



# ROOSTER BATTLE

NFT Cockfighting Game

Pitch Deck

# About Rooster Battle

- An NFT game about cockfighting.
- Run on Binance Smart Chain.
- 100% on-chain data:
  - NFT playable characters.
  - NFT unlockable items and skills
  - Reward pool by ERC-20 Token



# Why Cockfighting?

- 6000 years of history from the East to the West and America.
- Culture of many countries around the world.
- Very popular in South Asia and South America



# Why NFT and Cockfighting?

- Cryptocurrency and Cockfighting have many things in common.
- They share the same demographic.
- They attracted millions of people, and also created a lot of controversy.

# Demographic - Cockfighting

- Predominantly men (90% male – 10% female)
- Countries: South East Asia (mainly Philippines), South America.
- Age: Mainly 40 years old



# Demographic - Cryptocurrency

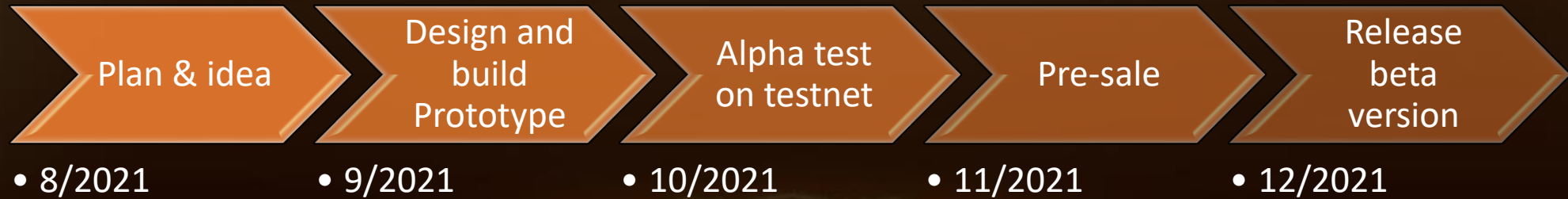
- Predominantly men (85% male – 15% female)
- Countries: South East Asia (Philippines is growing), South America, US, China...
- Age: Mainly 38 years old



