

Introduction

Game Currency and Backend

Token Allocation and NFTs

Roadmap and PVP Features

Market and Revenue

Team

Funding

Conclusion





Introduction

Governance and utility token that will be used for 2 other titles

\$HBOX



01. Buy in-game Gold

Gold is used to level up your hero's gear and crafting.

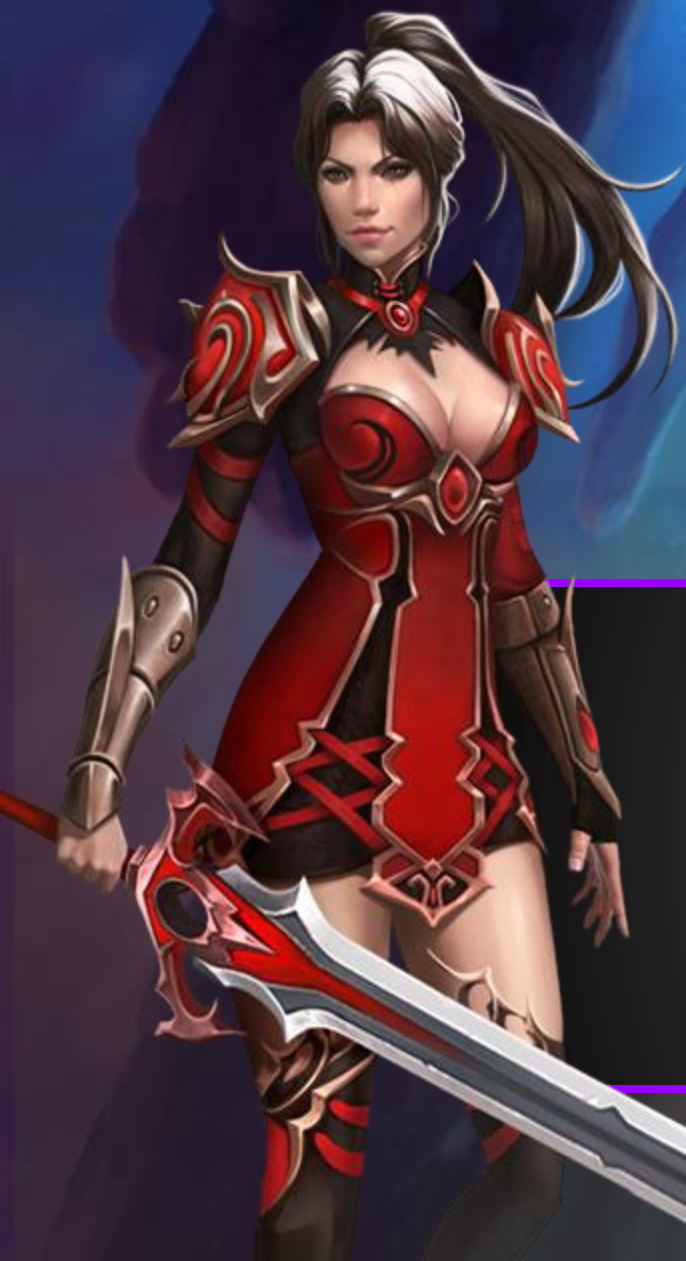
02. Buy in-game Gems

Gems are used to craft gears and access exclusive content.

