduce overall confidence in blockchain gaming.

**Saturation and Market Fatigue:** With a large number of games and leagues, there is a risk of oversaturation, which could reduce viewership and could lead to reduced fan engagement and burnout, especially if ROMB fails to maintain engagement.

## Technical Specification

In the game, we use an innovative dual token model with two different tokens: RMB and RMG to ensure the stability and scalability of the in-game ecosystem.

RMB tokens are the main game currency. With it, you can buy in-game items, pay entry fees to participate in tournaments, stake, farm and receive discounts on trading fees.

Blockchain	Ethereum
Token standard	ERC 20
Decimal	18
Token Ticker	RMB
Total supply	1,000,000,000 RMB
Token contract	0x1A8D6Cb8504f48341E229aC30243bF64B07a2e26
Contract Audit Report by Cyberscope	<a href="https://github.com/cyberscope-io/audits/blob/main/1-rmb/audit.pdf">https://github.com/cyberscope-io/audits/blob/main/1-rmb/audit.pdf</a>

**RMB**

Token name

**\$ 0.06**

Initial price

**1 Billion**

Total supply

Allocation	TGE & Vesting	Tokens	Supply
Pre-Seed	0% at TGE. 6 Cliff - 16 LV	<b>55,000,000.00</b>	5.5%
Seed	0% at TGE. 3 Cliff - 16 LV	<b>100,000,000.00</b>	10%
Community Sale Round	10% at TGE. 4 Cliff - 8 LV	<b>60,000,000.00</b>	6%
KOL	10% at TGE. 3 Cliff - 6 LV	<b>5,000,000.00</b>	0.5%
Public sale	20% at TGE. 1 Cliff - 4 LV	<b>120,000,000.00</b>	12%
Liquidity	100% at TGE	<b>50,000,000.00</b>	5%
Marketing	5% at TGE. 36 LV	<b>100,000,000.00</b>	10%
In-Game Rewards	0% at TGE. 1 Cliff - 100 LV	<b>100,000,000.00</b>	10%
Airdrop	20% at TGE. 4 LV	<b>5,000,000.00</b>	0.5%
Development & Growth	0% at TGE. 3 Cliff - 36 LV	<b>200,000,000.00</b>	20%
Team	0% at TGE. 12 Cliff - 18 LV	<b>200,000,000.00</b>	20%
Partners & Advisors	0% at TGE. 6 Cliff - 6 LV	<b>5,000,000.00</b>	0.5%

## 2017 - Q1 2019

- Development and testing of the game concept
- Creating in-game rules
- Designing a gaming arena
- Ball Design and Testing
- Gate Design and Testing

## Q2 2019 - Q4 2023

- Patenting of the game at the American Patent and Trademark Office (USPTO). American patent for a Gaming system, a gate and a ball for a gaming system No. D844809
- Patenting of the game in the World Intellectual Property Organization (WIPO). European patent for a Gaming system, a gate and a ball for a gaming system No. WO2019161476
- Creation of a closed sports community of professional athletes to test offline games
- Correction of game rules and scoring system
- Development of the game protocol
- Development of regulations for the timekeeper, referee and secretary of the game

## Q2 2019 - Q4 2023

- Production of the game arena, gates and balls for offline games
- Teaser of the plot and concept of the online game
- Development of 3D character models and inventory for online games
- Development of a preliminary website
- Development of preliminary technical documentation (whitepaper)
- Development of a smart contract for the native \$RMB token
- Development of the NFT smart contract for game items, fighters and trainers
- Conducting AMA sessions and interviews with the fighters and the ROMB team
- Popularization of the offline ROMB game among children (5-18 years old), holding children's games and tournaments

## Q2 - Q3 2024

- Launching a community and getting to know the team
- Smart Contract Security Audit
- Release of the native \$RMB token
- Release of a limited NFT collection of game items, fighters and trainers
- Collaboration with opinion leaders and influencers in the field of sports and web2/web3
- Partnership with professional fighters and sports clubs for offline games and tournaments

## Q3 - Q4 2024

- Pre-Seed stage of the sale of the \$RMB token
- Giveaway Airdrop of the \$RMB token
- Seed sale of the \$RMB token
- Listing \$RMB token on DEX platforms
- Giveaway Airdrop NFT game items and fighters
- Launch of sales of a limited NFT collection of game items, fighters and trainers
- Initial Research and Development of the DAPP Control Panel (Dashboard / NFT Mining / NFT Marketplace)
- Initial research and development of a platform for renting game items, fighters and trainers in an online game
- Initial research and development of the first online game ROMB FIGHT
- Initial research and development of the in-game token \$RMG

