Project Hive

NFT GAME



November 2023

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01 Our achievements

- **$1 MLN has been already raised** during seed & private rounds
- Pre-registration with **CPR less than $0,5**
- The game passed all tests and **ready for Soft Launch**

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02 Problems of NFT games*

1 Most of the games lack player's engagement

The currently available NFT games are pretty much basic and shallow. Having said that, there is a lot of hype around a few projects, yet the gameplay is very basic and the majority of the games that have a lot of hype around them have very little substance.

2 High barrier to entry

Now this is the problem with NFT games, where the assets are expensive. This is a high barrier to entry when compared to normal PC/mobile games that are currently available, which can be downloaded and played right away for free. Projects have to take baby steps to reach a point where the Web3 games can be as easy-to-use or play as the normal games that are currently available.

*- **source The Daily Guardian** and we completely agree with them Link >

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03 Problems of NFT games*

3 NFT P2E and P2W gaming is slowly growing because of barriers for people outside of Web3

The traditional gamers who belong to Web2 love the ease of access to games, gameplay, and graphics in the Web2 world. So, there are a lot of things to be worked upon for bringing traditional gamers to the Web3 world.

"The only way we could address this issue is by removing high barriers to entry and making it easy for the Web2 gamers to experience what's in Web3 for them. As of 2021, there are about 2660 million mobile game users and it's a huge opportunity."

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*- **source The Daily Guardian** and we completely agree with them Link >

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04 Hive Solutions

- **Completely Free-to-Play**

  We say NO to forced users conversions into Web3, paid game-breaking advantages and paywalls. Any player from any country or region can play the game absolutely free of charge. No boundaries for the Hive.

- **Stunning visuals of Unreal Engine 5**

  All assets have been created from scratch with the power of the most advanced game engine with love and hard work of more than 30 designers, modelers, developers, animators, vfx artists and others.

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05 Hive Solutions

- **Turn-based competitive tactics**

  Game of skill, not chance. Deep tactic based on tabletop games mechanics benefits preparations, planning and patience. Will you be able to outsmart your enemies by building the perfect deck or just use the best protocol's synergies during the fight? There are many ways to win.

- **Web2 smooth and natural conversion into Web3**

  It is not our intention to compel our players to adopt Web3 technology; rather, we aim to create a desire to do so through the implementation of price discrimination between in-app fiat prices and web-shop prices in HGT. We strive to make this transation smooth and effortless for our players.

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06 What is Hive in short?

- The game with definitely the **best graphics** and **gameplay** on the market
- The game created by **talented and famous developers**
- The game with no barrier to entry for Web2 players and organic bridge to Web3 **with no force**
- The game that will be **played not for the sake of earning**, but for the sake of fun, and earnings will be **a nice addition**

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07 Summary

Solana-based competitive play-and-earn tactical game providing players with AAA-quality visual gaming experience in the vast cyberpunk world

The game is being creating by strong professionals in the industry. Unity of expertise in web applications, marketplaces and game building makes a powerful synergy to deliver a solid product.

> Team comes from such companies as Disney, Netflix, Ubisoft, Nintendo, and the core team members have worked on famous AAA games — Destiny 2, Quake, Halo Infinite, Crysis 3 just to name a few

Bridging the gap between traditional and crypto games by creating high-quality product to develop in $200+ billion market of traditional games, where players have access to all game features no matter the platform (PC, Browser, Mobile) or financial status, accessible with both crypto and fiat.

OVER 30 TEAM MEMBERS

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08 We proud of our Art Director



MARCIN RUBINKOWSKI

He is a unique mixed skilled AAA+ level Concept Designer and Art Director working for movie and game industry. Winner of the multiple awards, he has worked on various Video Games, TV shows, music videos, creating unique worlds loved by many fans worldwide.

- 5 EMMY AWARDED WITH NETFLIX SERIES - ''LOVE DEATH + ROBOTS'' — 2019
- BEST MTV MUSIC VIDEO - ''LIL NAS X – MONTERO'' — 2021
- MTV BEST VFX - ''COLDPLAY – HIGHER POWER'' — 2021

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Disney · NETFLIX · SEGA · BUNGIE · Nintendo · BLUR
LOVE DEATH + ROBOTS · DESTINY 2 · Elden Souls · GHOSTRUNNER · MEDIUM · DYSTOPIA
MATHEMATIC · AXIS STUDIOS · TVP · TELEVISOR · SOMESUCH · 3dtotal

