



# WHITEPAPER V1.01

KICK THE WEB3 ENEMIES' ASSES!

Battle Arena | P&E | NFT | ETH

# DISCLAIMER

## Subject to change

The information in this WhitePaper is subject to change and therefore should not be construed as a commitment, promise, or guarantee by Chain Joes. The same applies to any other individual or organisation mentioned in this Whitepaper relating to the future availability of services, in reference to the use of the tokens or their future performance or value.

## Financial disclaimer

The Content is for informational purposes only. You should not construe any such information or other material as legal, tax, investment, financial, or other advice. Nothing contained in the Whitepaper constitutes a solicitation, recommendation, endorsement, or offer by Chain Joes or any third-party service provider to buy or sell any securities or other financial instruments — in this or any other jurisdiction in which such solicitation or offer would be unlawful under the security laws of such jurisdiction.

## Purpose of Whitepaper

The purpose of this Whitepaper is to provide an overview of the game Chain Joes. Please keep in mind that Chain Joes is a highly complex and evolving project and statements made in this Whitepaper may be subject to change.

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# INTRODUCTION

Have you ever thought about what the future holds? Metaverses, artificial intelligence, blockchain, DAO — all this is united in one place by the Chain Joe's team... a place that will give players the opportunity to feel that the future is happening now!

Chain Joes is a mobile Isometric Action Shooter that is teeming with enemies from the Web3 world. Everyone knows them, everyone hates them and everyone wants a chance to kick their asses! We want to give every player this opportunity — to vent their anger at cunning hackers, annoying spammers, and soulless scammers.

And if these henchmen are not enough to quench your thirst for battles, then the players will be able to clash in a valiant war with each other. Man or machine? Bear or bull? Monkey or dog? Curious questions that can only be answered in the Chain Joes arena. And when it seems that it couldn't possibly get any more exciting, we bring out the big guns (literally and figuratively). This gaming masterpiece is designed to deliver the best gameplay based on WEB3 enemies concept, proven game mechanics, and a new Play-And-Earn model that is more accessible to the masses than the expensive and complex Play-To-Earn alternative. Now earning money in the game becomes a nice bonus to an interesting pastime, instead of the only focus. All players will be able to manage and have true ownership and control over their in-game assets through the use of Chain Joes tokens (\$CJ) and non-fungible tokens (NFTs). But first of all, we need to work hard on the quality of the gameplay, so that the player's immersion in the metaverses is as interesting and engaging as possible. Everyone will feel like a knight of their own kingdom in Chain Joes.

We cannot predict what will happen in the future, but we know for sure that you are our future! Therefore, we are not going to stop or give up. We want to make a WEB3 game with a stable economy and strong gameplay. It doesn't matter what time it is in the market for investment. The most important thing is that now is the time for really long-value games. And we are here to make this real. Join us and become a part of the future right now!



# MARKET OVERVIEW

Declines in monthly NFT marketplace volume continued last month as the industry entered Q3 mired in the bear market.

While retail may be down, blockchain gaming and NFT projects did not seem to be impacted as severely as other crypto areas in the Q2 investment reports.

The market downturn has not slowed investor interest in gaming and NFT projects.

**47%**

Blockchain gaming accounted for 47% of investments from the top 10 most active crypto investors in Q2 of 2022, including Coinbase Ventures, a16z, and Dragonfly Capital.

« On average, NFTs/Gaming vertical proportionally take up almost half of all the most active deals, and, at least relatively, the interest in the blockchain gaming sector is not easing »