# Rooster Battle 's Target Audience

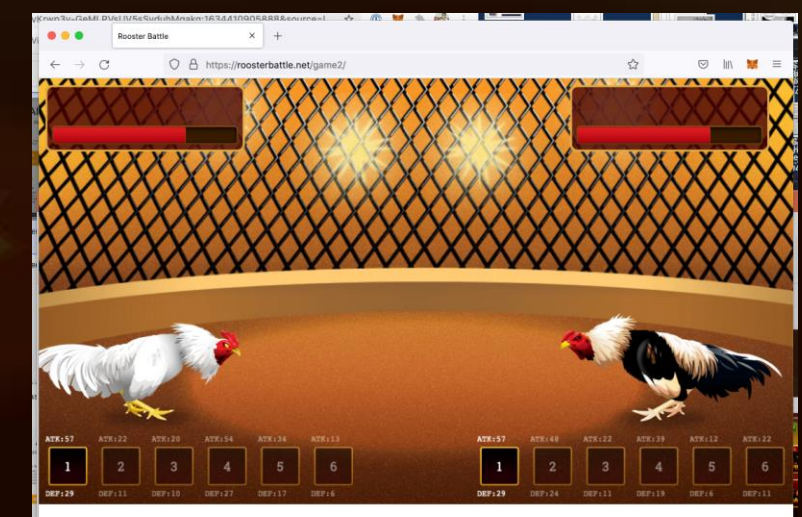
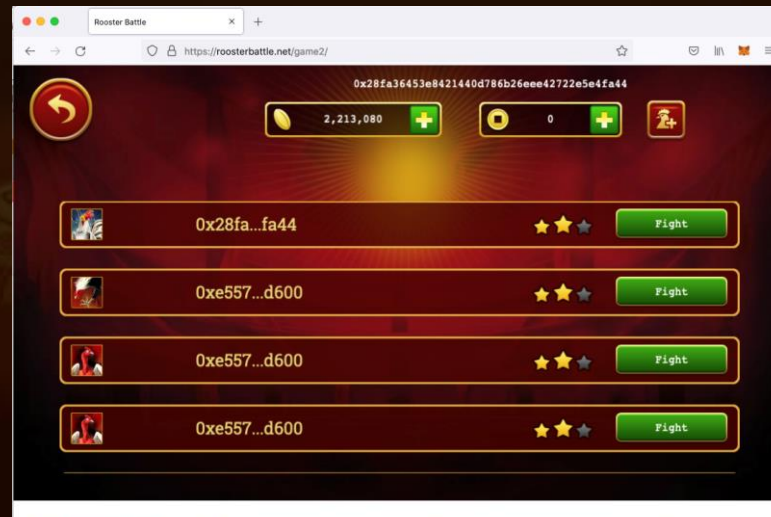
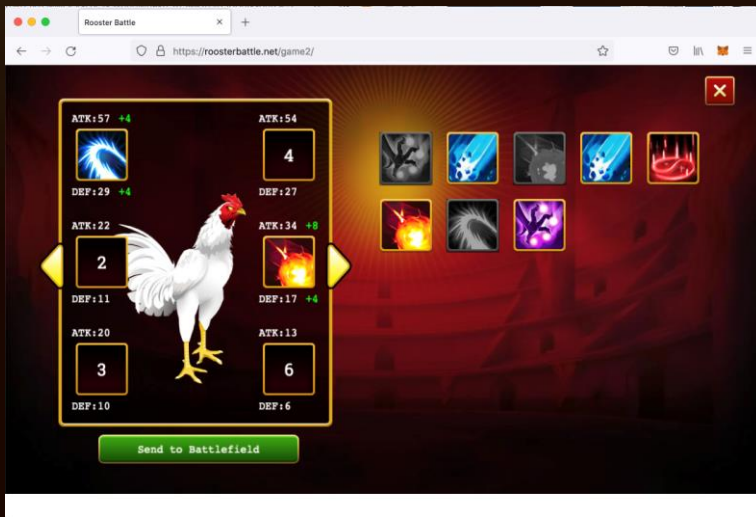
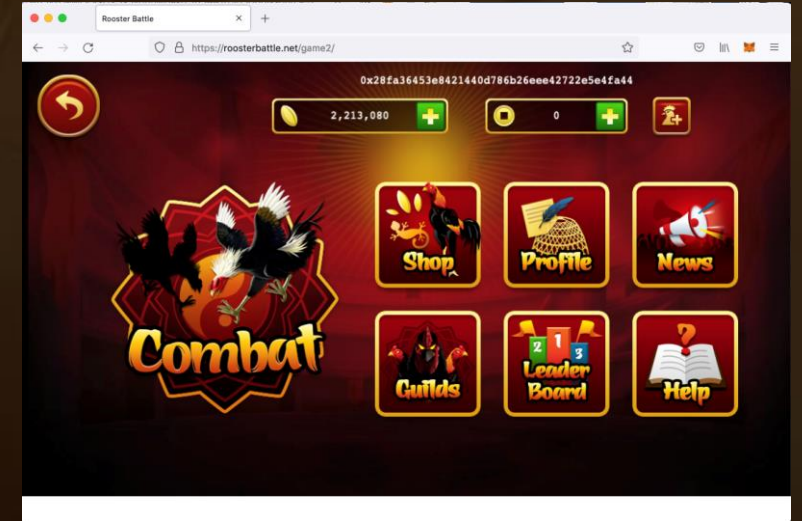
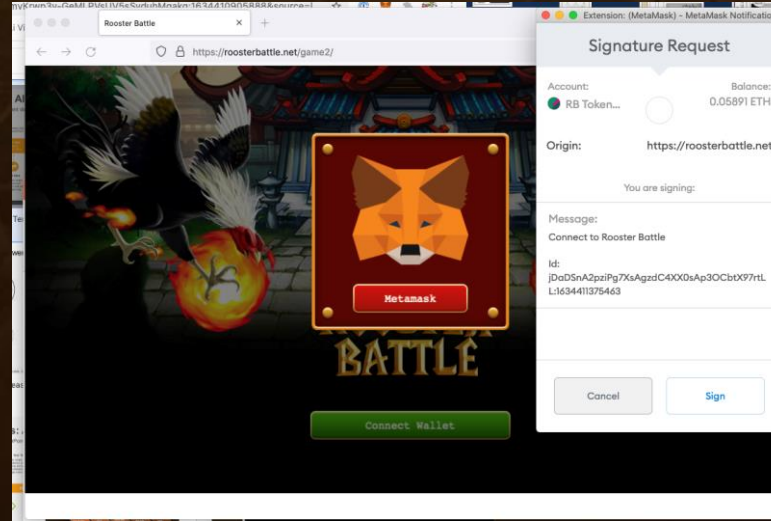
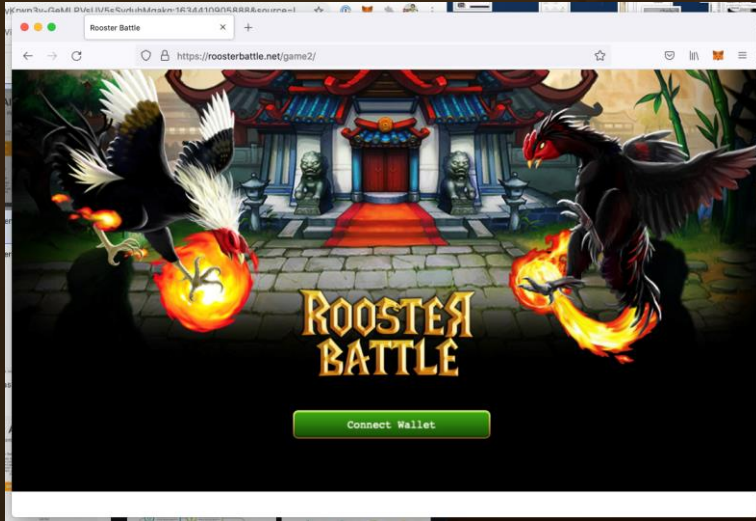
- Age: 35 – 65 years old.
- Gender: 90% male, 10% female
- Geography: South East Asia and South America.
- We consider Philippines is our key market.
  - World Slasher Cup – biggest international cockfighting championships held in Philippines.
  - NFT games are popular in this country thanks to Axie Infinity