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09 We proud of our Leaders



FEDOR GUZEV

Senior 3D Artist

NETFLIX · MARVEL · BETHESDA GAME STUDIOS · Microsoft · SPIDER-MAN MILES MORALES

HALO INFINITE · QUAKE CHAMPIONS · STAR TREK · SYSTEM SHOCK 3 · 343 INDUSTRIES



SERGEY PRAZDNICHNOV

Senior Game Designer

UBISOFT · TOM CLANCY'S RAINBOW SIX SIEGE · ASSASSIN'S CREED VALHALLA · GRIPPER

ATOMIC HEART · MUNDFISH · XYZ SCHOOL

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10 Hive Gameplay

Gameplay in Hive divided into **4 main modes**:

Training Fights

Test your skills in fights against AI opponents of different difficulty and class. Polish your build and tactics to prepare for real players battles

Player Match

Got a couple of minutes? Connect to Hive and challenge other players to get rewards for daily quests and just for fun. Results of such fights won't affect your season ranking

Ranked Leagues

Ranking arena seasons lasting 1 month is a main content of the upcoming game. Challenge other players in turned-based tactical fights and grow in ranks to reach Legendary League to get best in-game rewards, including in-game currency, cosmetic items, new skills, classes and more

Battle Arena

Earn $HGT currency from 1vs1 player fights based on Win-to-Earn mechanics. Both players make bet in $HGT before the fight begins. The winner takes it all minus developer's fee



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HIVE ECONOMICS



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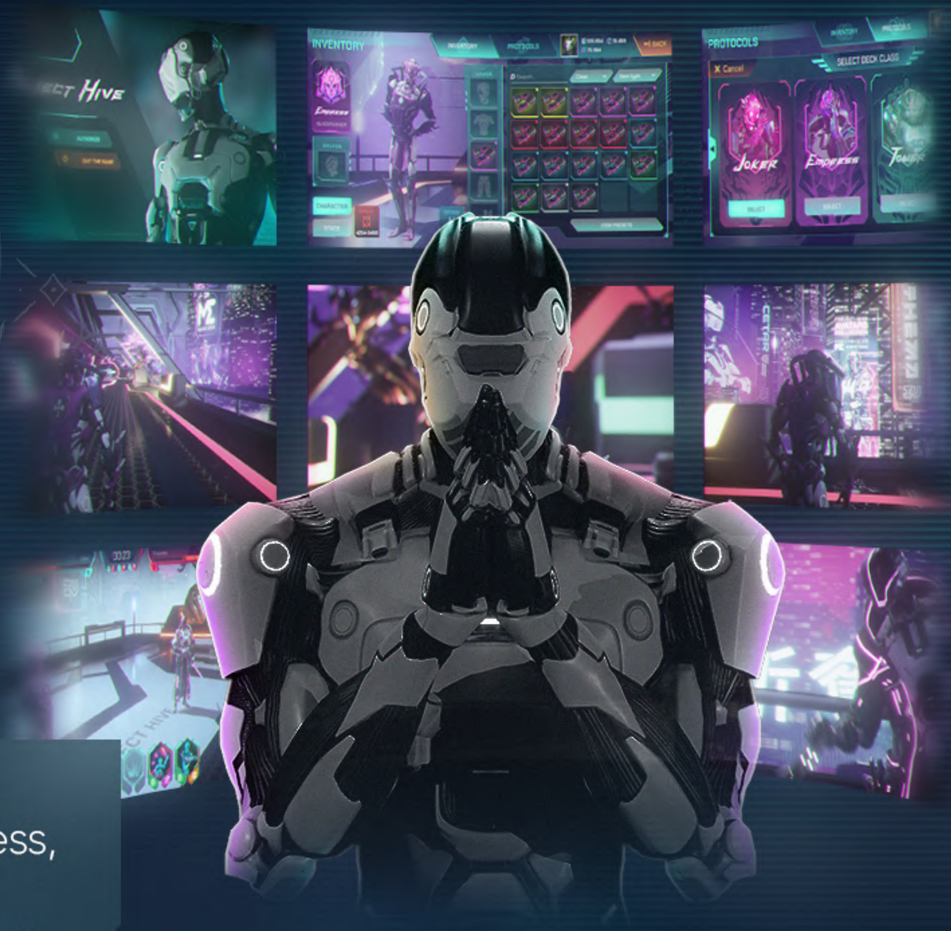
11 $HGT Recipe for Success

Creating **amazing product** is essential

When f2p and freemium monetization methods came to the market, **quality of games started to decrease** constantly. Developers knew they'll earn from microtransactions much more than they did in the past.

Same situation happened with **Axie Infinity**. New monetization method of p2e game came to life. No one thought much about the product quality itself. **The game is and was secondary**.