The Block researcher Edvinas Rupkus

## Q2'22 MOST ACTIVE INVESTORS' DEALS BY VERTICAL

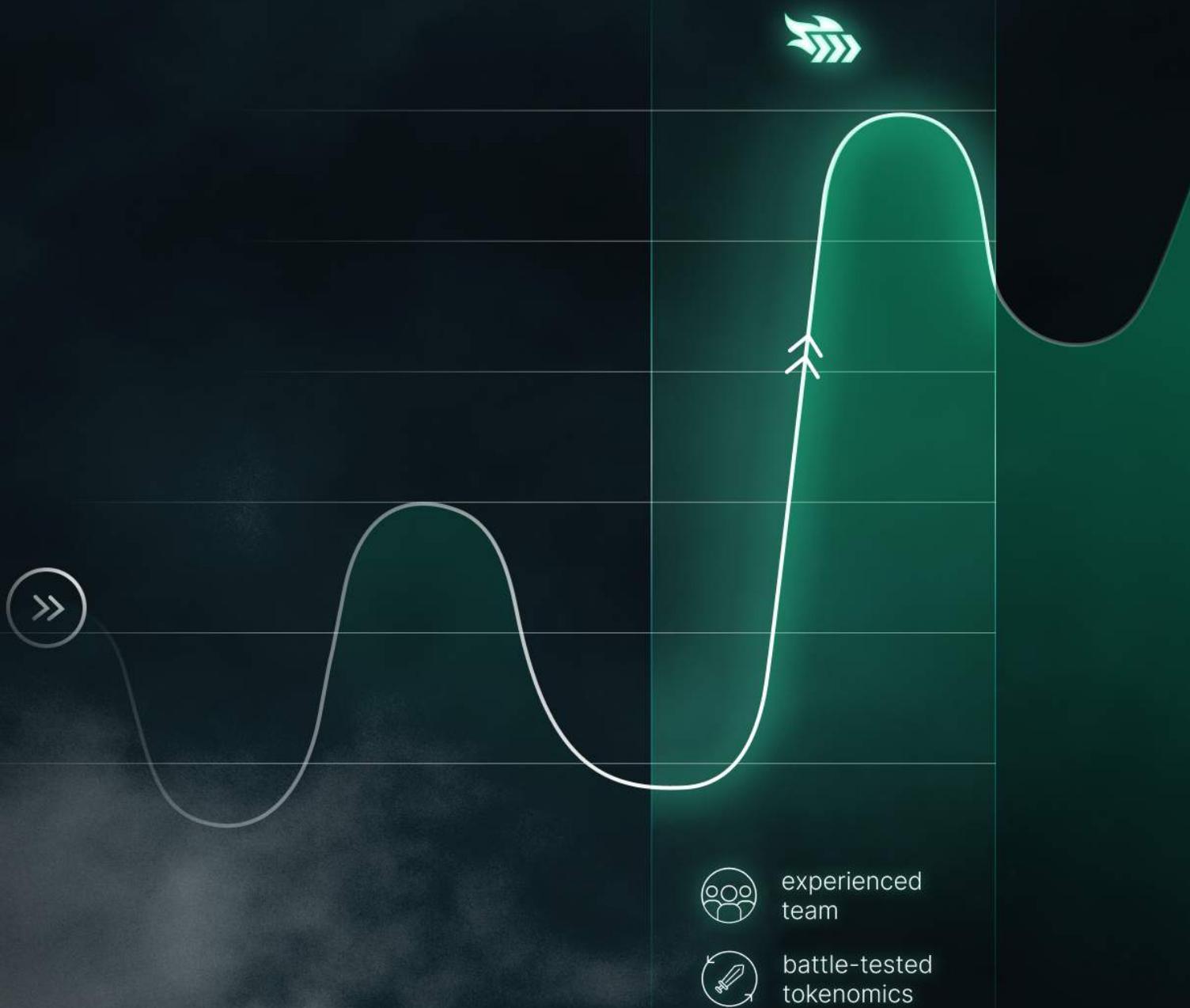
Source: Crunchbase, Dave Metrics, Pitchbook, The Block Research  
[theblock.co/post/160506](https://theblock.co/post/160506)



# MARKET OVERVIEW

In Q2-Q3 2022, the P2E and NFT market cap have dropped significantly, flushing low quality projects. **Communities and launchpads now request well thought-out games, led by an experienced team and with battle tested tokenomics.**

Skilled game studios are the ones capable of developing products that are fun and engaging to keep users interested long term.



# TEAM VISION

All members of our team share a love of gaming, and we are all too familiar with blockchain gaming's challenges and issues. Therefore, we know exactly how to solve these problems and what needs to be done to become the leader of the Isometric Action Shooter mobile gaming market.

Chain Joes vision is to establish a true Play-and-Earn ecosystem based on high-end gameplay. Our vision is based on 6 principles:

## THE NEXT LEVEL OF P2E – PLAY AND EARN MODEL

Our Play-And-Earn model evolved from the P2E framework. It puts the focus back on providing real, quality, gaming entertainment first which leads to a sustainable, open game economy.



1

With Play-and-Earn we aim to build value with gameplay. Providing a high entertainment game encourages players to keep playing and seeking valuable rewards they can spend in the game to improve their gameplay experience and develop their character and skills. P2E games are pretty much as they sound — users play them to earn currency. The problem is that the imbalance of resources entering and leaving the game makes building a sustainable economy very challenging.

The Chain Joes team are all gamers themselves, so we want to give all players an interesting and free gaming experience. The best players will have to prove their skill in the Arena and will be able to earn the best rewards!



2

## FOCUS ON THE GAMEPLAY AND MECHANICS

Gameplay is always determined by the mechanics of the game, which should captivate the gamer and make him want to spend at least 20-30 minutes a day playing it. If Play-To-Earn mechanics dominates a game, then it is not a game, but merely a gamified earning tool. NFT games are often too focused on earning mechanics, and many players only play them for that reason. We are not building a gamified financial instrument. We are building a real high-end game.

Our game is built on the well-proven isometric action battle arena mechanics, irrespective of how much NFT is on the market. It's fun and it works. We will use NFTs and blockchain to enhance the gaming experience and open new avenues that were previously not possible.

In addition to the classic PVP mode, where the ranked match function will be available, we have specially made a fun concept for our PVE mode in the game.

In our Chain Joes mobile game, everything is from the real web3, so the villains in it are Hackers, Spammers and Scammers! Gamers will have to fight them, protecting the DAO from their attempts to steal our assets, spam our mail or try to sell us shit coins. We will expose them together and clear the DAO of all threats!

All this will be relevant to the current state of the market! Imagine enemies with the face of Samuel Bankman-Fried, who attack the metaverse and try to block your wallets. Time to fight back!

## **FREE TO PLAY**

**3**

Many players want to play games while earning. A major limitation of existing NFT games is their high entry barrier.

Chain Joes is a mobile-native game available to download for free. This makes it easy to onboard millions of players. Many traditional players won't play NFT games if they have to invest a certain amount of money, but the more players, the better the battle.

**4**

## **FOCUS ON LONG-TERM BENEFIT**

As the P&E market is in its early stages of development, we do not want to sell 10k NFT collections.

Our vision is to provide free access to the game, and for early support we will offer an «Initial battle package».

It will only be available for early supporters to include NFT characters, NFT weapons and exp boosters which will give a boost to the players' progress at the initial stage.

