

NexGami

**BUILD A DECENTRALIZED
WEB3 GAMING PLATFORM**





**Think of it as the Blizzard meets Twitch
in the decentralized web3 landscape**

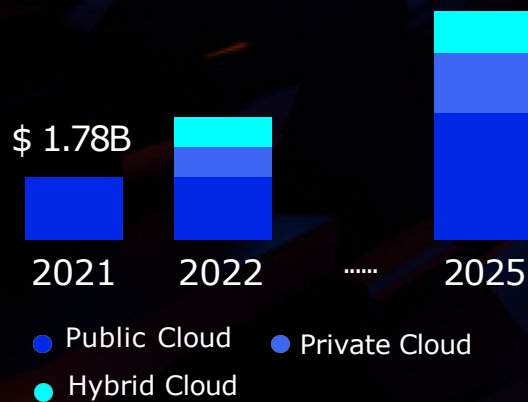
GROWING MARKET SIZE

This part is increasing



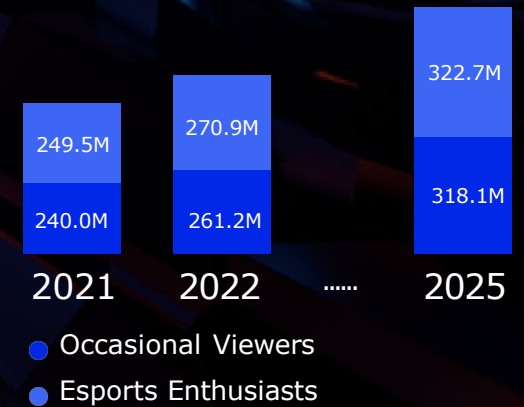
Blockchain Technology Market

size,by type,2021-2025(USD Billion)