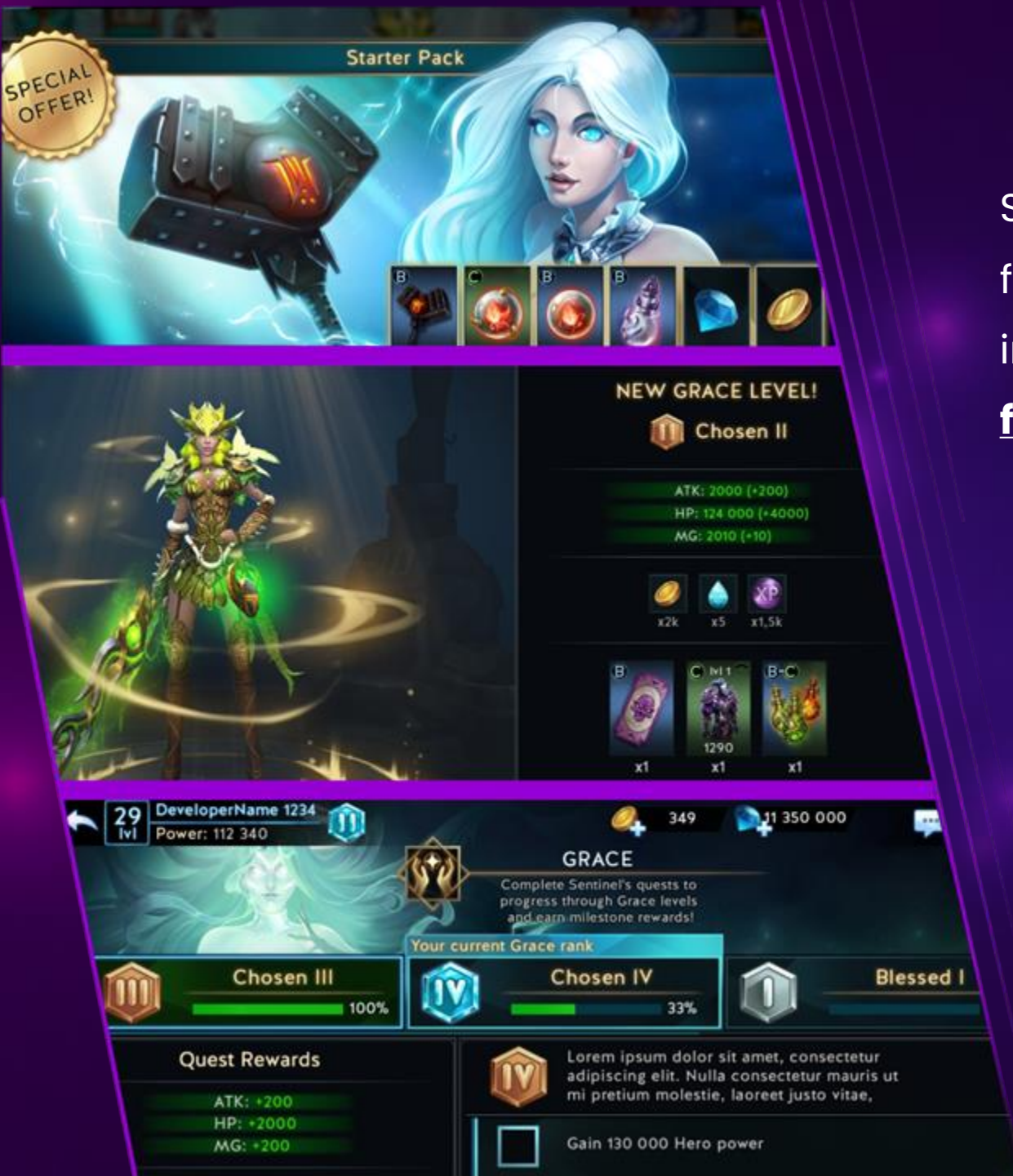
03. Access to exclusive content and battle passes

Rankings, seasons, PVP maps, and exclusive content can only be unlocked with \$HBOX tokens.