**5**

## **EASY ACCESS TO NON-CRYPTO PLAYERS**

The NFT ecosystem is a relatively new technology, and many gamers are unfamiliar with it, so they encounter difficulties when trying to join a web3 game. Despite NFTs bringing new layers of gameplay and depth to videogames, most projects don't consider that most people might find them too technical and difficult to use.

It's time to bridge the gap with traditional gamers.

Our onboarding program helps users get used to NFT technologies step-by-step, so they can start playing right away. We understand the pain of a lot of users who are just getting started with NFT technologies.

**6**

## **WITH LOVE, FOR FUN**

We grew up during the boom of the gaming industry and became real geeks who appreciate interesting games. This led us to create games that bring joy to the players. That's what we do here in web3!

Wish us good luck, and GL HF folks!

# EXECUTIVE SUMMARY

The player comes first in Chain Joes, a mobile Isometric Action Shooter game built for web3.

Battle each other in our competitive PVP modes to win and earn rewards through our Play-and-Earn mechanics or protect the community from Spammers, Scammers and Hackers in PVE to earn unique rewards.

Choose from 6 unique and powerful characters all with their own strengths, weaknesses, and unique background stories. From the mysterious Deo seeking redemption for a dark and sinister path to the self-serving Sam who refuses to be forced into retirement when there are still glory and riches ready to be claimed...

Explore a rich and detailed world as you master combat, upgrade your weapons and skills, and fight for the title of champion of the Chain Joes Arena.

The golden age of gaming is back and it's had an upgrade...

GENRE: ..... Battle Arena with PvP/PvE Coop  
PvE modes

ECONOMY: ..... F2P and Play-And-Earn crypto  
economy with NFT in-game assets

NETWORK: ..... ETHEREUM

FORMAT: ..... Isometric 3rd Person

PLATFORMS: ..... Mobile

ENGINE: ..... Unity

SETTING: ..... Web 3.0 / Military / Memes

AUDIENCE: ..... Mid-Core Battle Arena Fans



# BACKSTORY

Near future....

Billions of citizens in existing metaverses now have access to a new meta-jump technology. Using this technology, they can move between any metaverse in a second without paying for gas.

Those universes where meta-jumps are possible make up the Chain Verse.

There's been a tremendous economic boom thanks to meta-jumps. A colosseum city arose — the Chain Verse Arena, where fighters from all corners of the metaverse fight. Each fighter pursues his or her own goals, united by a desire to prove themselves the best warrior in the Chain Verse. These fighters are known as Chain Joes.

But the fights in the Chain Verse Arena for the Title of the Best did not distract the fighters for long. Bots, spammers and crypto hackers began to attack the DAO, causing chaos and destruction in their path...

It's becoming clear that there is a sinister force behind these entities. Their activities have recently become too organized.... The DAO of the Chain Verse Arena decided to use the forces of the fighters not only for the entertainment of the public, but also to carry out special missions to clear the metaverses of these growing enemies....



# INTRODUCING MR. TYR

Strength and Honor...

This is carved on the coat of arms of the house of Hodler, whose metaverse was covered with ice after it was destroyed by hackers decades ago. The last survivor of the once powerful house, the stoic bear Mr. Tyr, wanders around his world, protecting it from looting treasure hunters.

This world is melting, revealing the valuable artifacts stored in its depths. For hunters and gold diggers, this value lies only in money, but for Tyr, their importance is far greater.

They are part of his world, his home and his identity. He has no choice but to find worthy allies and fight for the preservation of his world. To find and face those behind his dynasty's destruction. Strength and Honor!



# INTRODUCING ANWAR

Reconstructed from fragments of Ancient Greece using web 3.0 technologies, the warrior Anwar arrived from Metaverse Greece #21. His military father trained Anwar to fight, be strong, and resilient and prove to himself and others that he has no limits. This determined his future fate in the army.

Subjected to constant tests and hundreds of battles, he shed his fear and transformed into a machine of frontal destruction. War became a part of his life. Without it, he is nothing. In his homeland, he did everything to prove himself as the best and most successful warrior of all time... but there was always more to prove...

When he discovered a place to face off against the very best warriors alive, he challenged them in the Chain Joes Arena.

Is it his desire to show everyone his strength and power that drives him, or is there something more?



# INTRODUCING DEO

The Monk, Deo, arrived from the metaverse Temple of Fate...

On his planet, the monks were able to manipulate web 3.0 technologies and now draw strength from the power within. Not much is known about Deo's past. Even his Sensei knows very little about his origin, but signs of a "dark former life" remain on his body...

Tattoos tell the story of a complicated past — perhaps he was a member of a hacker gang, maybe something worse, but now that is behind him.

Something mysterious happened that changed him forever. He now walks the path of redemption and has spent decades in the pursuit of purification. Over his years of training, Deo abandoned his desire to hurt others and is now the one who enhances the spirit and abilities of his allies by healing and protecting them. He longs to atone for his sins and seeks true freedom...

He hears the call of the arena...



# INTRODUCING SAM

Earth X300 has reached the peak of development and formed its own utopian society. People live in prosperity, and technology works for the benefit of humanity to deliver comfort and security.

Sam is a member of the special guard, which was created to ensure the security of the DAO. Now, at the age of 28, after 5 years of service, he's been forced to retire. Technology has developed so much in this world that it no longer needs special protection forces — the firewall protects everything too well.

Sam was always restless, which hindered his promotions. Unlike his colleagues, he did not want his 'well-deserved retirement.' He needed more and sought adventure — a chance to fight with all his might and test himself in battle once more.