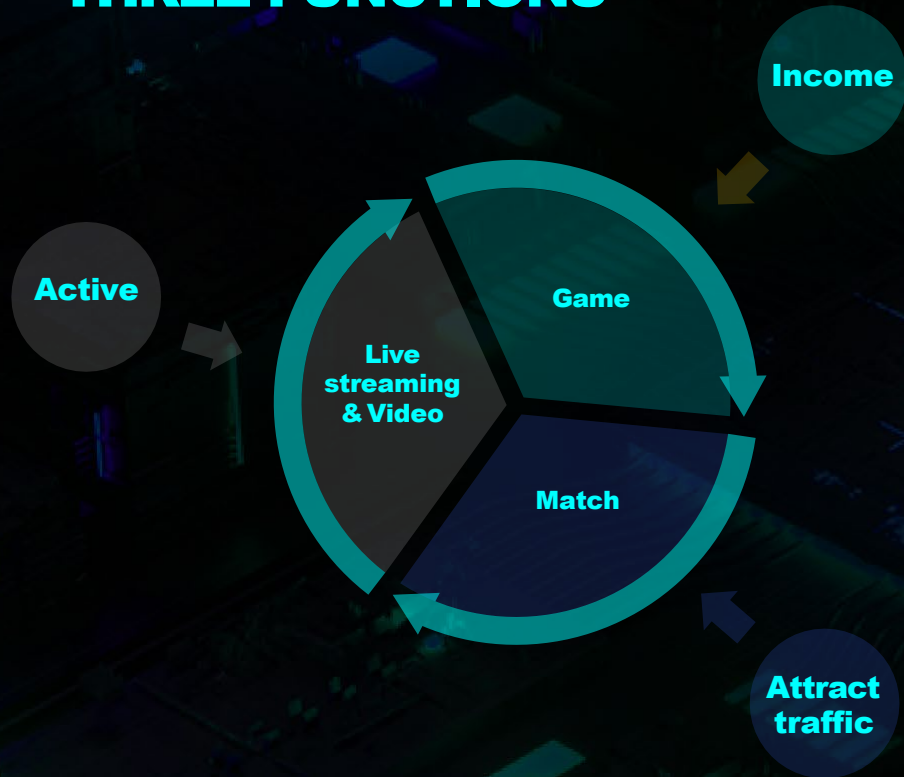
Esports Audience Growth

Global | 2021-2025

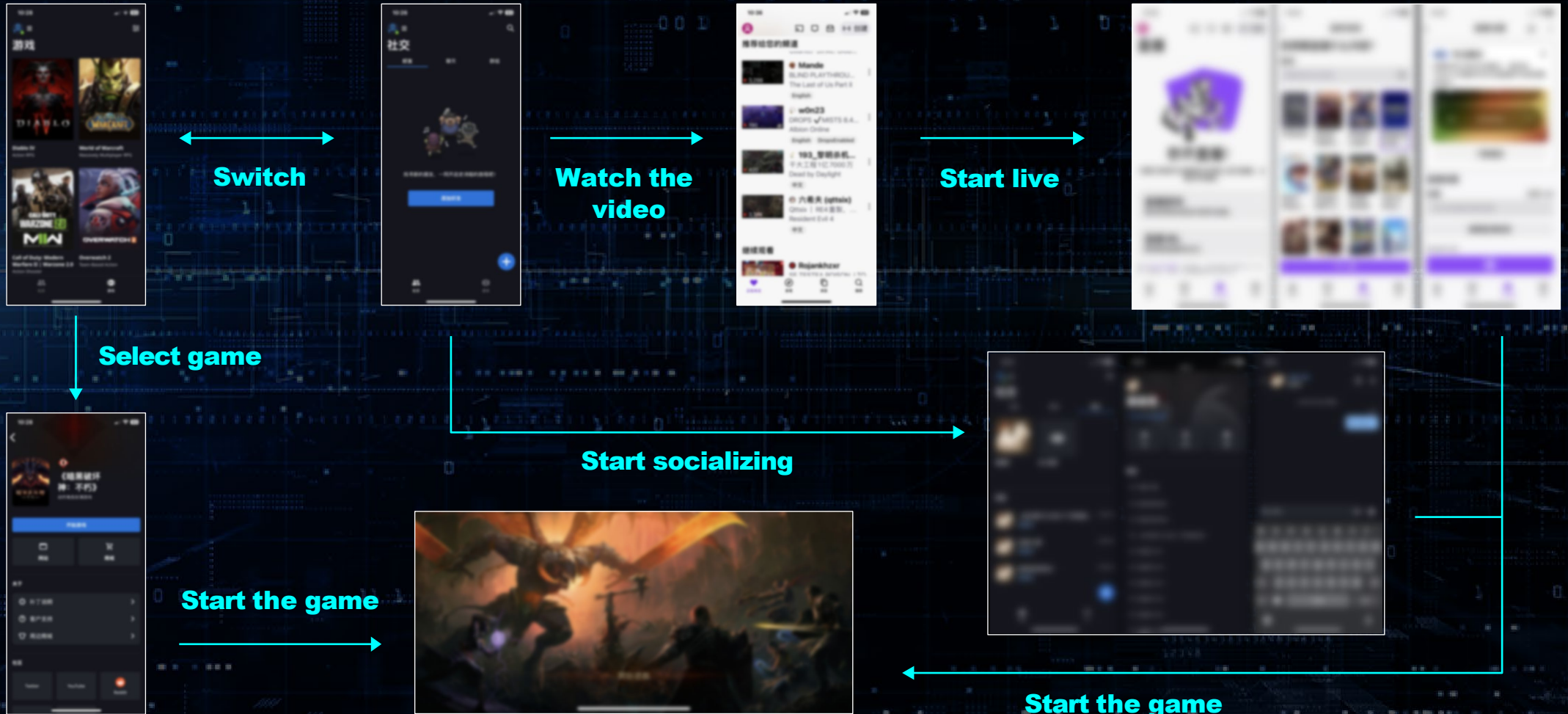