First Ever AAA
**Web2/3 Hybrid
Hack n' slash RPG**

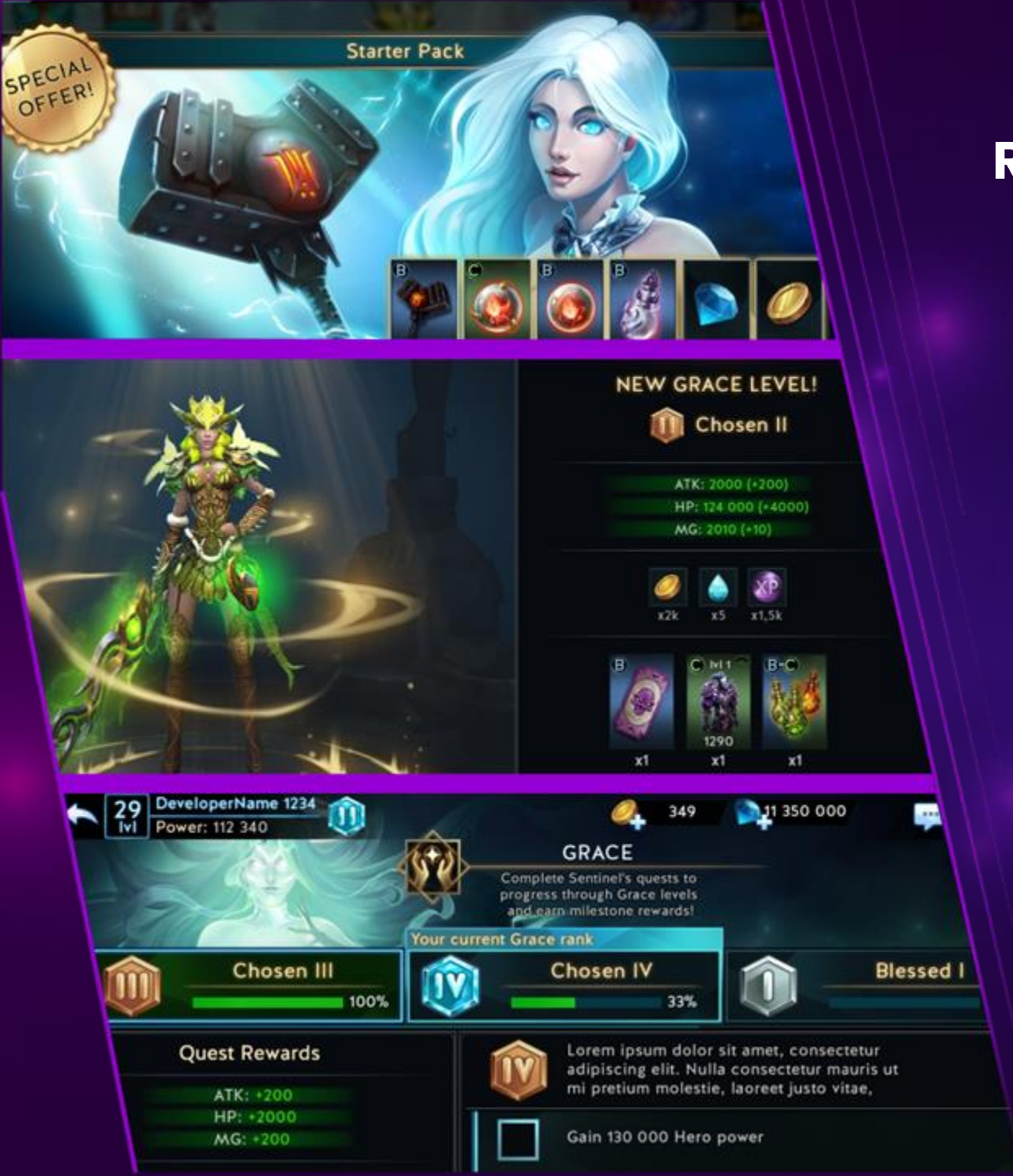


Background

Swords of Blood is a PC game; built on the framework of an award-winning title that was initially released, only on mobile, **but not fully finished or having synchronous PVP,**

