

# AGE<sup>of</sup> NAKAMOTO

◀ EXCLUSIVELY ON THE BINANCE SMART CHAIN ▶

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**BUILD, MANAGE,  
EXPLORE, BATTLE AND EARN.**

— A BLOCKCHAIN TAKE ON THE CLASSIC WAR —  
STRATEGY AND CITY BUILDING GAMES.

# 1. INTRODUCING AGE OF NAKAMOTO

A strategic blockchain-based game, inspired by the popular 4X Strategy Genre played globally.

In Age of Nakamoto, players will raise armies, cultivate economies, form alliances, and strategically compete with one another over virtual land and resources. These interactive elements will seamlessly blend the elements of crypto and strategy gameplay into a metaverse that will appeal to multiple styles of consumers.

Our mission statement is to create engaging long-lasting gameplay that will captivate an audience into a game that is more than just a quick-cash gimmick.



**RAISING ARMIES**



**CULTIVATING ECONOMIES**



**GATHERING RESOURCES**

## 2. Landscape of opportunities

The background of the slide is a vibrant, stylized illustration of a medieval-style village. The scene is set in a valley with a river in the foreground. On the right side, a cluster of houses with red-tiled roofs and white walls is built on a slight rise. A stone bridge with a wooden railing spans across the river in the middle ground. In the background, there are rolling green hills and distant mountains under a blue sky with soft, white clouds. The overall style is reminiscent of a classic role-playing game or a fantasy-themed digital art.

The demand for NFTs is continuing to surge. We are on the cusp of it replacing the currency of all games, due to its inability to be duped.

Strategy games like clash of clans have over 1 billion dollars revenue yearly with no profit for players. The opportunity for hardcore gamers and NFT investors to compete with possibility of return is an untapped market.

Our game's target audience is East Asia, South America, and Eastern Europe, where NFTs games have the largest market. With a 45% increase in gaming over the global pandemic, the 180 billion dollar video gaming industry is growing with no signs of stopping. Join us as we stake our claim, just as our players will on our virtual lands.

# 3. Value proposition



## SKILL BASED GAMEPLAY

Playing to earn will greatly appeal to strategy players that spend large sums of money on similar products, with no return

NFT and Crypto allows flexible gameplay and reward systems for a community focused approach



## MOBILE FRIENDLY

Simple to understand UI based on popular apps for easy intuitive gameplay

Mobile games claim the majority of the digital claims market as of 2021



## INVESTMENT FRIENDLY

Landlord system grants flexibility and safety for investors

Long Term game phases ensure fresh gameplay and a continued playerbase



## AR/VR EXPANSION

Players are able to really feel the weight of their purchased lands and raised armies with VR mode.

AR mode allows Lords the ability to display their NFT purchases in the real world as monuments of their progress and victories.

## 4. Envisionment of Age of Nakamoto

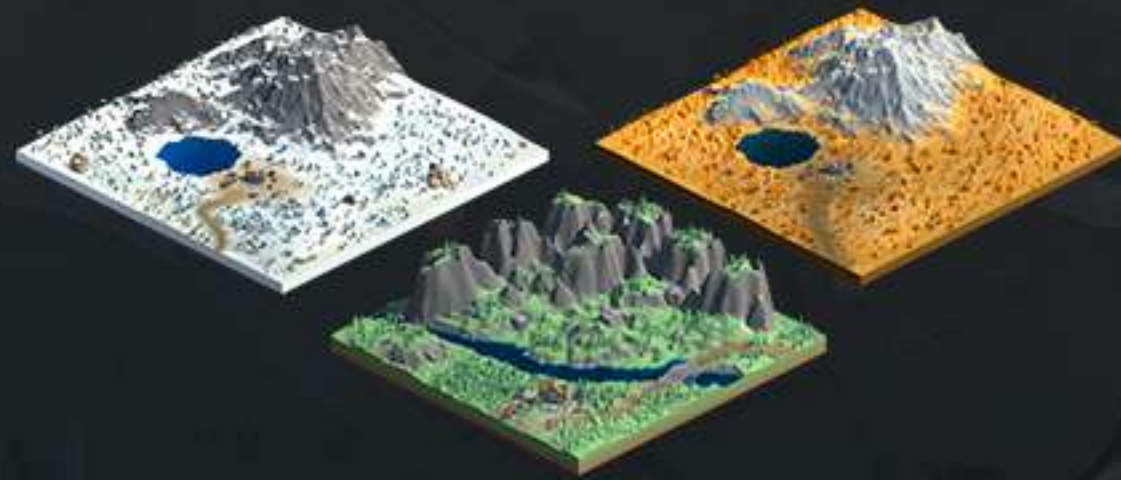
From the very beginning players will be shown a vast array of unclaimed land, with endless possibilities. A bright metaverse, that doesn't tire the eyes, but engages the mind; even when the game is off.