When he heard about Chain Joes, he knew that this was the best place to use his abilities. There is no deeper purpose driving him — he just loves to fight for fame, glory and women. This is all that matters. Now he's ready to prove himself as a gladiator in the arena — the pure love of the fight fueling his desire to win.



# INTRODUCING SHAAN

Shaan has been a member of a cybercriminal gang from the Cyberizzz metaverse.

Due to the overabundance of various advanced technologies inside the city, it can “lag,” leaving locations distorted and merging into each other. Some places within the city have been lost to lag forever — these zones are called Limbo.

After installing another mechanical implant in his body, he himself began to lag, due to a virus or some kind of malfunction in the implant. Over time, the implant began to change his personality. Once gloomy and arrogant, he began to find a sense of humor and some passion for life, distancing him from his previous bandit calling.

But it was not all good news. With the development of intelligence, the virus began to affect his health and physical well-being. Now he does what he can to slow down the degeneration. His insatiable love of technology allows him to create ideal partners — drones that protect his withering body.

He became a Chain fighter to find an antidote among the best fighters alive.



# INTRODUCING MILCY

MLc s9 is one of the 10 newest bots created as part of the experimental development of metaverse A2, engaged in the development of spam bots. These bots were supposed to be the ultimate creations, allowing them to bypass all current firewalls.

Bots do not have their own consciousness, they are machines. They are controlled.

However, in their very first mission, critical firmware errors were detected in all 10 bots, which allowed them to show true intelligence and escape. A2, whose sponsorship is supported by large corporations, could not allow perfect bots to roam the metaverses. They are hunting for them to eliminate the threat.

MLc s9 changed his name to MiLcy and became one of the Chain fighters. [Only here does he feel protected by the DAO and hidden from the corporations.](#)

He is here to reveal a dark truth... A truth the universe may not be ready for!



# GAMEPLAY

There's something to suit everyone in Chain Joes. From the hardcore gamer looking to dominate the PVP arena to the newcomer seeking adventure in the PVE world.

The varied and lore-rich characters have much to offer, each boasting their own unique set of abilities and skills.

It's up to you to figure out how to best use your strengths and defend against your weaknesses so you can become champion of the Chain Verse.

## [01] ARENA

A classic Battle Arena with narrowing borders and a large number of players. Show your skill and destroy other players on the way to becoming the only survivor.



### Arena modes include

#### Battle royale

Area of survival shortens as the game progresses; no respawns

#### Capture the flag, duck hunt, run the labyrinth, etc.

Get points for completing some other activity other than killing opponents (carry the flag, shoot special NPCs, get first to finish), and while the player performs that activity other players collect bonuses over the map



#### Classic deathmatch

Everybody dies and respawns at specific points on the map, users are rewarded based on relative amount of damage dealt/received

#### Meat grinder

Every death makes the respawned character stronger, making them harder to kill; can be combined with field shortening

# GAMEPLAY

## [02] CAMPAIGN

An additional PVE branch of the game gives players the chance to protecting the DAO from various enemies who have invaded the metaverses. Among the challenging enemies you will face are hackers, spammers and scammers who seek to steal your funds.



### SPAMMERS

The Spammers faction is based on fast and slashing movements, chaotic choice of targets, defiant and unpredictable behavior. It's nearly impossible to dodge their attacks because you never know what the next target will be. But you can try!



\*The concept art can be changed on production stage.

## HACKERS

Intelligent and technological formations that use small reprogrammed bots as cannon fodder. This faction is based on the strongest programming skills, technical skills and hacking. Protect yourself as much as possible!



\*The concept art can be changed  
on production stage.

## SCAMMERS

Scammers fraction is based on hallucinations, illusions and fakes. The characters are very sneaky, selfish and ruthless. Some can be fast and loud, and some can be slow and persuasive. But don't get caught out by their tricks or you're finished!



\*The concept art can be changed  
on production stage.

# GAMEPLAY

## [03] BOSSES

Come face to face with the most powerful villains behind the patronage of scammers, hackers, and spammers. Battle your way through PVE challenging and eliminating more powerful villains.



Approach each boss with your own fighting tactics and the best weapons, and prepare for the fight of your life as they attempt to destroy you and anyone else trying to tell their secrets.

## [04] SPECIAL MISSIONS

Prepare your team for unique adventures available as part of weekly, seasonal events and tournaments.



Train to show the best result and collect as many unique rewards as possible that are only available for a limited time. Each player who receives rewards from special missions will leave their mark on the history of Chain Joes forever, and the best will get the real glory...

# PLAY AND EARN

In Chain Joes, player can convert their effort into earnings in three main ways:



## GET REWARDED FOR PLAYING WELL

Winning battles sends players up the ladder. Falling into a higher League based on the ladder provides players with loot boxes once in a cycle (1-7 days, TBD).

Players get tokens and NFTs from those boxes. So, with no money put into the game, players will be able to earn with skill. But that will take time and mastery.

Putting in the same effort with NFT characters and equipment will provide players with higher ranking in a higher league with more/better rewards. So, having NFT equipment and NFT characters from the very beginning is a faster way to start earning.



## STAKE

Stake token to stabilize it. As holders of \$CJ token, players will be able to stake it in exchange for a portion of the regular distribution of funds from the treasury, including exclusive NFT assets



## MARKETPLACE

Sell crafted NFTs. As holders of NFT equipment, players will be able to trade their assets on the marketplace. Players may also sell \$CJ Coin in a peer-to-peer manner to the market or use it to buy NFT assets.