200h

Solo Gameplay
that is finished
and ready



FUTURE PLANS

REALIZING THE GAMES FULL POTENTIAL

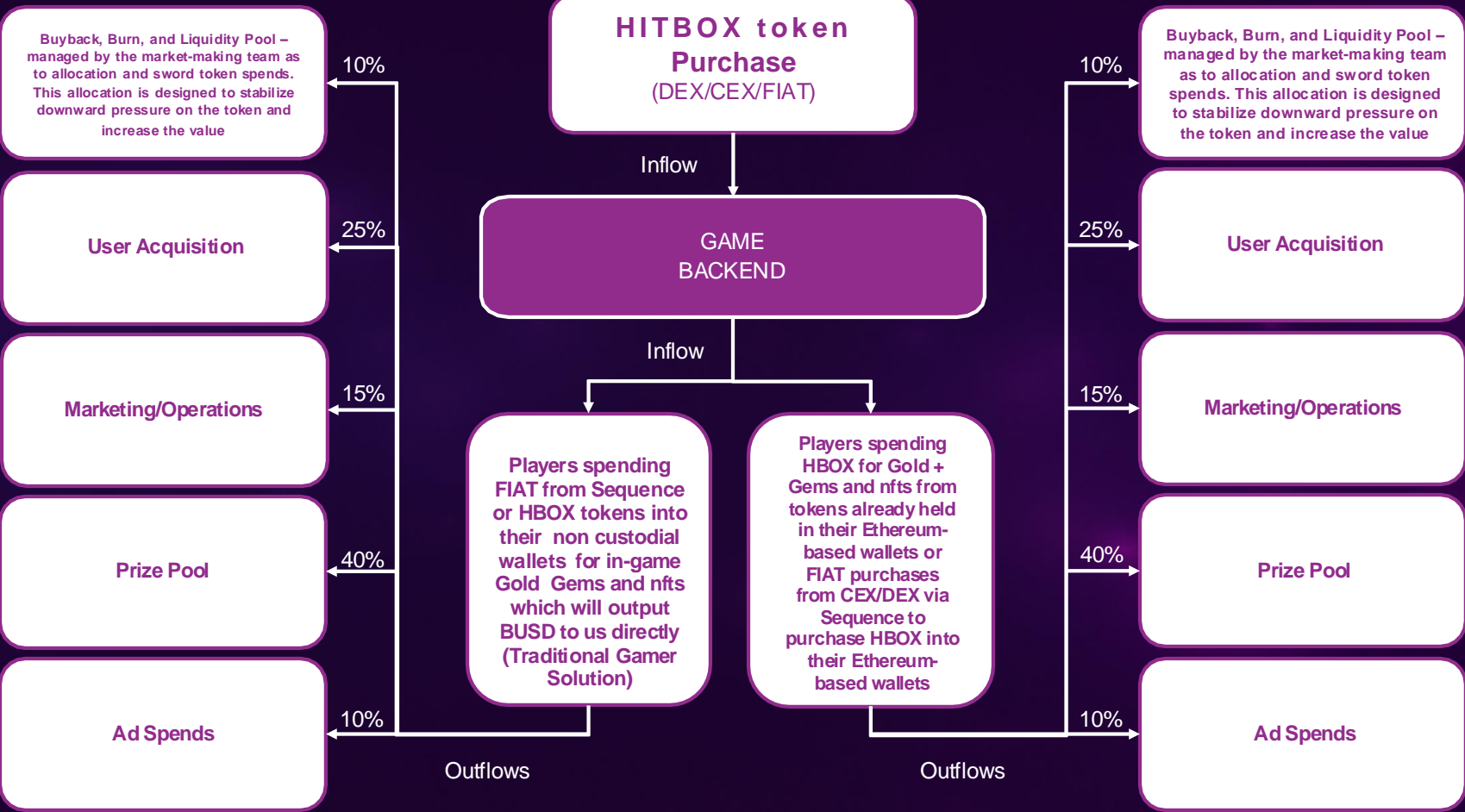
HitBox Games LLC, whose CEO, a 38-year veteran of the gaming industry, has put together an all-star team to create a web2/3 hybrid cross play RPG gaming experience like no other

- 2, 4, player synchronous PVP
- Staked Tournaments
- Guilds and Clans
- Winner take all tournaments
- Co-op gaming
- Leaderboards
- New international based characters
- Community-based gaming
- In game playable NFT's
- Full Blockchain payment support
- Fiat payment support