As time progresses and so do the players; tournaments, influencer personalities, and new continents expanding across the metaverse will be added for players to conquer. Similar elements to this are commonly used within the online slot gaming world with a proven track record.

**The game is currently under development.**



# 5. One game, infinite content



Lands (NFT)



Blueprints (NFT)



Heroes (NFT)



Villagers (non-NFT units)



Cards (NFT)



Resources (in-game currencies)



In-game currencies

# 6. Game launch strategy



## Getting started

- Introducing Age of Nakamoto's lore to the audience
- Game launch
- Get Market awareness
- Building AON core community members

- Build social platforms
- New partnerships / Advisors
- Airdrop events
- Community contests & missions
- AMA events
- Influencer awareness (NFT gamers & Crypto)
- Crypto media coverage
- Attractive rewards for early adopters

## Development stage

- New gaming features
- Grow community
- Acquire active players and investors

- New gaming platform releases
- More community events
- Weekly reviews
- More
- Social media
- Awareness

## Expansion

- New exchange listing
- Expand market size to new countries
- Exponential user growth

- Maintain high in-game rewards to attract new players
- Get listed on top tier crypto exchanges
- More well-established partnership and influencers



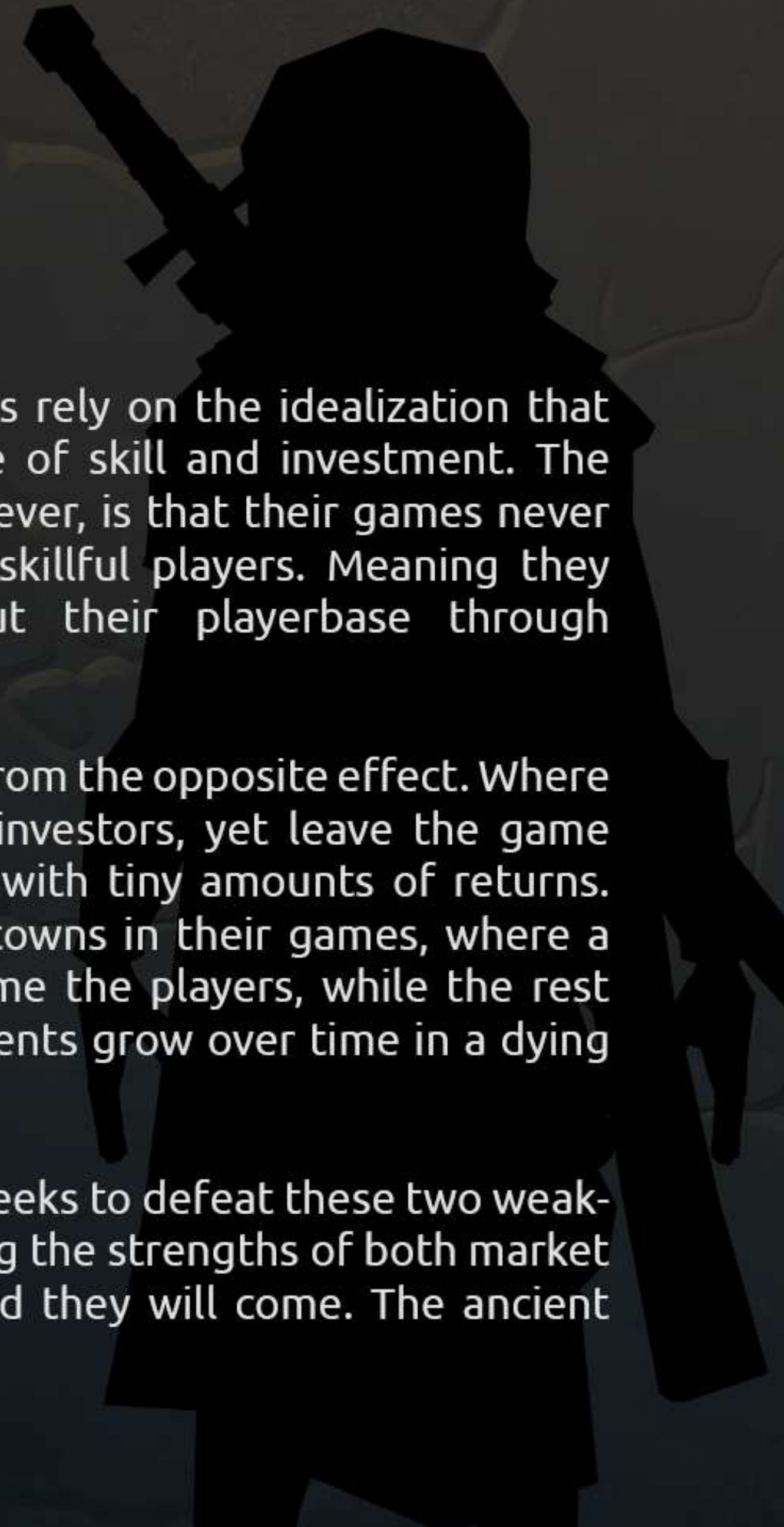
# 7. Competitive Landscape

	Age of Nakamoto	Axie Infinity
Blockchain	BSC	Ethereum / Ronin
Tokens	2 (\$AON, \$SGC)	2 (\$AXS, \$SLP)
users	Strategy games enthusiasts	Crypto enthusiasts Gamers
Concept	Skill-to-earn	Play-to-earn
NFT collateral	Yes	No
Use of RTP mathematical models	Yes	No
Market Cap	TBA	1B USD
Valuation	TBA	4B USD

Strategy game apps rely on the idealization that power is a mixture of skill and investment. The Pandora's box however, is that their games never return funding to skillful players. Meaning they eventually dry out their playerbase through greedy tactics.