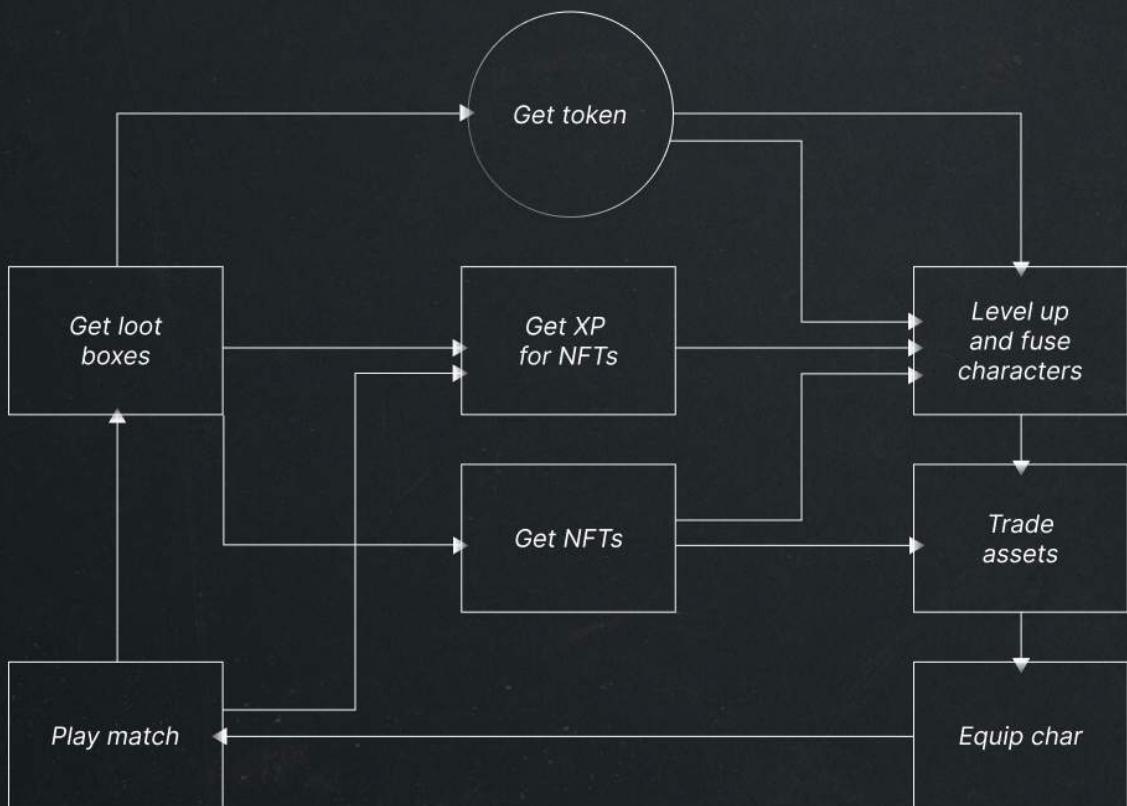
# CREW SYSTEM

**Monetization is by far the most serious challenge.**

The crux of the issue is that the shooter gameplay doesn't lend itself well to monetization, mainly because of the «even playing field». More specifically, the current gameplay shouldn't offer any power progression, and therefore players cannot spend prior to playing; also, there are no opportunities to monetize during the gameplay to improve the odds of winning.

A clear power progression and a focus on slowing down players speed of progress are the two vectors to follow. NFT guns are more powerful than free ones, and give a bigger range of tactics. Same goes for NFT characters, and long-time staking would be impossible without NFT-contractors. Characters would come more as a result of a fuse process, while guns would be easier to acquire by opening loot boxes.

**We want to build a brand that players trust.** A brand that is known to avoid excessive monetization mechanics always steering away from pay-to-win systems. Yet dedication to an ultra-light and mainly cosmetics based monetization element is also somewhat of a limiting factor to our games that require heavy investment to grow.



# THE CHAIN JOES TOKEN



TOKEN SYMBOL:

**\$CJ**

TOTAL SUPPLY:

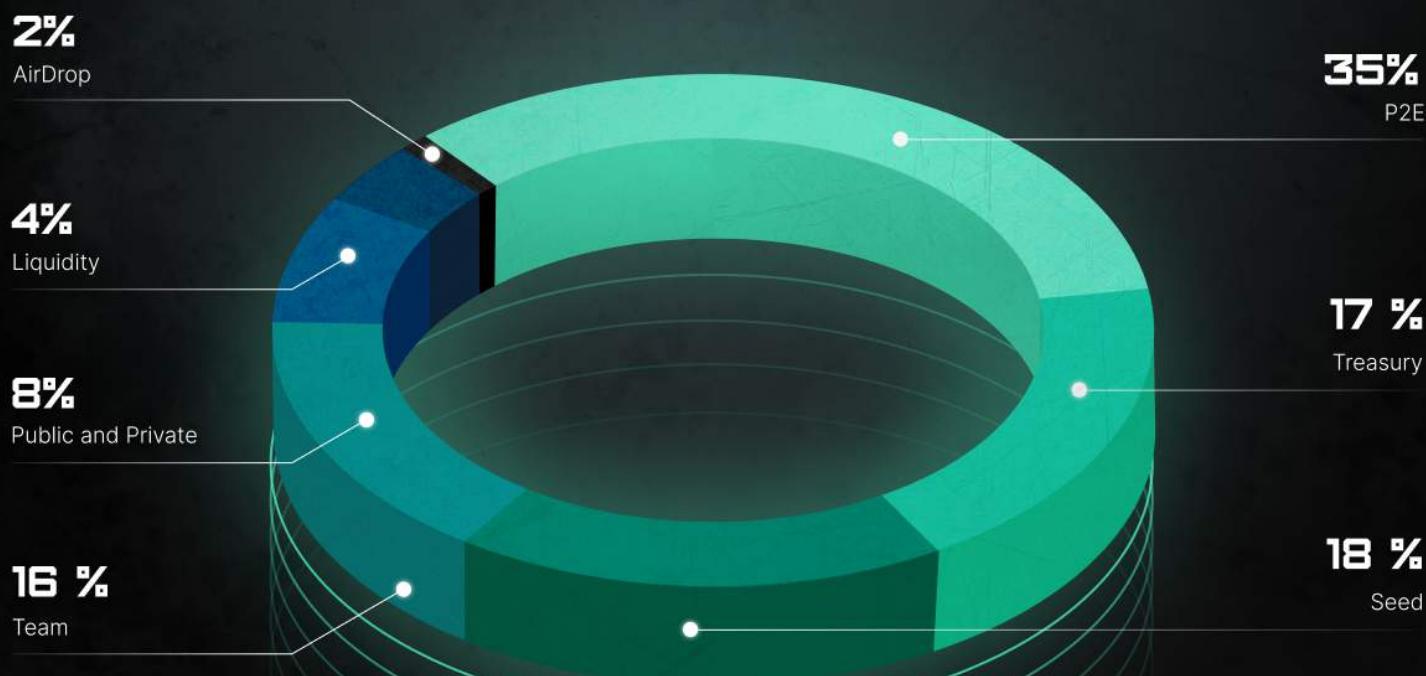
**100.000.000**

# TOKENOMICS



**TOTAL SUPPLY:**  
**100.000.000**

	TOKENS	PERCENTAGE
<b>PUBLIC AND PRIVATE</b>	8.000.000	8.0% (2% Private Sale & 6% public ICO)
<b>SEED</b>	18.000.000	18.0%
<b>TEAM</b>	16.000.000	16.0%
<b>LIQUIDITY</b>	4.000.000	4.0%
<b>TREASURY</b>	17.000.000	17.0%
<b>P2E</b>	35.000.000	35.0%
<b>AIRDROP</b>	2.000.000	2.0%



# TOKENOMICS

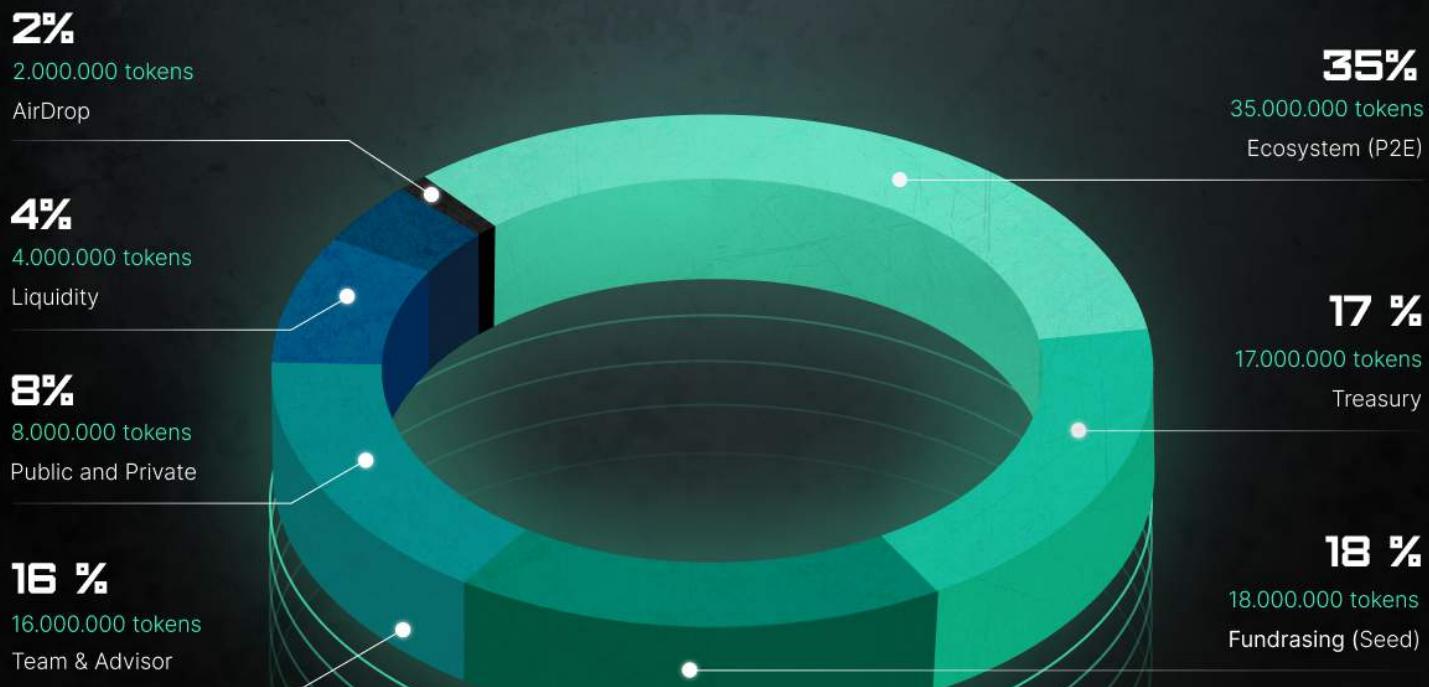


**TOTAL SUPPLY:**  
**100.000.000**

TGE — Token generation event

**Note:** The only coins that will be unlocked right after launch of CJ token (TGE) (right after public sale) will be coins reserved for public sale and liquidity. All other coins will be subject to locks (cliffs) and then linear vesting over certain period of time.