# Current Progress





# Screenshot of alpha test



# Road map

- 10/2021: Beta test on testnet
- 11/2021:
  - Public sale
  - Game launching on mainnet
  - Season 1 Battlefield with PvP function activated
  - Marketplace launching
- 01/2022
  - Season 2 of the game launching
  - Test Guild mode on testnet
  - Test Boss mode on testnet
  - More roosters and items on the game unlocked
  - Worldwide tournament

# Road map (continue)

- Q2/2022
  - Guild mode.
  - Boss mode.
  - Custom mode made by community
- Q1/2023
  - Game merchandising.
  - Comic/animated series with more story focus



# Our technology

- We created Rooster Battle with the most advanced technology in the market now.
- When we designed Rooster Battle, we focused on only one thing: Create a 100% on-chain game.
- All the characters, items and battle results will be saved on the blockchain so that you will own your digital assets.

# Technology - Blockchain

- We wrote our smart contract based on ERC-20 and ERC-721 standards of Ethereum blockchain.
- To save the gas fee, we use the BSC - Binanacle Smart Chain as our mainnet.
- All contracts are open-source, so anyone can check and audit.

# Technology - Middleware

- Rooster Battle using **Moralis** as the middleware of the game.
- **Moralis**, also know as "The Web3 Operating System," helped our team flexibly switch the game to a different network when needed.
- Using **Moralis** as middleware, Rooster Battle can switch from BSC to Polygon to ETH to Abitrum network in seconds.