FIRST EVER CROSSPLAY RPG OF ITS KIND



Token and Backend





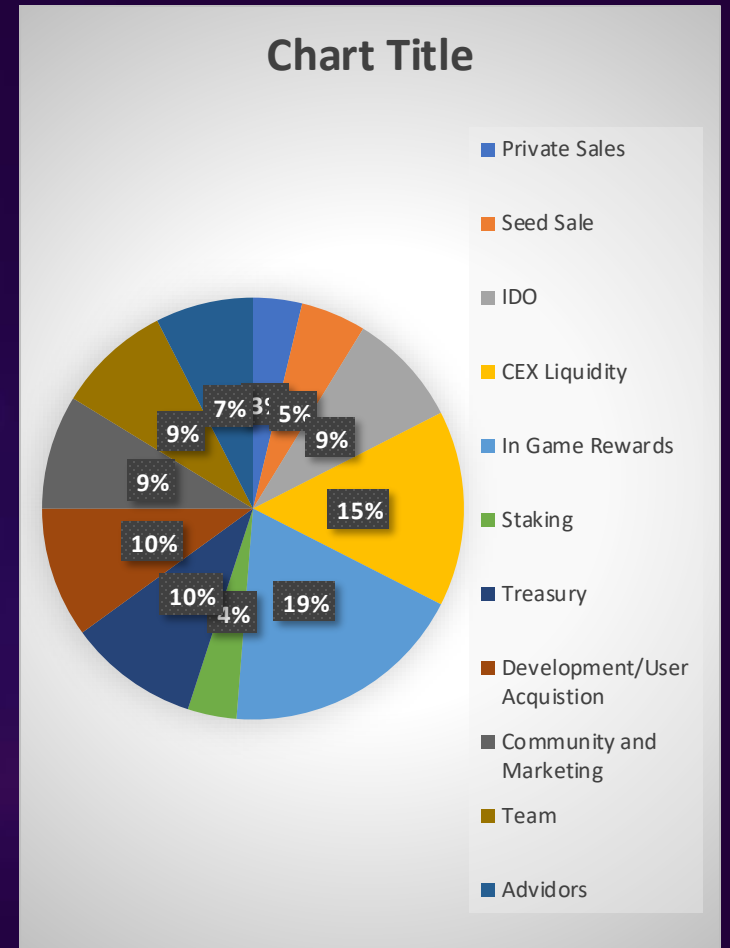
Tokenomics and NFTs

Token Allocation

Allocation	HITBOX Tokens	Pricing - TGE .005	Share	TGE %	Cliff	Vesting
Private Sales	60,000,000.00	0.004	3.00%	5.00%	3 months	12 month linear
Seed Sale	80,000,000.00	0.0035	4.00%	5.00%	3 months	12 months linear
IDO	140,000,000.00	0.004	7.00%	5.00%	3 months	12 months linear
Strategic Investors	240,000,000.00	0.0045	12.00%	0.00%	3 months	24 month linear
Equity Holders	160,000,000.00	0.004	8.00%	0.00%	3 months	24 month linear
In Game Rewards	300,000,000.00		15.00%			Locked in game
CEX Liquidity	240,000,000.00		12.00%	0.00%		Not issued until needed
Staking	60,000,000.00		3.00%	0.00%		12 month linear
Treasury	160,000,000.00		8.00%	0.00%		36 month linear
Development/User Acquisition	160,000,000.00		8.00%	0.00%		12 month linear
Community and Marketing	140,000,000.00		7.00%	5.00%	3 months	24 month linear
Team	140,000,000.00		7.00%	0.00%	6 months	36 month linear
Advidors	120,000,000.00		6.00%	0.00%	6 months	36 month linear
Total	2,000,000,000.00		100.00%			

Initial Circulating Market Cap	Full Diluted Market Cap at TGE	Initial Circulating Supply	Total Supply	Initial Liquidity Needed
	\$10,000,000.00	14,000,000.00	2,000,000,000.00	54000

Company Held Token Percentage	39.00%
Publicly Held Token Percentage	61.00%



TGE Price: \$0.005



**True Game
ownership!**

**True Game
ownership!**

Tradable and Physical NFT's

in-game items uncommon or greater will be generated as unique GUTs (Game Utility Token)'s (our new name for NFT's) which can be bought or sold within the game or on a 3rd party NFT site.

