

# DEMMOLE

DEFI MONSTER LEGENDS



# MARKET PROBLEMS

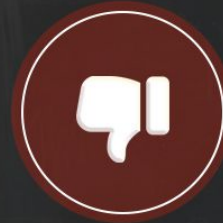
Most of the current NFT games are geared more towards investors than gamers:



Simple design,  
usually pixel or 2D



Lack of community  
features to increase  
player interaction



Few games support mobile,  
reducing the attraction for a  
large number of gamers.



Gameplay and plot are shallow and  
boring, with not many features to  
appeal to real gamers



Barriers to entry for gamers when the  
initial cost is high, up to thousands of  
dollars to start playing




# DEMOLÉ ADVANTAGES

<b>STRENGTHS</b> <i>Demole has many advantages over other NFT games</i>		<b>OPPORTUNITIES</b> <i>Demole targets a wider range of customers compared to other NFT games</i>	
<b>Game</b>	One of the first playable NFT games with fully 3D design and animation	<b>Game market</b>	Mobile and PC revenues are projected to account for 72.8% of Global game market in 2021 (1)
	The plot has depth and diverse content for real gamers		MMO/RPG are some of the most popular genres worldwide (2)
	More communication features to increase interaction between players		
	More earning mechanisms for both gamers and investors to explore		
	Available for both PCs and mobiles		
	Developed on Binance Smart Chain with nearly-zero transaction fee		
	Easy to play, suitable for both gamers and investors.		
	Easy to join		
<b>Token Metrics</b>	Token redistribution mechanism to control total token supply		

(1) Source: @Newzoo | Global Games market Report | Apr 2021 (2) Source: DataMagic

# DEMOLE ADVANTAGES

	Traditional games	NFT games						
		Axie Infinity	My Defi Pet	Faraland	Decentraland	My Neighbor Alice	Polkamon	
<b>3D design and animation</b>	Yes	No	No	No	No	No	Yes	Yes
<b>Rich storyline</b>	Yes	No	No	No	No	No	No	Yes
<b>Game genre</b>	Various	RPG	Social game	RPG	Sandbox	Casual	Social	RPG
<b>Diverse game content &amp; features</b>	High	Medium	Medium	Low	High	No	No	High
<b>Communication features to connect players</b>	Yes	No	Yes	No	Yes	No	No	Yes
<b>Available for PC and mobile</b>	Yes	Yes	Yes	No	No	No	Yes	Yes
<b>Easy to join</b>	Free	Start at 1000\$	Start at 50\$	Start at 1000\$	Free	Free	Yes	Starting at 50\$
<b>Easy to play, suitable for both gamers and investors</b>	Yes	Yes	Yes	Yes	No	Yes	Yes	Yes
<b>Play to earn</b>	No	Trading, Idle	Trading, Breeding	Trading, Staking	Trading, Crafting	Trading, Staking	Trading, Staking	5 activities
<b>Blockchain</b>	<i>Not applicable</i>	ETH high gas fee	BSC + Kardia chain Low gas fee	BSC Low gas fee	ETH high gas fee	BSC Low gas fee	Multichain	BSC - Low gas fee
<b>Token inflation control</b>	<i>Not applicable</i>	Unlimited supply	No	No	Burning	No	No	Burning + Revenue sharing



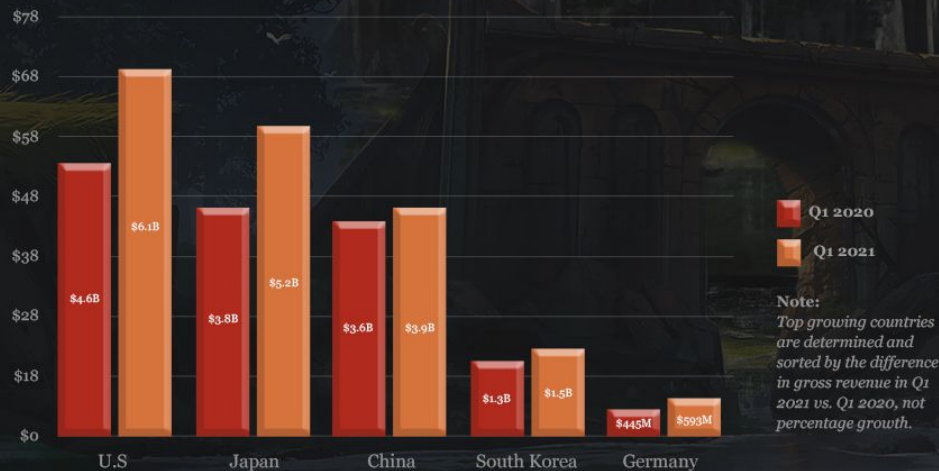
# MARKET OPPORTUNITIES

Unlike crypto investors who aim to withdraw money from their investments, gamers are people who are willing to invest in games just to have fun.

With a scale of up to nearly 200 billion dollars in annual revenue, the game market, especially mobile games, is always fertile land to exploit.