## Q1 - Q2 2025

- Development of a \$RMB smart contract for LP staking and a platform for decentralized deposits
- Launching the DAPP Control Panel App (Dashboard / Minting / NFT Marketplace)
- Public stage of the sale of the \$RMB token
- Initial research and development of an in-game marketplace for an online game

- Initial research and development of the NFT locker room for an online game
- Trailer for the pre-alpha version of the online game ROMB FIGHT
- Launch of the alpha version I and internal testing of the online game
- CEX-listing of the \$RMB token
- Development of additional NFT equipment, fighters and trainers. Increasing the number of sports used
- Updates and improvements to the user interface. Bug fixes
- Improvements in the field of economics and economics of online games
- Official release of the ROMB FIGHT online game

## Q3 - Q4 2025

- Updating the capabilities of the multiplayer game in the metaverse
- Launch of a Decentralized Autonomous Organization (Governance DAO)
- Launching the ROMB mobile app
- Initial research and development of compatible NFT cross-game avatars in partner ecosystems and games
- Creation of the ROMB Sports Federation. Opening of international offices in Europe, Asia, America
- Creation of the international sports organization ROMB
- Integration into the gaming ecosystem of the database of athletes who want to participate in offline tournaments as "Avatars"
- Launch of a paid Avatar rental system for offline tournaments.
- Launch of the "Battle of Forecasts" system. Make the right prediction for the outcome of the match between the ROMB teams and win \$RMG tokens.
- Development and launch of the NFT merger and migration system

## Q1 - Q2 2026

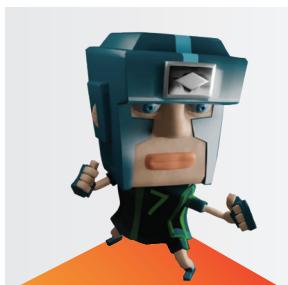
- Launching compatible NFT cross-game avatars in partner ecosystems and games
- Conducting international tournaments, field fights and competitions.
- Partnership with professional fighters and sports clubs for offline games and tournaments
- Conducting AMA sessions and interviews with the fighters and the ROMB team
- Popularization of the offline ROMB game among children (5-18 years old), holding children's games and tournaments
- Conducting streaming broadcasts from offline games and tournaments of the ROMB on YouTube, Twitch, VK
- Updates and improvements to the game's user interface. Bug fixes
- Updates and improvements to the user interface of the Dapp Control Panel

Over half of our team comes from the sports and traditional games industry and majority of the team members are based across Europe. Below is a list of all the core team members of the project.



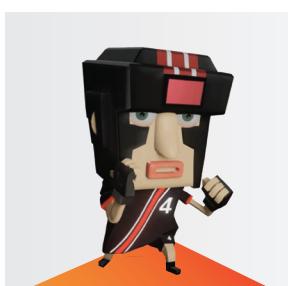
## Dennis Drobushau

**CEO & founder of the game.** Leveraging extensive professional experience, has gained deep insights into the challenges facing the sports industry, blockchain gaming and developed effective solutions to address them.



## Siarhei Rubtsou

**CFO & Co-founder of the game.** With 20 years in finance consulting, he excels in fintech, blockchain, Web3 solutions, and business management, making significant contributions as an advisor in these fields.



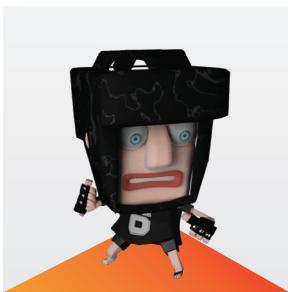
## Vyacheslav Tishkovets

**CTO & Co-founder of the game.** Dynamic leader who combines technical expertise, business insight, and a commitment to excellence. He is instrumental in driving our company's success in the competitive marketplace.



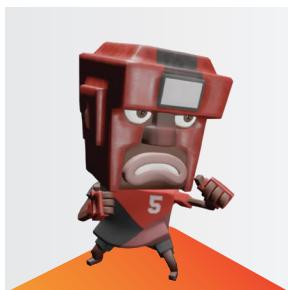
## Tatiana Starolatko

**Project manager. Marketing manager.** She is a skilled Project Manager, overseeing and coordinating various projects to ensure timely delivery and high-quality results. Additionally, she excels as a Marketing Manager, driving strategic initiatives to enhance brand presence and achieve business goals.