REAL ON-CHAIN BATTLES

THREE FUNCTIONS

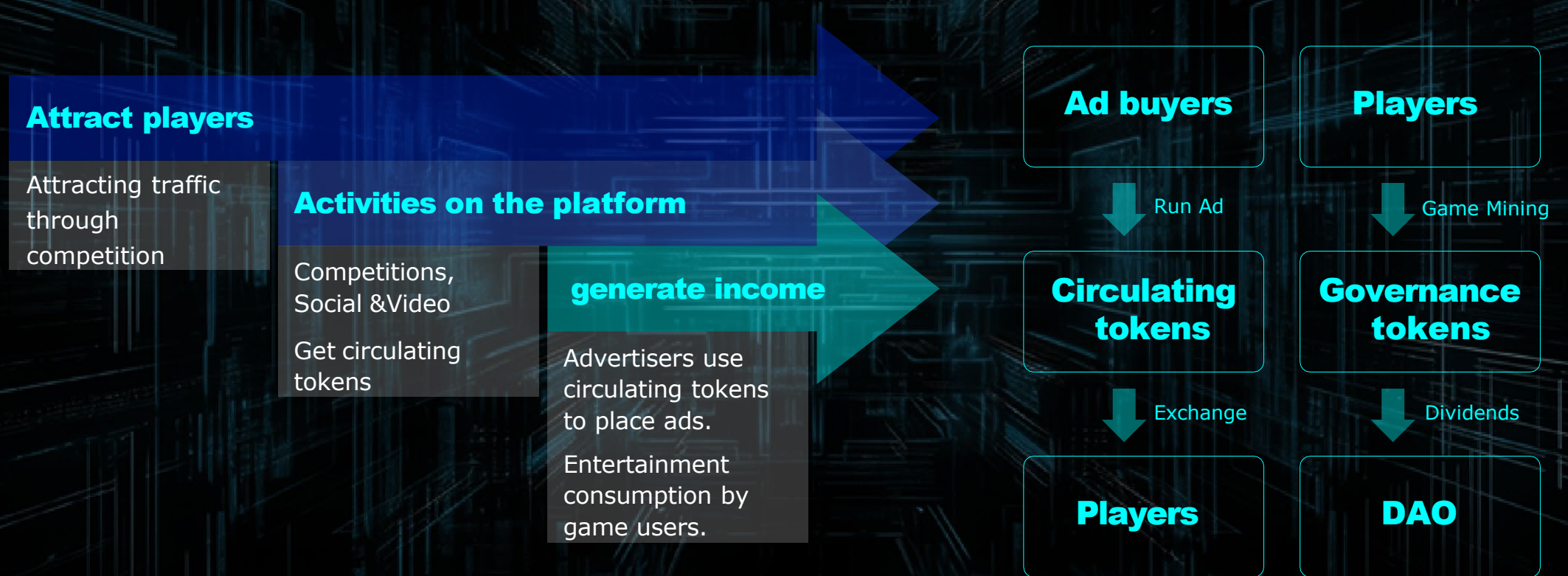


THE EASIEST WAY TO JOIN THE MATCH!