	<b>VESTING</b>
<b>ECOSYSTEM [P2E]</b>	Cliff till game lauch > Linear distribution – 4 years
<b>TREASURY</b>	Cliff 6 months (TGE) > Linear vest – 3 years
<b>LIQUIDITY</b>	100% (TGE) > «Used for providing liquidity»
<b>PUBLIC AND PRIVATE</b>	100% unlocked right after TGE
<b>FUNDRAISING [SEED]</b>	Cliff 3 months (TGE) > Linear vest – 2 years
<b>TEAM &amp; ADVISOR</b>	Cliff 5 months (TGE) > Linear vest – 3 years
<b>AIRDROP</b>	Unlocked on drop > Distribution during the campaign *The tokens for AirDrop will be reserved for alpha / beta testers of the game.



# \$CJ VESTING SCHEDULE



# Chain Joes Governance Tokens (\$CJ)

## are tokens which underpin the ChainJoes ecosystem

*They can be used for:*

- ▶ Chain Joes Design ensures the utility of every last unit of Game Token
- ▶ Token is essential for player progression, all NFT upgrade mechanics require Token
- ▶ Token generation is very limited, forcing the player to make the best decisions in the game and to stay considerably active in conduction events, campaigns or other game modes

*The purpose of the \$CJ token is to:*

- ▶ Reward players for actively participating in the ChainJoes ecosystem
- ▶ Empower users to make key decisions regarding the direction of the ChainJoes ecosystem
- ▶ Encourage users to engage with the token use-case and redeem rewards



# INVESTMENT DOCUMENTS

Chain Joes is ready to share all the necessary documents with potential investors and discuss future partnerships.

## Common Docs

- ▶ Pitch Deck
- ▶ Our Approach
- ▶ Whitepaper
- ▶ One Page

## Marketing Docs

- ▶ Game Teaser
- ▶ Gameplay Concept
- ▶ Backstory & Lore Video

## Token Docs

- ▶ ICO Strategy
- ▶ Tokenomics

## GameDev Docs

- ▶ Game Design Document
- ▶ Token Utility

## Business Docs

- ▶ Game Revenue Model

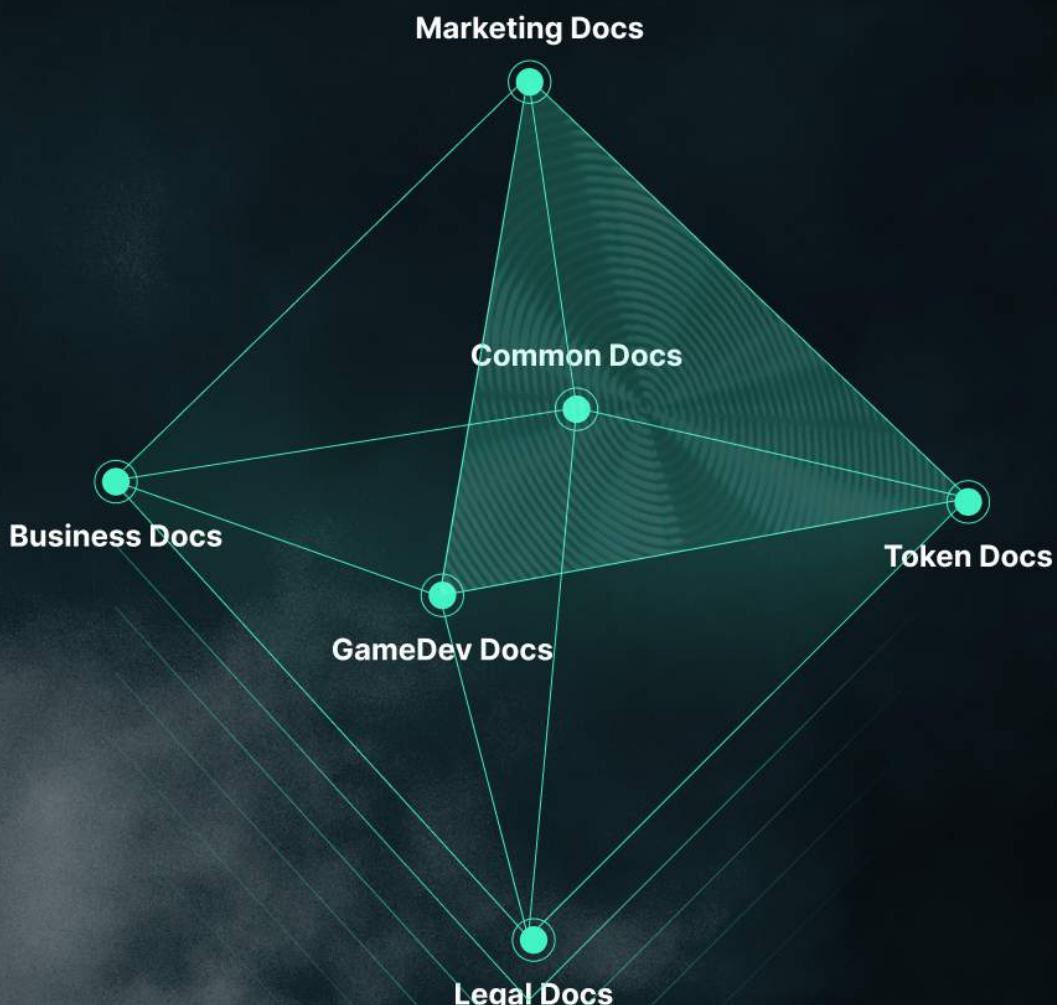
## Legal Docs

- ▶ Simple Agreement for Future Tokens (SAFT)
- ▶ Legal Entity



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Swiss Law  
«GoldBlum» Firm  
[www.goldblum.ch](http://www.goldblum.ch)