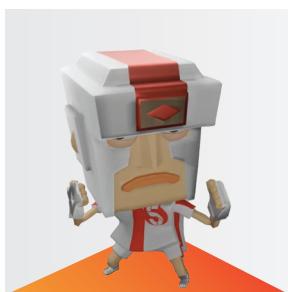
## Max Lisin

**Front-end developer.** He is a seasoned Front-end Developer with 12 years of experience specializing in ReactJS, VueJS, DApp, and NFT development. His expertise lies in creating seamless, user-friendly interfaces and cutting-edge decentralized applications.



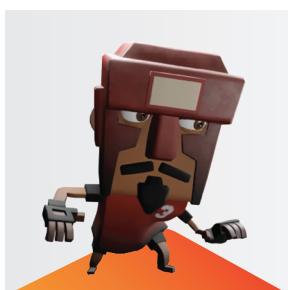
## Alexey Nazarov

**Blockchain developer.** With over 12 years of experience in digital products and blockchain, efficiently manages both product development and a team of developers. He focuses on continuous improvement of the product and optimization of team performance, ensuring high productivity and quality.



## Alexander Ivanov

**2D / 3D designer.** Technical Artist (Unity). Head of Design with over 9 years of experience in designing user interfaces and digital products. Has a strong background in developing innovative design solutions that enhance user experience and engagement.



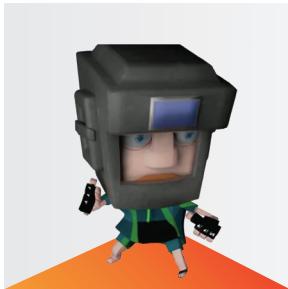
## Pavel Dashchinsky

**Unity3D developer.** Fullstack developer. He is a skilled Fullstack developer, specializing in creating immersive applications and robust end-to-end solutions. With expertise in game development and full-stack programming, he delivers seamless user experiences across platforms.



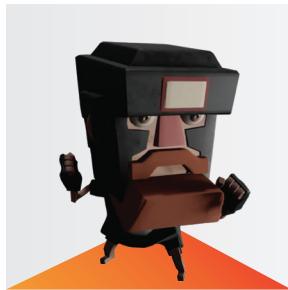
## Ivan Rosinsky

**Web Developer.** Concept manager. Adept at building dynamic, user-focused web solutions. With a strong ability to translate ideas into functional designs, he ensures seamless project execution from concept to deployment.



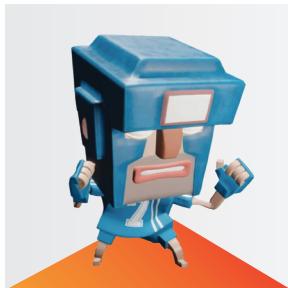
## Yuri Ostrozhko

**Web designer. 3D designer.** He is a skilled designer, bringing concepts to life with creativity and precision. Combining modern design expertise with a focus on usability, his work blends functionality and aesthetic appeal.



## Pavel Lukashevich

**Sports consultant.** Coach & Advisor. With extensive expertise in the sports industry, he is a sought-after advisor and consultant renowned for delivering innovative strategies. His deep understanding of sports management and trends enables him to drive impactful decisions and solutions. Recognized for his visionary approach, he consistently empowers to excel in the competitive sports landscape.



## Valery Samtsov

**CLO & Advisor.** Eurasian Patent Attorney. With over 25 years of legal experience, he serves as Chief Legal Officer, specializing in compliance and innovative strategies across diverse legal fields.



## Alexander Uspensky

**Consultant & Advisor** with 30 years of experience in international corporate, marketing and political communications. CEO of RCTT (Technology Transfer Center). RTTC was established in May 2003 with the assistance of the State Committee on Science and Technology of the Republic of Belarus, the National Academy of Sciences of Belarus, the United Nations Development Programme (UNDP) and the United Nations Industrial Development Organization (UNIDO)

# Conclusion

ROMB



**ROMB is an ambitious and well-structured project that integrates blockchain innovation with sports and gaming.**

By creating a decentralized ecosystem with hybrid gameplay, it aims to redefine esports and foster a vibrant community. With its dual-token model, NFT-based economy, and real-world tournaments, ROMB has significant potential to capture a diverse audience and position itself as a leader in blockchain-based sports gaming.

## Patents

ROMB



**USA Patent**

US D844,809 S

<https://image-ppubs.uspto.gov/dirsearch-public/print/downloadPdf/D844809>



**European  
Patent**

WO 2019/161476

[https://patentscope.wipo.int/search/en/detail.jsf?docId=WO2019161476&\\_cid=P12-LNPUCU-11660-1](https://patentscope.wipo.int/search/en/detail.jsf?docId=WO2019161476&_cid=P12-LNPUCU-11660-1)