Genesis Edition (GE)	<p>The Genesis Edition of a set contains the very first minting of each Item.</p> <p>These items feature special Genesis Edition icon artwork and for the legendary variant a unique in-game appearance indicated by subtle particle FX.</p>
Premium Edition (PE)	<p>Premium Edition Items are limited collectibles only obtainable in high-stake tournaments.</p> <p>These items feature special Premium Edition icon artwork and for the legendary variant a unique in-game appearance indicated by subtle particle FX.</p>
Special Edition (SPE)	<p>Special Edition Items are extremely limited collectibles featuring a "holofoil" rarity indicator.</p> <p>In-game, SPE items will have a distinct icon appearance and for the legendary variant subtle particle FX, adding to the gravitas of owning one.</p>
Standard Edition (SE) created via Blueprint System	<p>All additional Editions of specific Items issued will be part of Standard Edition.</p> <p>Based on the demand items could be issued by HitBox to meet the demand or spawned by users using our Blueprint System.</p>

PHYGITAL CONSUMER ITEMS ARE THE FUTURE

PHYGITAL bridges the gap between the physical world and the digital. The objective is to bring the best parts of the physical customer experience into the digital realm and vice versa.

Why PHYGITAL

- Authenticity is tied to a unique NFT address so it can be verified as original right on the spot by any buyer using an easy-to-use database
- This gives the player or fan who is more traditional in nature an easy avenue into the area of NFTs. As now their in-game item is a NFT, some will be played in game, and, most importantly for some, it will be a physical item in their collection. A physical item that is 100% verified and real
- This technology is rolling out and is already being used by Square Enix, and Game of Thrones with POP and many others





Roadmap and PVP Expansion



01

PC port and full upgrade
of the Unity Engine Beta

12/2024

02

Port of PC of Swords of
Blood Full Release

01/2025

03

2 Player PVP Maps

March 2025

04

4 player
PVP Maps

Q4 2025 and Q1 2026



4-year road map of development for Swords of Blood

05

Clan and tournament
systems

March 2025

06

Release of expansion pack 1
with over 200 hours of new
game play and possible VR
Chat rooms

Planned for Q3 2025

07

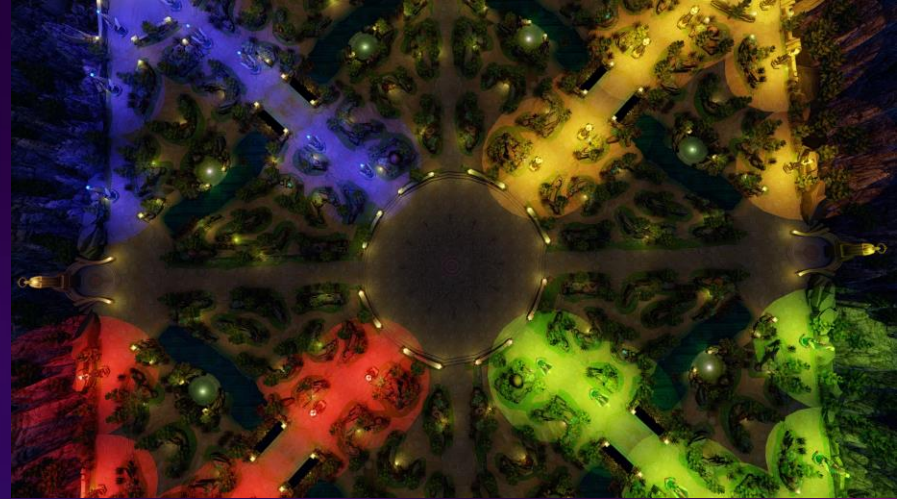
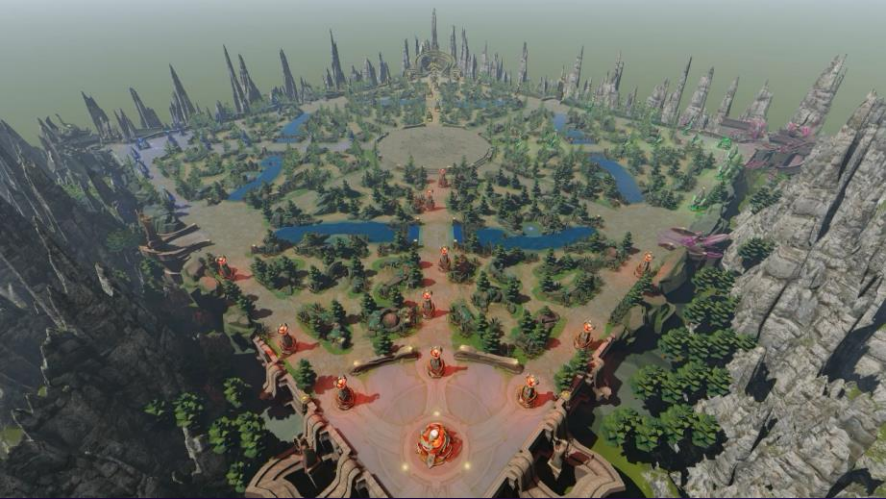
Release of Expansion
Pack 2