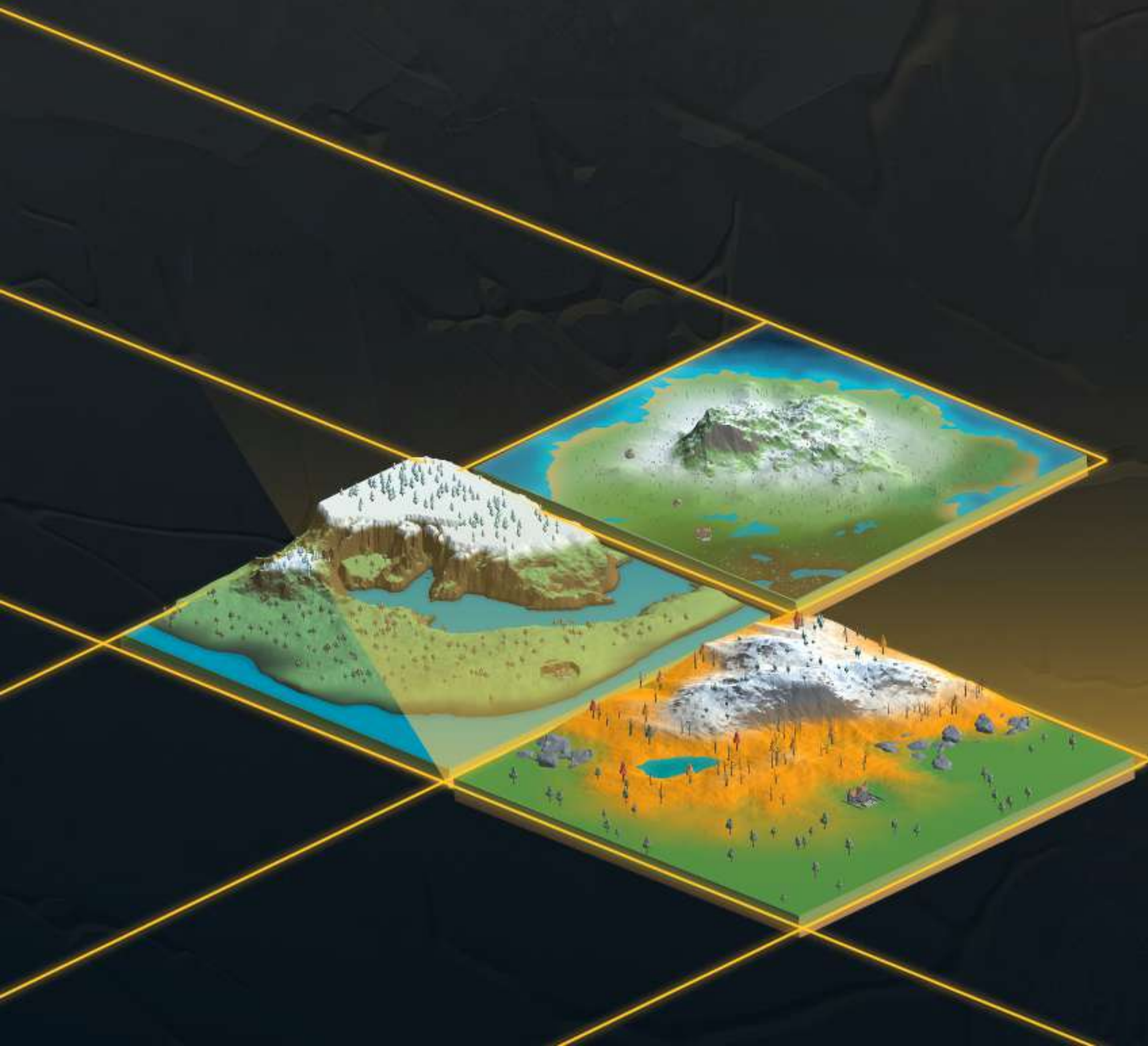
NFT Games suffer from the opposite effect. Where they reward their investors, yet leave the game players out to dry with tiny amounts of returns. This causes ghost towns in their games, where a minority few become the players, while the rest hope their investments grow over time in a dying game.

Age of Nakamoto seeks to defeat these two weaknesses by combining the strengths of both market models. Build it and they will come. The ancient



## 8. Competitive Landscape (Strategy Games)

Strategy game apps focus on gameplay that requires skillful and long-term planning. Most strategy games provide a top-down view of the world where the player is able to control buildings and units. The classic Civilization games by Sid Meier, in which a player begins with a small primitive village and progresses to a more technologically advanced society, have sold over 20 million copies of their games and are perfect examples of this category. Clash of Clans, which has managed to earn 1 billion USD yearly revenue, is a non-NFT game where players are able to strategically build towns and attack the towns of other players online. We plan on adopting a similar model, combined with our added features.



# 9. Earning with Age of Nakamoto

In AON, players have multiple ways to earn money:

- Trading in the marketplace
- Gathering in-game resources
- Defending your cities against foes and barbarians
- Exploring new blocks of your lands
- Battling against other players
- Participating in competitions
- Staking \$AON
- Contributing to governance DAO's structure (tree of science)
- No-loss prize waging war against other Guilds (PoolTogether protocol)
- Community Airdrops

# 10. Business Model & Game tokens



## REVENUE MODEL

- Transaction fees incurred from ingame market and multi-marketplaces
- Marketplace, Trading resources, producing, building and war fees