# Technology - Client

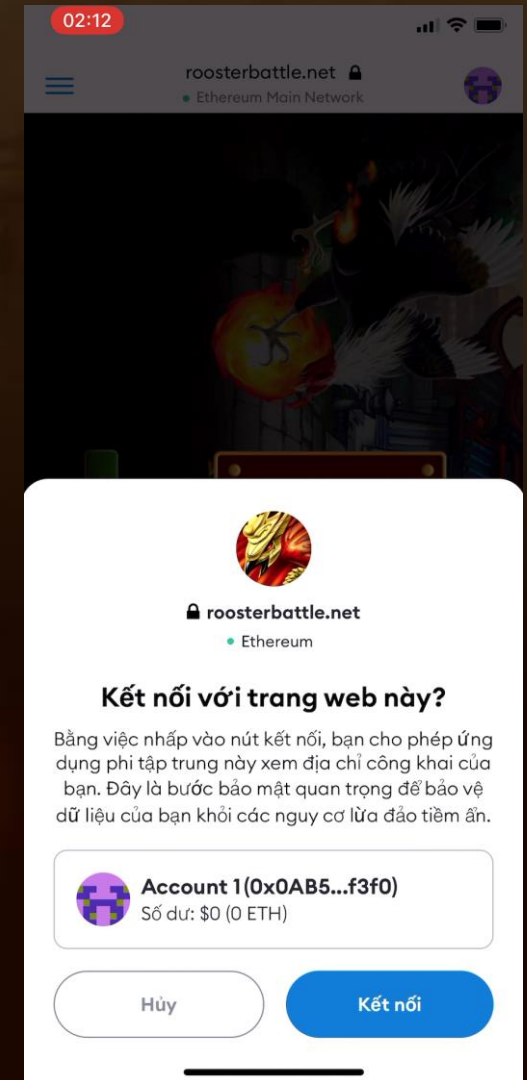
- Rooster Battle was created by **Phaser 3**, the next generation of the game framework.
- By using **Phaser 3**, Rooster Battle can run with native performance on all possible platforms (PC, mobile device, tablet...)
- We decide to open-source the client source code of Rooster Battle, so we allow the community to contribute and report the game's errors and bugs.

# Native mobile experience

- One of the **biggest disadvantages** of current NFT games is the lack of support on mobile devices.
- NFT mobile app **cannot connect** to cryptocurrency wallet (Metamask) due to the limitation of Apple Appstore Policy.
- Rooster Battle **solves this problem** by allowing the game can run directly on Metamask mobile app.

# Native mobile experience

- Actual footage of Rooster Battle game running fullscreen on Metamask web browser





# Game Token

- We have two different tokens.



RICE



GOLD

# RICE

- Capital Token
- BEP-20 BSC
- Has a max supply (300M)
- Usecases
  - Reward for Tournaments
  - Governace token
  - Stake to earn
  - Require to Transform rooster
  - Marketplace currrency



# GOLD

- BEP-20 BSC Token
- No hard cap
- Usecase
  - Reward for PvP battle
  - Reward for complete missions
  - Require to create Rooster and Skill
  - Burn to enhance + transform Rooster