# ROAD MAP

## 2022

### Q2 2022

- ⚡ Concept and Idea Development
- ⚡ Blockchain Team Formation
- ⚡ GameDev Team Formation
- ⚡ Marketing Core Team Formation
- ⚡ Game Pre-production

### Q3 2022

- ⚡ Brand Building
- ⚡ GDD Release
- ⚡ Website Release
- ⚡ Roadmap Release
- ⚡ Community Creation

### Q4 2022

- ⚡ Marketing Launch
- ⚡ Private Sale
- ⚡ Whitepaper Release
- ⚡ Game teaser Release
- ⚡ One Page Release

### Q1 2023

### Q2 2023

### Q3 2023

### Q4 2023

- ⚡ Public Sale
- ⚡ Start Game Production
- ⚡ DEX Listing
- ⚡ NFT Development
- ⚡ Marketing Boost
- ⚡ Project Collabs
- ⚡ Game Trailer

- ⚡ NFT Release
- ⚡ NFT Trailer
- ⚡ NFT Sales
- ⚡ DAO Development
- ⚡ Ambassador Program Launch

- ⚡ Game MVP Version Release
- ⚡ Testnet Launch
- ⚡ Closed Beta Test Launch
- ⚡ DAO: Governance Platform Development

- ⚡ DAO Launch
- ⚡ Bug Bounty Program Release
- ⚡ CEX Listing

## 2024

### Q1 2024

### Q2 2024

- ⚡ Cross-Chain Study
- ⚡ Partnerships: Whales Welcome stage
- ⚡ Community Events Release

- ⚡ Mainnet Launch
- ⚡ Game Alpha Launch
- ⚡ Staking Launch
- ⚡ Cross-Chain Development

# CORE TEAM

Chain Joes now has  
a **comprehensive team**  
across all key verticals

With a team of 50+ people, we have a strong competitive advantage by combining both blue-chip game development and business operations experience, allowing us to be nimble and quick while maintaining the highest standards of quality.

## MANAGEMENT



**Mike Sykora**  
CEO, Co-founder



**Christiaan van Steenbergen**  
Blockchain CTO,  
Co-founder



**Gary Yankovich**  
Chief Product Officer



**Darcy Maltseva**  
Chief Operating Officer



**Katerina Dziatlova**  
Head of Management

## GAME DEV



# Red Rift

**Red Rift**  
Game Development partner  
[Redrift.com](http://Redrift.com)

# CORE TEAM

**Chain Joes now has  
a comprehensive team  
across all key verticals**

With a team of 50+ people, we have a strong competitive advantage by combining both blue-chip game development and business operations experience, allowing us to be nimble and quick while maintaining the highest standards of quality.

## MARKETING AND PRODUCTION



**Alina  
Bulavkina**  
Project Manager



**Maya  
Kostenkova**  
Creative producer



**Hanna  
Valasheniuk**  
Creative



**Stacy  
Naumenko**  
Head of Graphic Design



**Veronica  
Yasulevich**  
Graphic Designer



**Paul  
Ivuts**  
Head of 3D arts



**Alex  
Andriyashko**  
3D artist



**Dimitri  
Shatsila**  
3D artist



**Artsem  
Bautrukevich**  
Motion Designer



**Kirill  
Pestovsky**  
Motion Designer



**Roman  
Zhirov**  
SMM Manager



**Alex  
Karaychentsev**  
Developer

# OUR PARTNERS



PayAccept is revolutionizing the way we manage payments by combining traditional and Decentralized Finance (DeFi) and offering access to fiat, cryptocurrency, lending, card issuance, payment solutions, and risk management services.

**10+**  
YEARS

Blockchain  
and Fintech  
experience



DAMNN! is a creative production agency that helps crypto teams scale their marketing with a top-notch digital experience and communicate better on the way to the Moon.

**5+**  
YEARS

Marketing  
experience



Our marketing pros know that they should describe us as a «leading video game developer at the forefront of the Play-To-Earn, games as a service model...», but the truth is that we're just gamers that love what we do. It just so happens we also have the passion and skill to make games that anyone can play regardless of income or platform.

It is our game communities that fuel our passion for the realms and battlegrounds we are fortunate enough to create and grow.

**10+**  
YEARS

Game Dev  
experience

Red Rift partners:



Blockchain



Game dev

Marketing

# OUR SOCIALS



Twitter

[twitter.com/chainjoes](https://twitter.com/chainjoes)



Discord

[discord.com/invite/chainjoes](https://discord.com/invite/chainjoes)



Telegram

[t.me/chainjoes](https://t.me/chainjoes)



Medium

[chainjoes.medium.com](https://chainjoes.medium.com)



Instagram

[instagram.com/Chain\\_Joes](https://instagram.com/Chain_Joes)



Tik Tok

[tiktok.com/@chainjoes](https://tiktok.com/@chainjoes)



LinkedIn

[linkedin.com/company/chainjoes](https://linkedin.com/company/chainjoes)

# CHAIN JOES

## WHITEPAPER V1.01

Battle Arena

| P&E

| NFT

| ETH