## \$AON TOKEN MODEL

- BEP20 BSC token Has a max supply of 300m
- Utilities:
- Ingame transactions  
Staking Guild vs Guild Pool  
Governance and DAO participation

# 10.1 Primary server and proprietary token

Bull server



**\$SGC  
TOKEN**



Gold Mine Blueprint



Gold Smelter Blueprint



Gold Minter Blueprint



Gold Ores

100:110



Gold Bars

10:575



(\$SGC) Satoshi gold Coins

As mineral resources like Gold will act as a secondary token, these resources are finite in quantity as an austerity measure to counter in-game inflation. In order to alleviate the transit of gold, players must produce goods in exchange for gold through Trading Ports, Trading Posts, and Trading Caravans.

In the off chance that a player discovers a mountain of gold within the world, players would have to construct a working gold mine in the mountain foot to successfully extract the gold ore from the rock. The gold must then be smelted down using a "Smelter", giving players gold bars. These gold bars can be minted into gold coins, allowing players to chain-produce gold coins and reap the rewards (if they are skilled enough). The gold coin, or secondary token, will be deemed SGC, an abbreviation for Satoshi Gold Coins.

# 10.2 Secondary server and using third parties stablecoin

## Bear market server



**USDC**  
**STABLECOIN**

### An Investor Centric Approach

For the first time in Crypto History, having two simultaneous games that are based off of bear and bull markets.

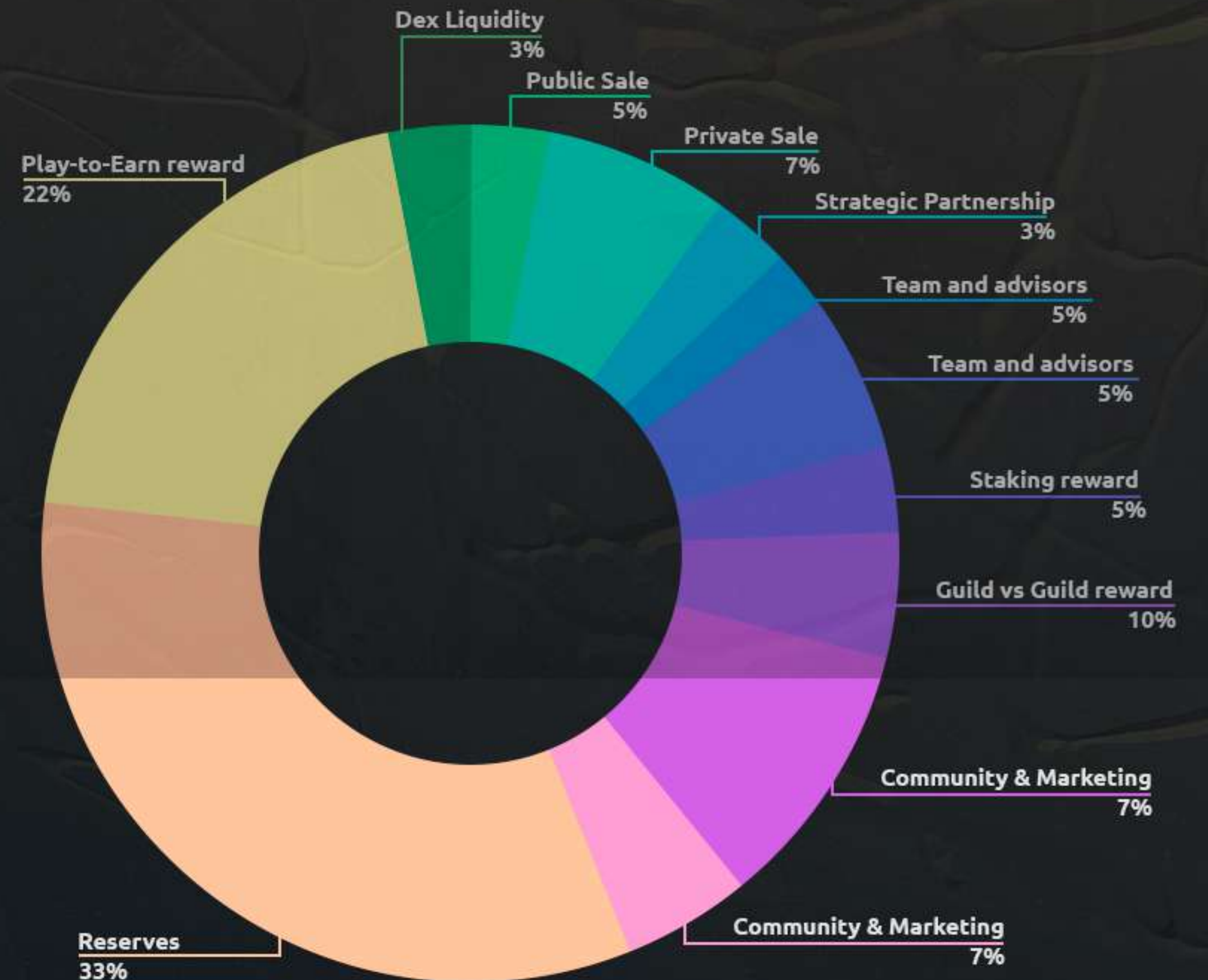
The two servers will function similarly, with the exchanged token being the only difference

