



PITCH DECK

EARN MONEY
PLAYING

2.5 Billion
of people playing video games

70% of the population
digitized worldwide



1.96 B
of dollars in 2022

With a growth rate of
10% year-on-year

196B\$
2022

178B\$
2021

164B\$
2020

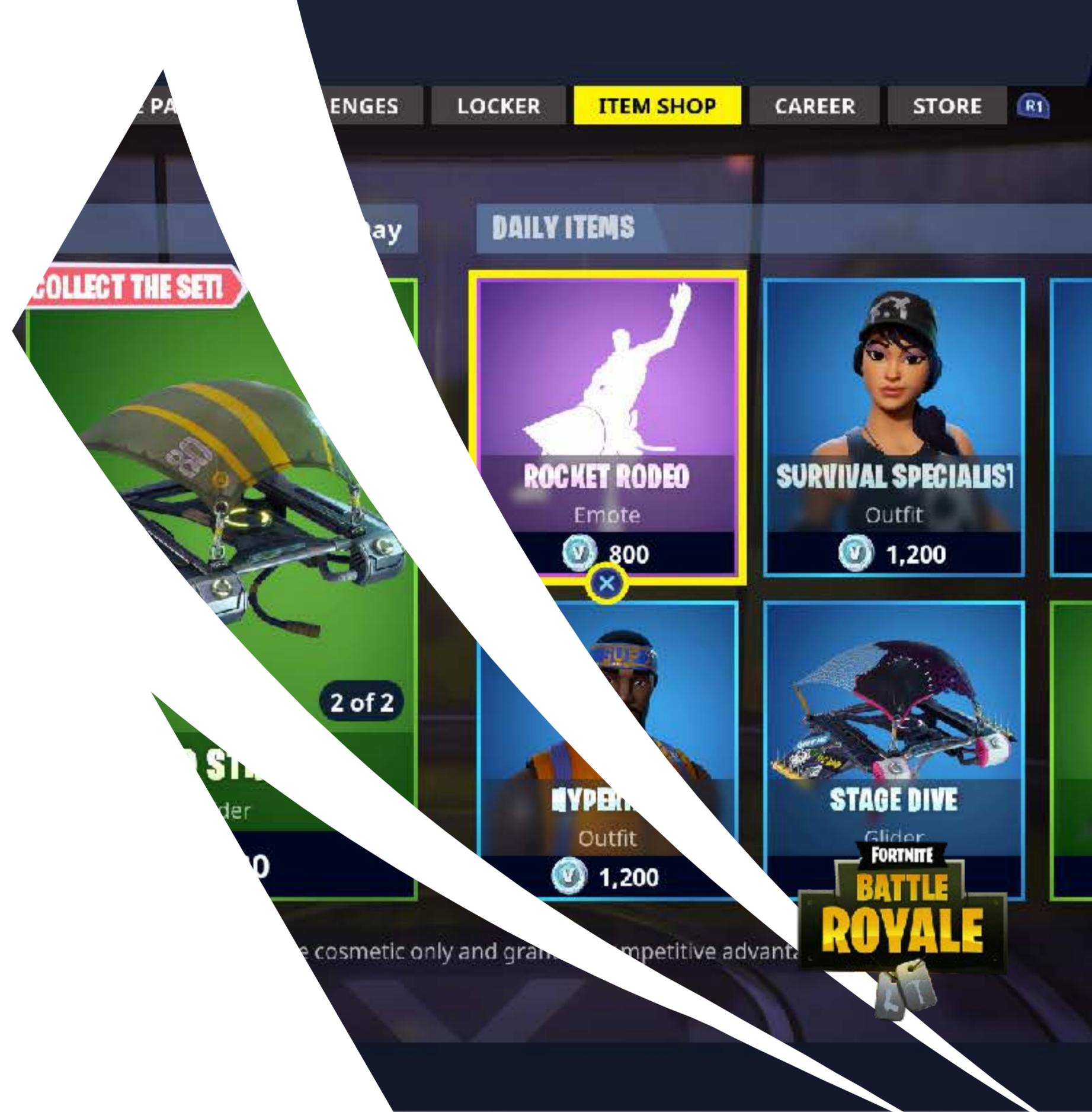
152B\$
2019

138B\$
2018



Virtual Goods Market

100
Billions of dollars per year

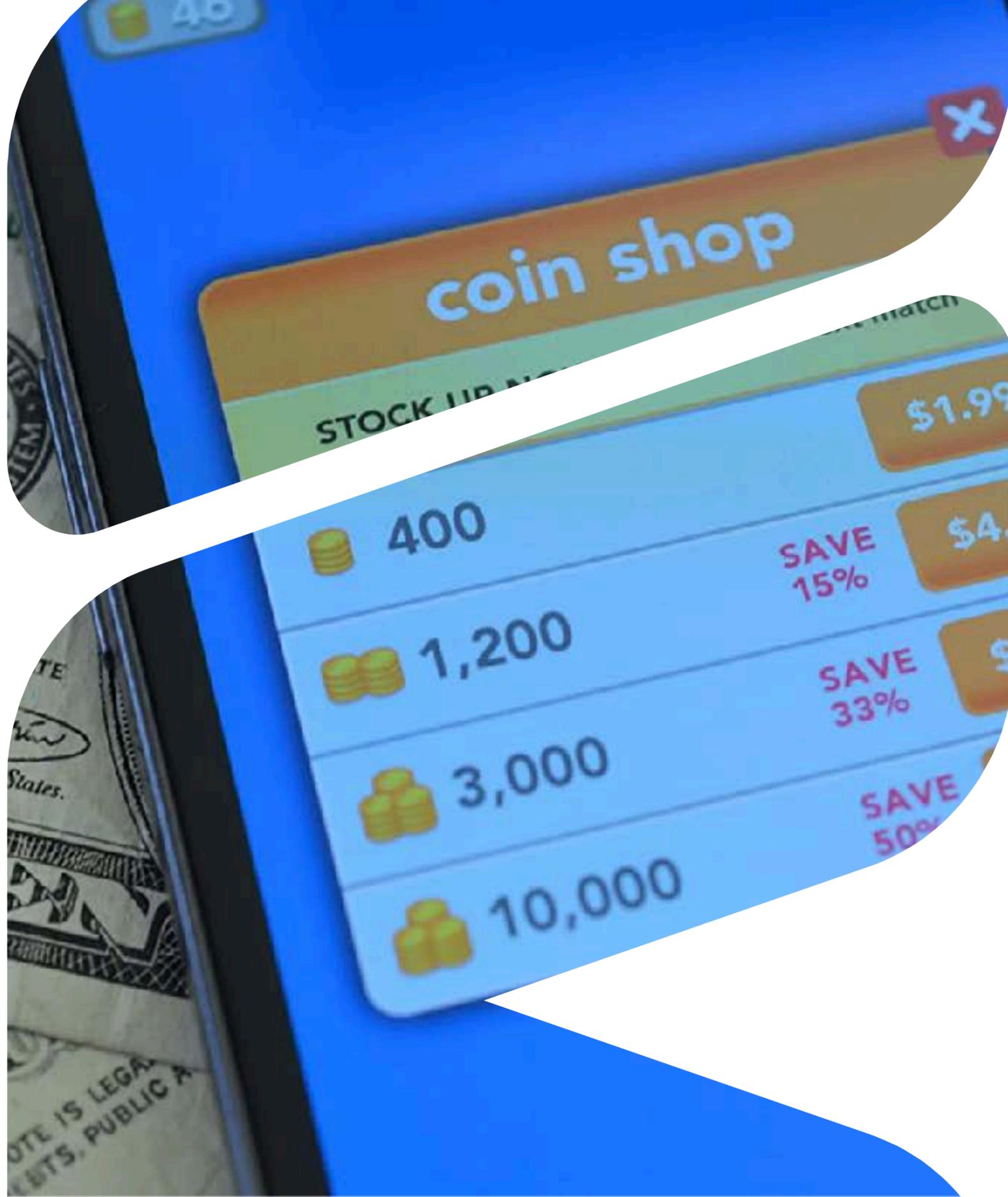


Problem

“You can **BUY**...