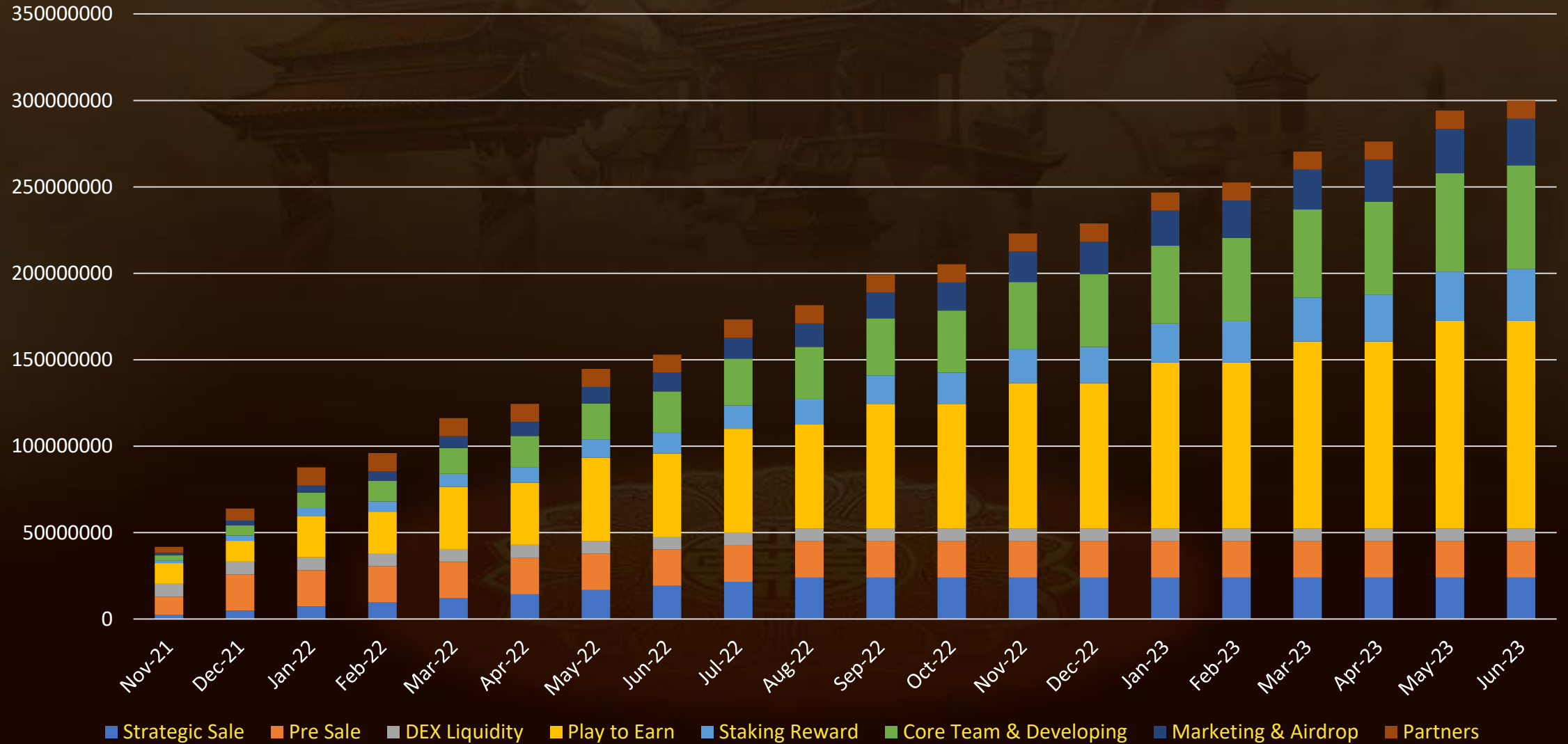


# TOKENOMIC

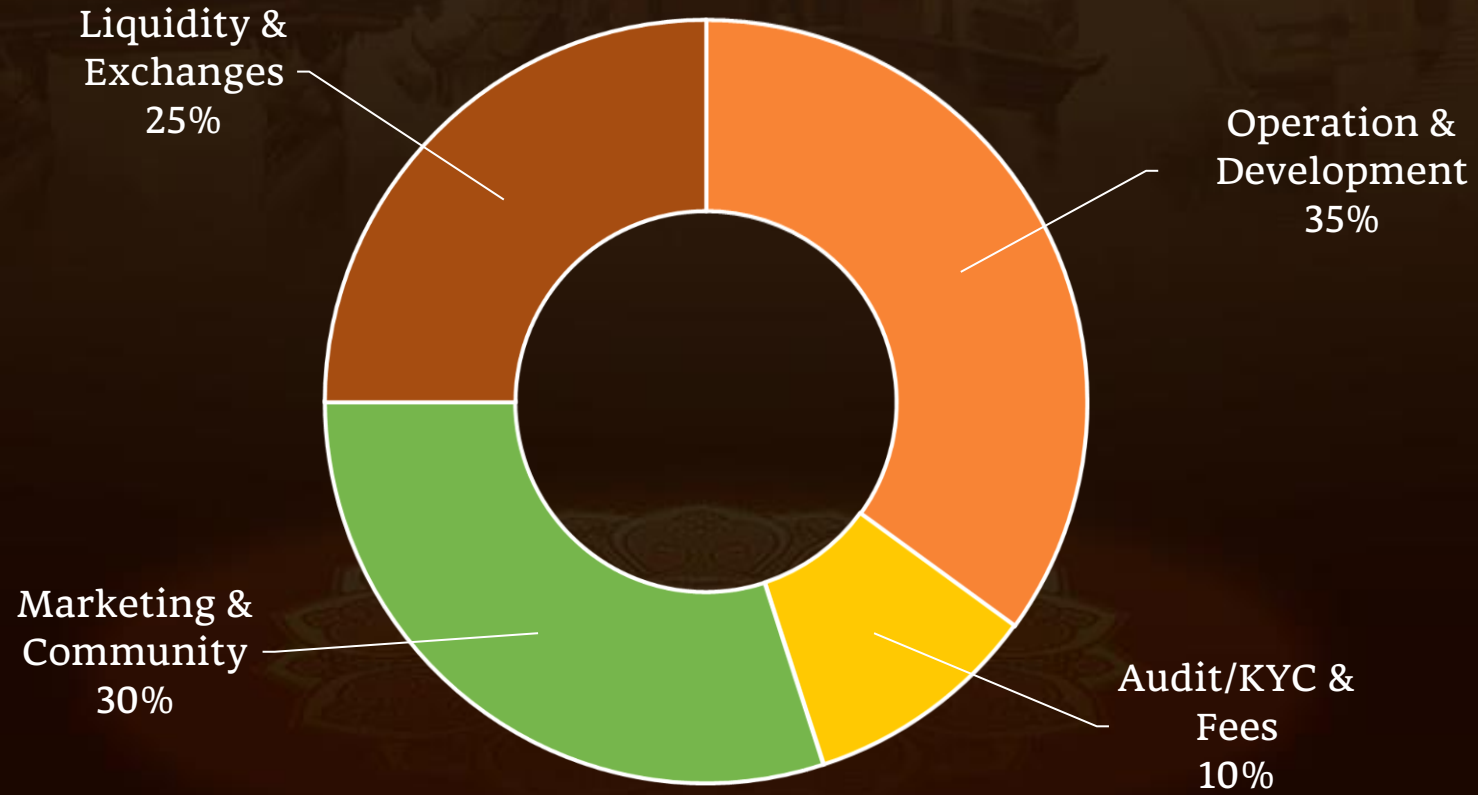
Funds	Percent	Amount	Note
Strategic Sale	8%	24,000,000	Private & Presale Price: 0.01\$   Public Price: 0.015\$. Unlock 10% each month
Pre Sale	7%	21,000,000	Price: 0.01\$ Unlock 50% at TGE, the remaining 50% unlocks after 1 month
DEX Liquidity	2.5%	7,500,000	Unlock 100%
Play to Earn	40%	120,000,000	Unlock 10% each Season
Staking Reward	10%	30,000,000	0.5% each Month
Core Team & Developing	20%	60,000,000	Unlock 5% after 1 month within 20 months
Marketing & Airdrop	9%	27,000,000	Unlock 5% each month
Partners	3.5%	10,500,000	Unlock 33.3% after 1 month within 3 months
Total	100%	300,000,000	