The first server will utilize Age of Nakamoto's proprietary coin  
The second server will be based off of a stablecoin that fluctuates alongside the USD.

We're looking to create more control in the userbase, a game that truly gives power to the people

# 11. AON token allocation

ALLOCATION TYPE	TOKENS	%
Public Sale	10.000.000	3%
Private Sale	21.000.000	7%
Strategic partnership	9.000.000	3%
Seed round	5.000.000	2%
Team	18.000.000	6%
Advisors	9.000.000	3%
Staking Reward	15.000.000	5%
Guild reward	30.000.000	10%
Community & Marketing	15.000.000	5%
Reserves	99.000.000	33%
Play-to-earn reward	60.000.000	20%
DEX Liquidity	9.000.000	3%
<b>Total Supply</b>	<b>300.000.000</b>	<b>100%</b>



**Initial Circulating Supply: 3,050,000.00**

# 12. AON token release schedule

NAME	TOKENS	%	PRICE (USD)	UNLOCKED AT IDO	TOKEN UNLOCKED AT IDO	VESTING PERIOD (MONTHS)	FULL LOCK DURATION (MONTHS)	TOTAL FUNRAISING IN USD
Public Sale	10.000.000	3%	0,2	20%	2.000,000	4	0	2,000,000.00
Private Sale	21.000.000	7%	0,14	5%	1.050,000	9	0	2,940,000.00
Strategic partnership	9.000.000	3%	0,12	0%	0.00	10	1	1,080,000.00
Seed round	5.000.000	2%	0,1	0%	0	12	2	500,000.00
Team	18.000.000	6%	-	0%	0	25	12	-
Advisors	9.000.000	3%	-	0%	501,000	12	6	-
Staking Reward	15.000.000	5%	-	0%	334,000	18	1	-
Guilds Reward	30.000.000	10%	-	0%	0	12	1	-
Community & Marketing	15.000.000	5%	-	0%	0	12	1	-
Reserves	99.000.000	33%	-	0%	0	24	6	-
Play-to-earn reward	60,000,000	20%	-	0%	0	24	1	-
Dex liquidity	9,000,000	3%	-	0%	0	0	12	-
Total Supply	300,000,000	100%	-	-	-	-	-	6,520,000.00



# 13. Use of Funds

Liquidity &  
Exchanges: 20%

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Operational  
Expenses: 10%

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Ecosystem  
Growth: 30%

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Development: 40%

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## **14. A FULLY ON-CHAIN EXPERIENCE**

Age of Nakamoto would be the first of its kind in gaming history. A multi-faceted online strategy game fully integrated into blockchain thanks to our partners. Age of Nakamoto's time based game allows us a blessing that most online games aren't able to take advantage of. A type of gameplay allows the casual gamer, investor, and competitive esports athlete to all compete on the same platform. The full blockchain integration protects the players from the number one problem plaguing games across the industry: cheating. Smart contracts and interactions tracked across the blockchain allow us to monitor any suspicious activity and ensure fair play for players across all of our servers. This type of transparency and security is the only of its kind and promotes the company's values of transparency and ease of use.