Planned for Q3 2026

08

Release of Expansion
Pack 3

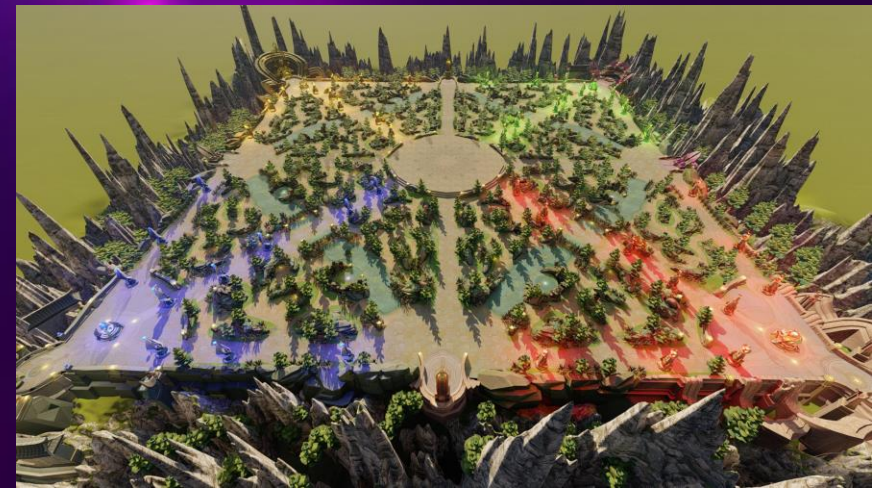
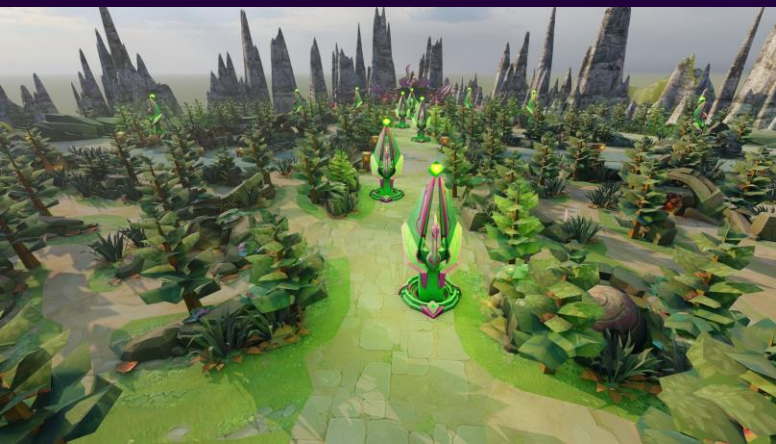
Planned for Q3 2027



Cross-Play Synchronous PVP

2 and 4 players with maps from all over the Swords of Blood Universe.