... but you **CAN'T** sell”





Problem

"Loyalty is paid **dearly**."

The best players are not compensated for their loyalty, on the contrary they feel exploited and swindled with the techniques that make them spend to advance.

¿Why?

The current business model (F2P) is obsolete

Increased user acquisition costs

+

Difficulty retaining users

=

Increased difficulties for the developer to monetize



Solution

We **reward** the player for his **loyalty, skill, commitment** and allow him to **earn money.**





¿How?

Blockchain system of tokenization of digital assets that allows us to create a new business model "**Play2Earn**".

2593



Hidden Ones

Sell

HEAVY BLADES

Headsplitter
1045 Lv 32

Crescent Axe
54 Lv 4

SCEPTERS

Staff of Sehetep
824 Lv 29

SPEARS

Cyrene's Spear
1030 Lv 35

The Serpent of Serapis
156 Lv 13

LIGHT BOWS

Sorted by: Categories

Sell unnecessary items.

BACK

Headsplitter LEGENDARY HEAVY BLADE

Lv 32

QUALITY ▲2 DMG

77 338/s

Adrenaline on Hurt

Adrenaline on Kill

Health for Critical

Average speed - Powerful
Your own personal problem-solver

SELL FOR 1045

Play 2 earn

How does the player make money?

- 1 Get coins in the game that are exchangeable for game goods.
- 2 Free trade of goods obtained from the game with legal currency.
- 3 Monetizable rewards through a reputation meritocratic system.

Play 2 earn

Business Model

How do we make money?

1

In-app purchase revenue

The player pays to buy our currency with which he can buy virtual goods in the game

2

Revenue from incentivized advertising

The player has the opportunity to see advertisements and make profits in the game in return. This increases revenue by up to 40%.

3

Transaction fee revenue

The player has the opportunity to market the goods purchased or obtained in the game, we take a commission for each transaction.