Same things happen now with **traditional gaming studios**. When **Ubisoft** decided to implement NFTs into their products community was outraged. Not because this is new monetization method, but because community knows where it heads: into **further decrease of product quality.**



AT PROJECT HIVE WE THINK DIFFERENTLY. And understand the product comes first. Monetization builds on top of it. Nevertheless, it doesn't mean we forget about the economy part.
On the contrary, we can efficiently integrate these into our game.

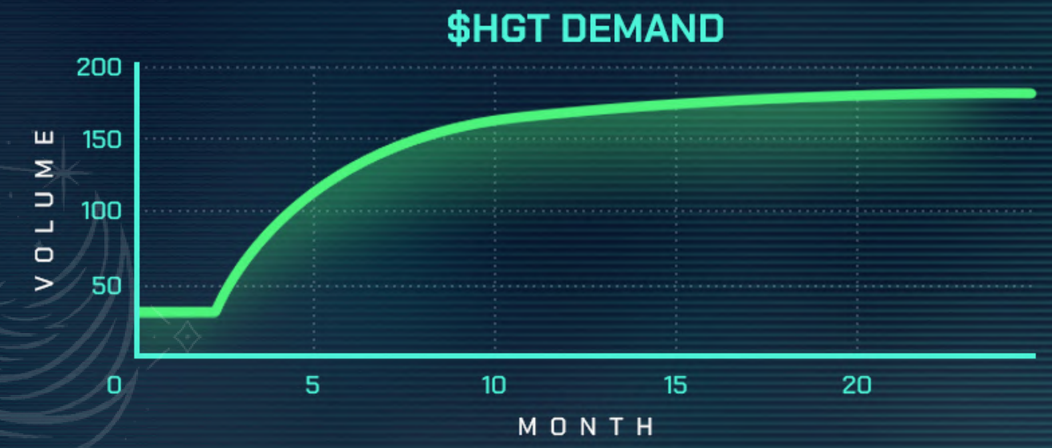
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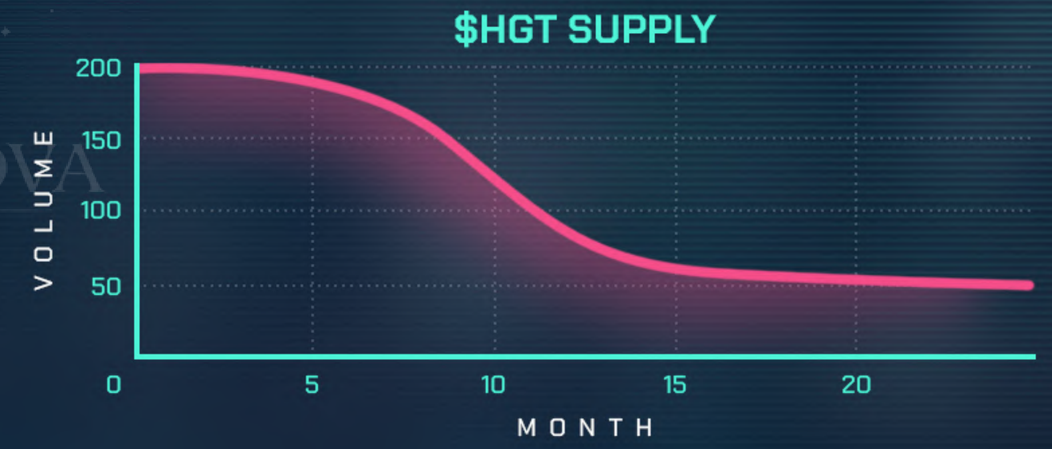
12 Single token system

Helps us **balance** the whole in-game **economy**, as well as build system beneficial for players, crypto users and investors.

$HGT – A DIAMOND, but with much higher inner value. Holding HGT is like holding a piece of something unique and valuable in a specific situation.

Deflationary token, very rarely earned by players except for a direct purchase from open market. **Supply constantly decreases** and **demand grows** at the same time. It has a huge importance in the game's ecosystem.





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13 $HGT Price Discrimination Model

The idea is simple. Hive offers **full free access for Web2 and Web3 players**. We don't make Web2 players create and connect their wallets just to join the game, we make them want to become Web3 users instead. In a smooth and natural way.

Hive provides Web2 gamers with a motivation to do so. **The best motivation to become Web3 user is money**. With Hive we follow the similar path Axie did. Just we make it, so players won't earn more inside the game. They'll spend less instead.

In Hive we have **both Web2 in-app store and Web3 website one** running simultaneously. To use Web3 store any player with existing account can just connect his wallet on the website and start making **purchases in $HGT with a much lower price**.