## Spending Grew by More than \$1 Billion in the U.S and Japan

Top countries by Y/Y mobile game spending growth in Q1 2021, App Store and Google Play



## Number of Games Exceeding \$5M in Global Annual Consumer Spend Benchmarks

Note: Consumer spend is in USD. Combined iOS and Google Play



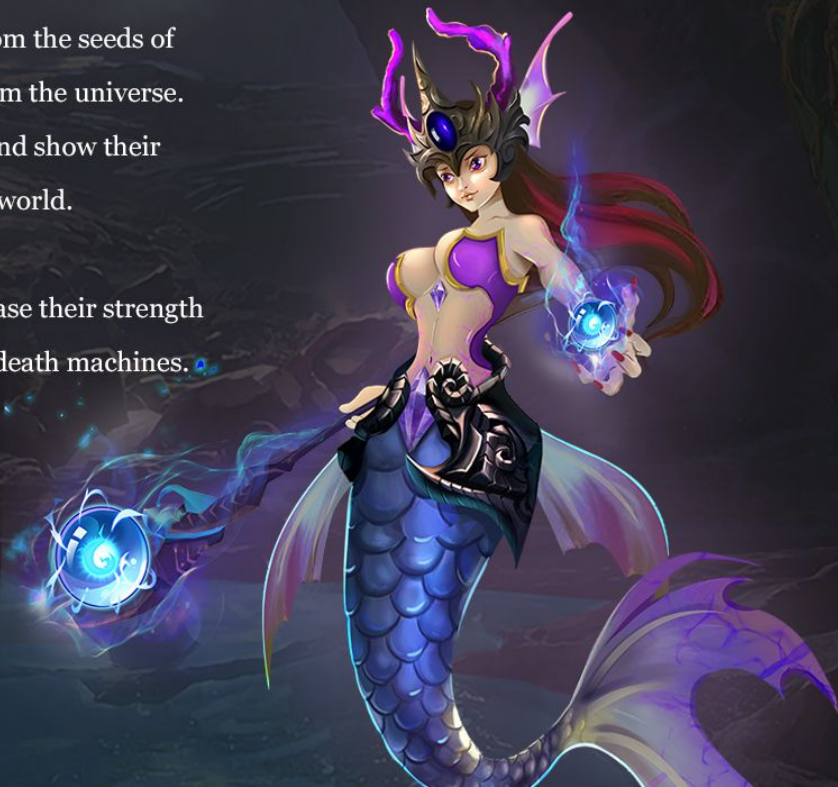


# PROLOGUE

Our early world was in chaos. Many monster tribes lived on the same continents and oceans. They were born from the seeds of both gods and demons, some of them coming from the universe.

The tribes often war to expand their territory and show their strength and ambition to dominate the world.

However, tribes now have to join together to increase their strength to fight common enemies - beasts born from the death machines.





# THE PLOT

## HAS DEPTH AND DIVERSE CONTENT



*Training ground*



*Campaign*



*Arena*



*World Boss*



*Monster summon*



*Upgrade system*



*Crafting system*



*Marketplace*



*Expeditionary*



*Olympus Tower*



*Darkness Maze*



*Monster Soul*

With a large storyline, players will constantly explore the world of Demole. Campaign, World Boss, Olympus Tower, Darkness Maze... All kinds of battles are waiting for you!

With 30 tribes of monsters and 5 elements, and a rich system of skills, equipment, and pets, your line-up and strategy will always be unique!

You can enjoy all of these features in just a few taps!

# FULLY PLAYABLE 3D ANIMATION

By applying the most advanced design and rendering technologies, Demole's game artists can breathe life into monsters and skills while maintaining the uniqueness of NFT.

Enjoy amazing monster design and dazzling skill animations in battle!





# PLAY TO EARN

Why invest huge amounts of money in the game when you can make money from it?

Each and every activity in the game is a great source of real-life rewards awaiting for you to explore.



## TRAINING GROUND

Let your monsters practice at the training ground to increase their level and \$DMLG tokens even if you are not online.



## DAILY QUESTS

Complete daily missions for rewards



## ARENA

Compete with other players in the arena ranking for the exclusive rewards



## WORLD BOSSES

Accompanying players around the world to defeat the world Boss and receive valuable



## MARKETPLACE

Create unique monsters and items and exchange with other players.