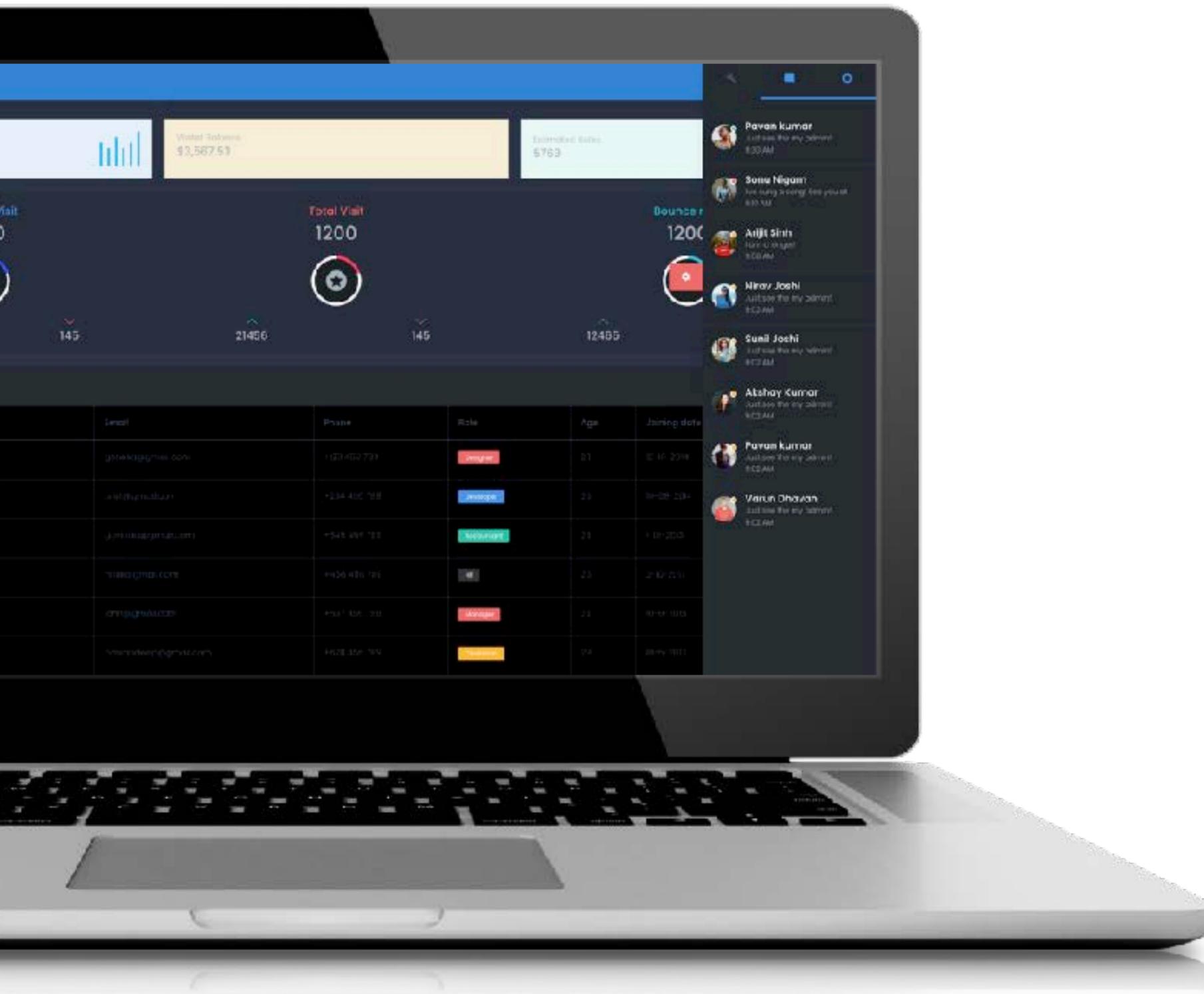


Concept and

Validation

Battle Derby takes the **arcade driving** of Rocket League and Mario Kart's **Car Battle** and puts them into 5-minute fast paced elimination rounds in **Battle Royale** mode as Fornite.





Platform

We allow developers to focus on creating the best gaming experience by **delegating** the technical, strategic and legal aspects of blockchain to our platform.

Roadmap

Development





Who we are

What we can offer

“

A group of veteran game, technology and innovation developers who love to bring new, innovative and disruptive ideas through meaningful entertainment and gaming experiences, creating high-tech solutions that we implement in high quality games.



We have work with:



Advisors



We have a team of consultants with extensive experience in technology and innovation, among others:

U.S Department of Defense at Pentagon

Consensys

Oxford

Protocol Labs

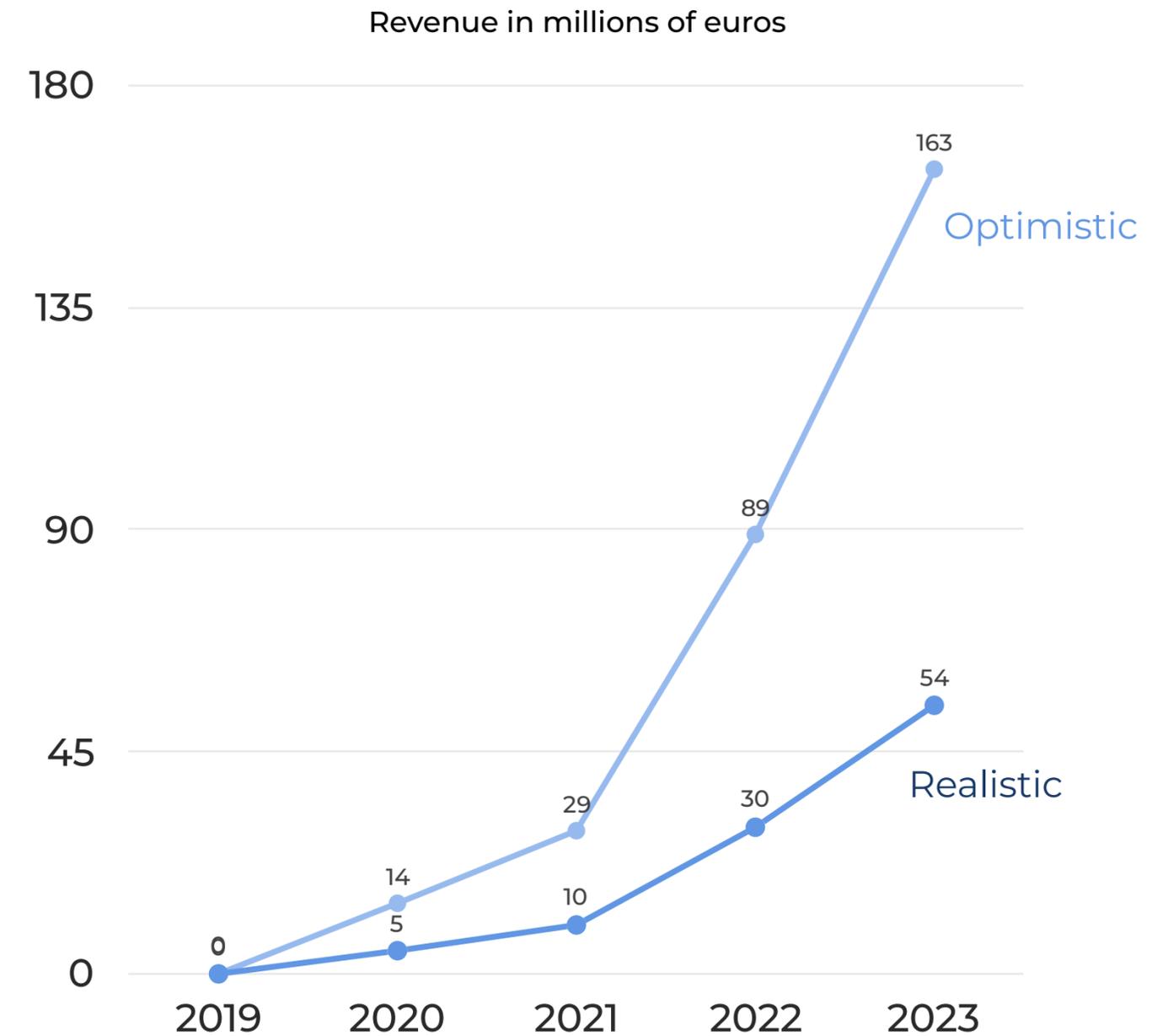


Legal Team



Revenue Projection

We expect to generate profits ranging from 3.5 to 20 million euros per product per year, each with an average life of 3 years. Reaching **163 million in 5 years** only with the creation of video games and without the opportunity to sell the video game platform.



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Business Developer Partners

Google is our market launch partner, who designs the marketing strategy and accompanies us in the launch.

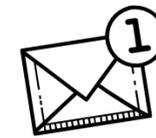
Financial Needs

We seek in a second round seed of **200.000 euros**, with a valuation of **1 million euros pre money**. This round will allow us to finalize the product and make a more appropriate validation before starting the global launch.





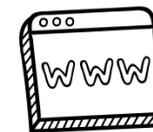
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