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14 $HGT Price Discrimination Model

Store Type	In-app Shop Purchases made in **FIAT** (USD, EUR, etc.)	Website Shop Purchases made in **$HGT**
What we sell?	**Same Goods and Services**	
Pricing example	Price per 11xLootBox is **25$**, nominated in **FIAT**	Price per 11xLootBox is **0.25$**, nominated in **$HGT**
Pricing adjustment	Pricing never changes	Pricing adjust, based on **$HGT** market price

If we consider **$HGT** price for the public sale price of **0.001 USD**, the price of 11 rolls of LootBoxes in the **web3 shop** will be only **0.25USD**, which is **250 $HGT.** In the **in-app store**, the price will be **25USD** for the same asset, which makes it a **x100 times initial difference**. A huge motivation to become a Web3 user.

As the **$HGT** price grows, we adjust **$HGT** prices in the web store and always keep **at least x4 price difference** between Web2 and Web3 stores.

Earnings coming from Web2 in-app store will also **lead to Buybacks of $HGT** from the open market. **$HGT** purchased with such buybacks **will get burned**.

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15 $HGT Growth Loop



More Web2 Gamers decide to become **Web3** and start making purchases of **$HGT** himself

New Web2 Gamers join and spend **FIAT** in the in-game shop

Web2 Gamers decide to become **Web3** and start making purchases of **$HGT** themself

Web2 Gamers purchase LootBoxes in the in-game shop with **USD$$$**

Hive makes **Buyback** and **Burn** of **$HGT** with **USD** spent in the in-game shop

When in-app and webstore **prices get closer**, Hive adjust website pricing in **$HGT** to **keep price discrimination**

Hive makes **Buyback** and **Burn** of **$HGT** with **USD** spent in the in-game shop

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16 $HGT Utility

WIN2EARN

Challenge others in **PVP** matches with **bets made in $HGT**

GAMBLE

Open **Skins and Protocols (Skills) Loot boxes** by **spending Fiat or $HGT**

STAKE

Passively **generate $HGT** with **lock of $HGT**

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17 $HGT Utility - Explained



- **WIN2EARN** is what opens a **road to esports** and **gamblers community**. Playing tactical fights in Hive is like playing poker or chess games. Players fight in a normalized state with equal stats. Need to **build a community**? Will bring esports into the game. Need to make players spend and burn **$HGT**? We have **poker like tournaments** with **$HGT** required to take part in.

- **GAMBLING** with Cosmetic items and Protocols (Skills) lootboxes is similar to CS2 system. **Heavy spenders** will diversify their gameplay and get a stunning beauty characters with **purchases made in Fiat** or **$HGT**.

- **STAKING** is very common. In Hive we have a **single token system**, so staking will affect inflation of **$HGT** in the long run. BUT Burns and Buybacks will compensate the effect. This mechanics **motivates community for a long-term hold** and instantly reduces circulation supply.

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18 $HGT focus on Capitalization

$HGT Capitalization Increase

Decrease circulating **$HGT** supply **by 50-70%** - comes from

Lock of **$HGT** supply in **Staking**

Buybacks and Burn of $HGT - comes from

In-app purchases with **FIAT** under **price discrimination policy**

Burn fees in $HGT - comes from

Win-to-Earn compete between players

Website purchases with **$HGT**

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19 Why value of $HGT grows?

LOCKS

Make players **hold $HGT** with

STAKING

BUYBACKS AND BURNS

Players **spend $HGT** and **Fiat** with

- **WIN2EARN** others $HGT
- **GAMBLE** with LootBoxes
- Other in-app **FIAT PURCHASES**

Temporary long-term supply drop

Constant recurring supply reduction

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20 Team

30+ in-house team of **extraordinary professionals**



DMITRIY GVOZDEV

Senior Texture Artist

Call of Duty: Infinite Warfare · Crysis 3 Remastered · World War Z · World War Z: Aftermath · Saints Row: The Third Remastered · Crytek · Infinity Ward · Saber Interactive · Deep Silver



ALEXANDER KYUNE

Senior Environment Artist

King's Bounty · Armored Warfare · Fearea · Redview · Soul Dance Party



EUGINE MOLOTSKIY

Senior 3D Technical Animator

King's Bounty · Guns of Boom · The Uncertain: Last Quiet Day · The Uncertain: Light at the End · 1C · 1



ARTUR ASADCHII

Senior Digital Designer

Red Bull · CS:GO · 1xBet · Parimatch · HyperX · Forze · CS.Money · CSGO.NET · Nissan

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21 Management



IGOR VIHNICH

CTO

Core developer of
the biggest server for
the most popular MMORPG



KONSTANTIN EISYMONT

CBDO

11 years in investments,
6 years in crypto



DENIS KRUCHININ

CEO

Owner OneTwo Company

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