# \$DMLG USECASE

## STAKING



Stake \$DMLG for more tokens and rewards

## HOLDING



Hold \$DMLG for passive profit sharing

## UPGRADING & CRAFTING



Upgrade your own unique monsters  
and craft legendary items

## BOOSTING



Buy boosters to speed up your journey

## DAO VOTING



Vote for upcoming features and updates

## GAME TOKEN

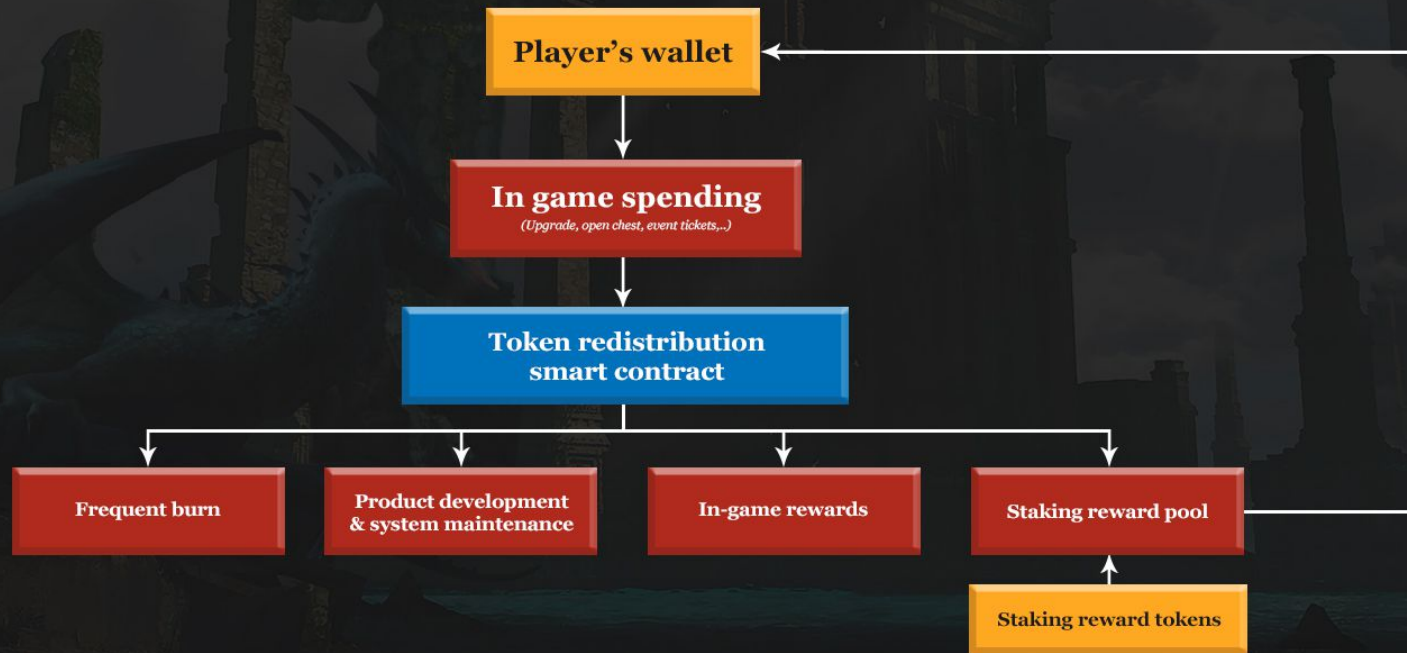


\$DMLG is the official digital asset for Demole



# TOKEN REDISTRIBUTION

\$DMLG spent in the game will be redistributed continuously to ensure increased benefits for token holders and players while maintaining the inflation rate at an appropriate level.



# TOKEN METRICS

	Tokens	Percent	Price	Total raise	Vesting
<b>Ecosystem</b>	150,000,000	30.0%			2% released monthly for 50 months, starting from 2nd week
<b>Marketing</b>	90,000,000	18.0%			10% for the first year, 18% quarterly from the 13th month
<b>LP and LP Incentives</b>	25,000,000	15.0%			24% TGE; 4% monthly
<b>Public Sale</b>	7,500,000	1.5%	0.025	\$187,500	33% TGE; cliff 60 days, 33% monthly
<b>Fundraising (Seed)</b>	25,000,000	5.0%	0.025	\$625,000	16% TGE; cliff 90 days, 4% monthly
<b>Fundraising (Private)</b>	52,500,000	10.5%	0.025	\$1,312,500	16% TGE; cliff 90 days, 4% monthly
<b>Team &amp; Advisor</b>	100,000,000	20.0%			5% on 4th and 7th months, 18% quarterly from 13th month
<b>Total</b>	<b>500,000,000</b>	<b>100%</b>			

**Initial Marketcap: \$372,500**



# ROADMAP

2

QIV 2021

- NFT Offerings
- TGE/Listing
- Marketplace
- Training ground, Monster Nest
- Game release: Campaign, World Boss, Arena

4

QII 2022

- Tournament

1

QIII 2021

- Character design, NFT system
- Game design and testing
- Partnerships
- Fundraising

3

QI 2022

- Pet system
- Item system
- Booster system
- More social features

# TEAM

The success of any NFT game requires a perfect combination of art, gameplay, marketing, and a solid financial model. We are proud to have the best individuals.



## GAME ARTISTS AND DEVELOPERS

A team with 10 years of experience in game development and design, working outsource for leading game companies in Vietnam and developing products on mobile.



## BLOCKCHAIN DEVELOPERS

A team of seasoned blockchain developers has outsourced many international projects. We experimented with developing the complete Empow blockchain and developing the first NFT game in 2019.



## FINANCIAL TEAM

Elite group of 3 members who have worked as financial advisors and business consultants for big firms in traditional and crypto markets.



## MARKETING TEAM

A strong marketing team with a worldwide network of partners has accompanied many successful projects.





SEE YOU  
IN THE WORLD OF  
DEMOLER!