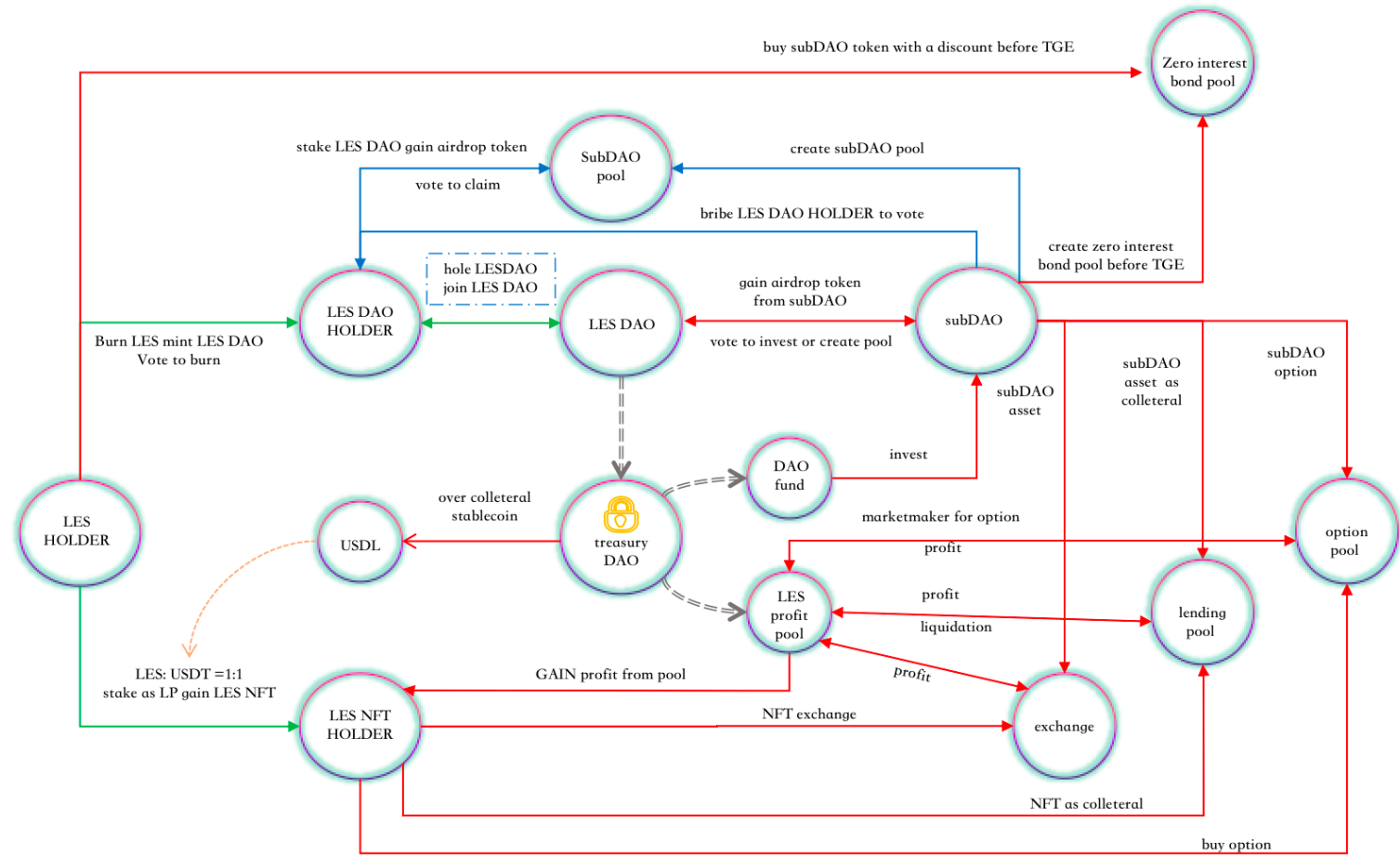


BUSINESS MODEL

ACTIVE IS PROFIT



Token Economic



Token Economic:

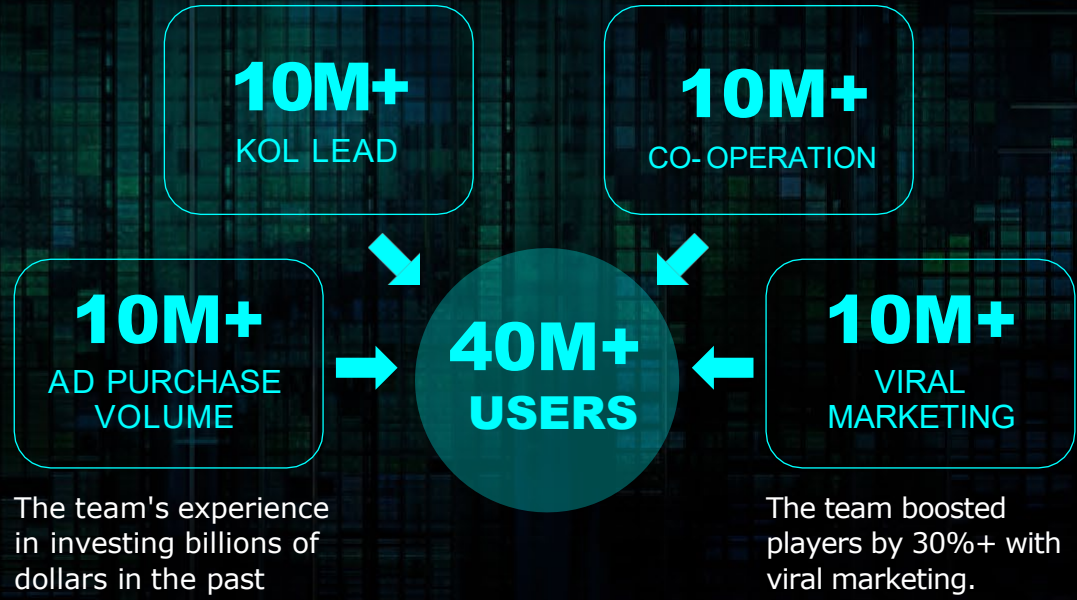
1. Focus on the games genre that emphasizes social interaction and competition. Get the players.
2. GameFi Incubation: Emphasizing ecosystem development, revenue generation, and asset derivatives. Let players join Web3.
3. A DAO prioritizes fairness and efficiency, distinguishing voting from dividend rights. Turn all members into investors.

MARKETING



Past experience has attracted millions of users, and with the growing influence of social media, tens of millions are anticipated

With 20 years of game experience, the team attracts players on co-operated platforms through self-developed games.



WE ARE THE FUTURE



NFT trading and mining models



Telaxed but loose



Halving mining



MAGIC token for all, one game's fail affect the whole project.



Requires learning



Closed Development Policy



Treasure DAO

Gaming nature

Community

Liquidity

Economic

Ease of use

Games



ESports competition



ESports enhanced interaction



Users' number determines output



LES get all revenue, but individual fails won't affect global.



No registration or wallet mandatory



open cooperation

NexGami

SOLID BARRIER

Not just a traffic channel or competition organizer anymore, but also creators and providers of web3 GameFi rules.