# VESTING CHART



# USE OF FUND





# Roosters



- BEP-721 BSC Token
- Initial attack: 200
- Initial defense: 100
- ATK/DEF allocation: Random
- Race: Random

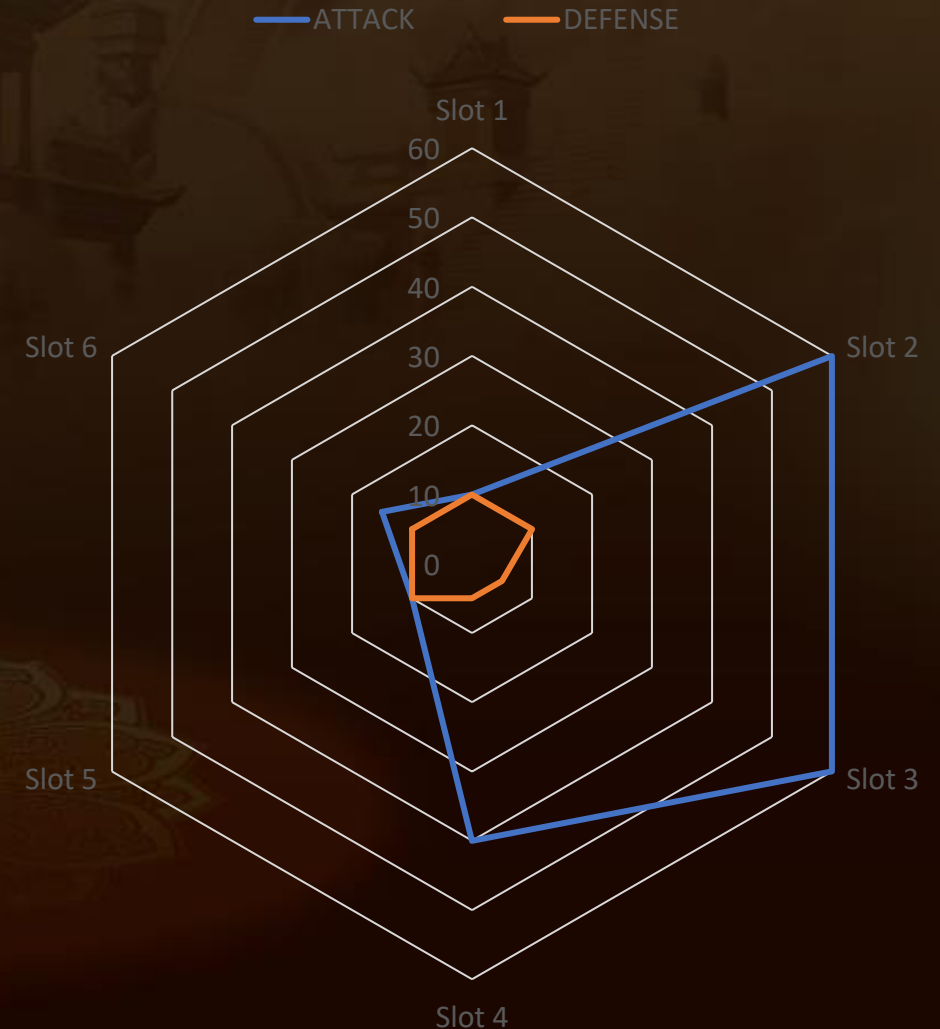
# Skill

- BEP-721 BSC Token
- Initial attack: 100
- Initial defense: 50
- ATK/DEF allocation: Random
- Effect: Random



# Random initial ATK/DEF allocation

- Each BEP-721 Rooster and Skill in the game has 2 initial stats with fixed value: Attack and Defense.
- Those initial stats will be allocated into six different "slots" by a random amount.
- So, there will be some item very strong at slot 1, but weak at slot 6 ...etc..≈≈



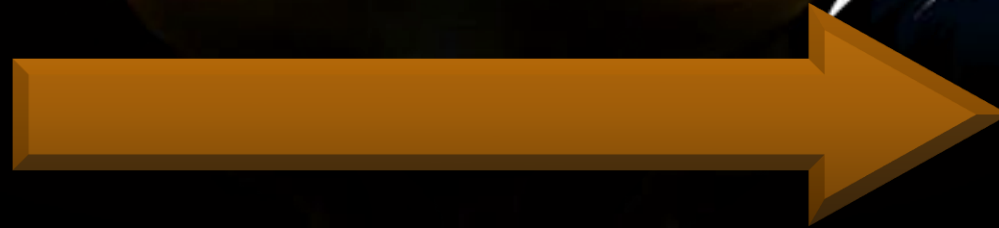


# Items

- BEP-721 BSC Token
- No attack/defense stats
- Burn to feed roosters
- Burn to enhance roosters.
- Burn to transform roosters



# Rooster Enhancement



# Rooster Transformation





# Our Unique Points

- “Create to earn” model
- Creative artworks and game design from talented artists
- Experience in making products for global markets
- Experience in crowdsourcing for entertainment products

# Creative artworks from talented artist



# Our team



**Nguyen Khanh Duong**

Main Architect | Lead Developer

12 years experience in mobile game development.

18 years experience in comic creator.

International award-winning comic writer.

Founder and CEO of Comicola, Vietnamese No. 1 comic company



**Thu Nguyen**

Chief Customer Officer

Founder and CEO of Startee JSC, leading print-on-demand company in Vietnam.

5 years experience in customer service.



**Doan Ngoc Ha**

Tech Lead

15 years of experience in IT development and management.

Startups founder

First million dollars WordPress developer in VN.

20k+ customers worldwide



**Pham Hoang Phuong**

System Guru

10 years experience in system administrator.

4 years experience in game backend development.



**Luong Van**

Backend Developer

6 years experience in web product development.



**Kumi Ho**

Product Experience & Business Development

Marketing Community VTC Mobile

Founder Board Game Việt

Founder Gamize JSC

Style Up Board Game Designer

Circus Fantasia Board Game Project Owner

Sử Hộ Vương Trading Card Game Project Owner



# Thank you

- Website: <https://roosterbattle.net>
- Facebook: <https://www.facebook.com/roostersbattle>
- Twitter: <https://twitter.com/RoosterBattle>
- Telegram Announcement Channel: <https://t.me/roosterbattleofficial>
- Telegram Global Chat Channel: <https://t.me/RoosterBattle>
- Discord Server: <https://discord.gg/uCvgJHSbXh>