## 15. LANDLORD (Scholarship)

A "Landlord" in Age of Nakamoto is one who's purchased NFT Land. Gameplay cannot begin in Age of Nakamoto if the account does not have access to rule. A king without land is a man with a shiny hat. Landlords who do not wish to reign over their land may grant it to Vassals. A vassal will play the game utilizing the Landlord's NFT land, splitting their earnings under a negotiated contract.

This feature was implemented into Age of Nakamoto to ensure the optimization of the busy investor, while protecting their assets from the dangers of loaning accounts. To encourage this feature and healthy relationships, Age of Nakamoto does not take any % from the split between Landlord and Vassal.



## 16. GUILD SYSTEM

Age of Nakamoto's Guild system allows players to pay a fee to form an alliance. The guild creator is the de-facto leader. And is able to set the rules, tithes, and organize the battles that the guild will participate in. Guilds participate in organized battles that occur in predetermined dates. These battles allow tacticians to work together en-masse for greater risk, reward, and glory than the typical individual gameplay.

These battles are called Global Wars. Reward funds for Global Wars are drawn from Guild Registration Fees and Guild Interactions. This is a greater prize pool and higher tier gameplay for players and investors looking to take their gameplay beyond the level of hobbyist.



# 17. ROADMAP

**Sale events**  
(**\$AON** and **NFTs**)

**Product**  
(**Game**)



# Investment Transparency

The primary monetization model of NFT games is an unspoken agreement that a portion of the playerbase loses. The market is saturated with games that overpromise and rely on nonexistent possible future technology. These games are nothing more than schemes with no feasible plans of delivery. They face challenges that industry experts have been struggling with online multiplayer games for decades.

The majority of NFT games rely on a "lets see what happens" model. Relying on market volatility to tilt in their favor. This is an immature outlook on a new market, with the assumption that these are unexplored territories with no inspirations to draw from. Online gambling games have existed for decades, and to not gain insight from these models is purposeful ignorance.

Our developers and designers are multidisciplinary, and boast game economists and slot game creators, understanding the mathematical models involved, and how income per player, per type, can be predicted. Age of Nakamoto's goal is to pave the way for honest Skill-To-Earn, a sustainable transparent system that benefits good investments and players. We plan to bury the failed model of Play-To-Earn.



## Developer



## Proudly integrated with



## Partners



## Legally advised by



## Audited by





# Team



**FOUNDER &  
SEED INVESTOR**  
—  
CARLOS CARDOSO



**CEO, CREATIVE DIRECTOR**  
—  
ODENIR CÉSAR NETO



**PARTNERSHIP MANAGER**  
—  
JONATHAN MANSUR



**PRODUCT  
OWNER**  
—  
MARCELL BENEVENTO



**LEAD BLOCKCHAIN  
DEVELOPER**  
—  
JAMESON PICKETT



**LEAD MARKETING  
STRATEGIST**  
—  
LEANDRO AGUIARI



**ADVISOR**  
—  
MICHEL NASSAR



**BLOCKCHAIN ADVISOR**  
—  
FELIPPE PERCIGO



**UI/UX DESIGN**  
—  
LUCAS ZATANCY



**GAME DEVELOPER**  
—  
LUCAS KETERSON



**BLOCKCHAIN DEVELOPER**  
—  
HIRO SHIMIZU



**COMMUNITY MANAGER**  
—  
JAY VERT SILVERA



**ANCIENT & MEDIEVAL  
SYMBOLY CONSULTANT**  
—  
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**ADVISOR**  
—  
CLAUDIO THIAGO

# Connect and engage with Age of Nakamoto



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## For investment and partnership opportunities



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