Traditional esports platforms

Game mechanics as competition rules

Only advertising and top-up revenue

Only game support like matching and rewards

Light eSports

An open and transactional tokenomics suitable for Web3

Independent game mechanics and competition

Develop and API integration based on product adaptability

Perfectly fitting transaction tax for token economy

OUR TEAM

(Chief Planner) **Zeyu Zhang**

Valve "Counter-Strike"
monthly income of over \$10 millions



(Chief Architect) **Will Chen**

KONAMI's first 3D mathlib.
GTA's graphics engine Renderware



(Chief Designer) **Mendel Wang**

Ubisoft senior concept designer,
"Assassin's Creed" "Transformers"



Brice Bian - CEO

Highest-grossing
mobile game in China



Marco Tuo (CTO)

Over 1 millions real-time online
users mobile MMORPG game



Belal Abdullah Anas (CMO)

Web3 marketing



Vivienna (CFO)




Huobi Defi and token model
researcher.

POWERFUL BACKING







Strategic partnership



Game reserve

-  **MMORPG**
Similar to Chrono Trigger
-  **Football Management**
Similar to Football Manager
-  **City Building**
Similar to Sim City
-  **Simulation Management**
Similar to Township
-  **Auto Tower Defense**
Similar to Plants vs Zombies
-  **Card Battle**
Similar to Hearthstone
-  **Auto Racing**
Similar to Grand Prix Story

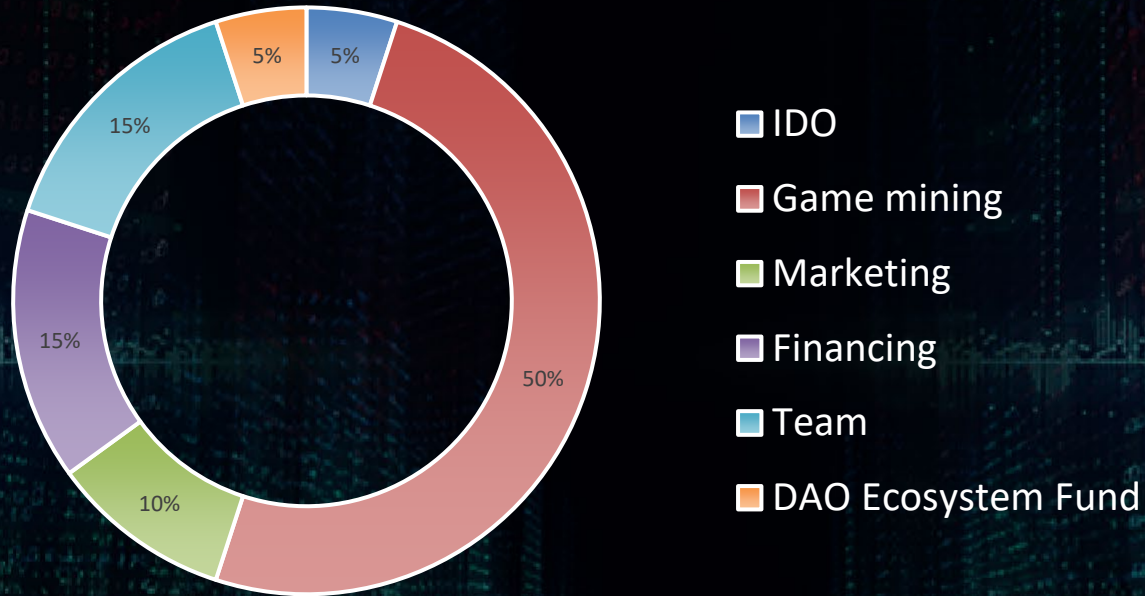
User Acquisition Collaboration

-  **Save the Doge**
78M+
-  **The Legend of Neverland**
10M+
-  **Survivor!.io**
60M+
-  **Puzzles & Survival**
35M+
-  **X-HERO**
80M+
-  **Top War: Battle Game**
300M+

20+other product 100M+

3% Conversion = 20M+ players

TOKEN DISTRIBUTION



token allocation		vesting rules
DAO Fund	5%	2% release after IDO, and the rest linearly released in 36 months.
Team	15%	12 months cliff from IDO, and the rest linearly released in 30 months.
Financing	15%	6 months cliff from IDO, and the rest linearly released in 30 months.
Game Mining	50%	Mining starts upon launch, with a release period of 5-10 years, determined by the activity of players.
Marketing	10%	Airdrop without lock-up. Other released in 36 months
IDO	5%	2% release after IDO, and the rest linearly released in 12 months.

ROADMAP



2025 and beyond:

Launch of game clusters and light e-sports events.

Encourage games to integrate into light e-sports ecosystem.

VR, AR and real-life interactions.

Introduction of brands, game and advertising integration.

The background features a dark blue field with a grid of thin, glowing lines in shades of blue and red. The lines are slightly blurred and have a radial perspective, creating a sense of depth and movement. The overall aesthetic is futuristic and digital.

THANKS

NexGami