- All PVP modes will be fight to the death earning points in a timed round. Only the victor will take home the bounty and token drops.
- Special 1 VS 1 mode that will garner the victor all the equipment and NFT's of the losing character
- E-Sport micro tournaments will be held as well as clan-based and regular player tournaments.



A circular logo featuring a silhouette of a horse's head and neck. The text "NO GUTS" is written in an arc at the top, and "NO GLORY" is written in an arc at the bottom. The logo is set against a dark background with decorative elements on the sides.

Market and Revenue

Some of The Top Free-To-Play RPG's



Release Date	July 2013	July 2016	October 2009	August 2012
Lifetime Downloads	75 million	1 billion	150 million	500 million
Lifetime Revenue	1 billion USD	1 billion USD	13 billion USD	8 billion USD
Monthly Active Players	11 million	80 million	13 million	76 million
Platform	PC, Mac OS	Mobile	PC, Mac OS	Mobile

3 Billion Gamers

WORLDWIDE VIDEO GAMERS

155 Billion USD

2021 CONSUMER SPENDING ON VIDEO GAMES

85% Global Revenue

GAMING REVENUE FROM FREE-TO-PLAY GAMES

Based on real-world numbers of our competitor's In-App Purchase revenue and the fact that we will be the only one among them with real PC, Console and Mobile cross play with synchronous PVP.

It is estimated that Swords of Blood will make 1 million USD in net revenue USD in 2024 and 30 million in 2025 just in In-App Purchases and Tournament fees. This large increase in the forecast is due to all PVP modes being done and the new expansion pack being released

These purchases, for the vast majority, will be on chain and create organic token trading volume for our investors



Swords of Blood has been designed to take advantage of the bull markets and to stay highly profitable in the bear markets.

Our game will provide a solid investment return now and in the future due to:

- **A hybrid web2/3 model that deploys in game app purchases, play to own, and play to earn game mechanics**
- **FIAT Payments with Visa/Mastercard or Amex like a web 2 game with no fees to the player through Sequence**
- **Tournaments that will be scheduled by us or can be individually staked by the players**
- **Solid communication channels between clans and guilds which will create a social network situation between players and their opponents. Many RPG games have players in their ecosystems for 4-8 hours a day or more**



Team

Founder

James Seaman - CEO

<https://www.linkedin.com/in/hitboxgames/>

A 36-year veteran of the video game industry who has worked on game titles on many levels - from programming to CEO. His vision, today, is to create AAA Free-to-play cross-play titles for both blockchain and traditional players. This will be accomplished by using easy-to-access payment walls and GUTS (Game Utility Tokens – formerly known as NFT's) that can be used in the game and sold outside of the game. This method gives every player true ownership of their experience and will be known as play to own and not play to earn. The Play to own model represents a more long-term, profitable, and stable approach to blockchain gaming.



Founder

Jeremy Brown - COO

<https://www.linkedin.com/in/jeremy-brown-29177b3/>

Worked extensively on the Sony PlayStation and X-Box Marketing accounts as well as some of the most iconic game titles including Halo, Call of Duty, Assassin's Creed and the Tom Clancy franchises.



Management Team

Mariusz Szynalik – Director of Game Development

<https://www.linkedin.com/in/mariusz-szynalik/>

Gaming executive with a focus on video games publishing and sales of PC/consoles and mobile Free-To-Play and blockchain-enabled games. Over 15 years of experience in leading product teams, managing departments, and developing business plans with high impact. Deep strategic, analytical and problem-solving expertise and strong project and company management skills. Broad gaming experience: Premium gaming, mobile gaming, games analytics systems, user acquisition & marketing, sales optimization, monetization & retention games systems designs, tech, infrastructure, UI/UX, blockchain gaming. Co-founder of Artifex Mundi S.A., project lead in 2016 Artifex Mundi S.A. IPO.



Management Team

Gabriel Rocha – Chief Technical Officer

<https://www.linkedin.com/in/gabrielmrocha/>



Core Team

John Moyer – Musical Director

Bass guitarist from Disturbed

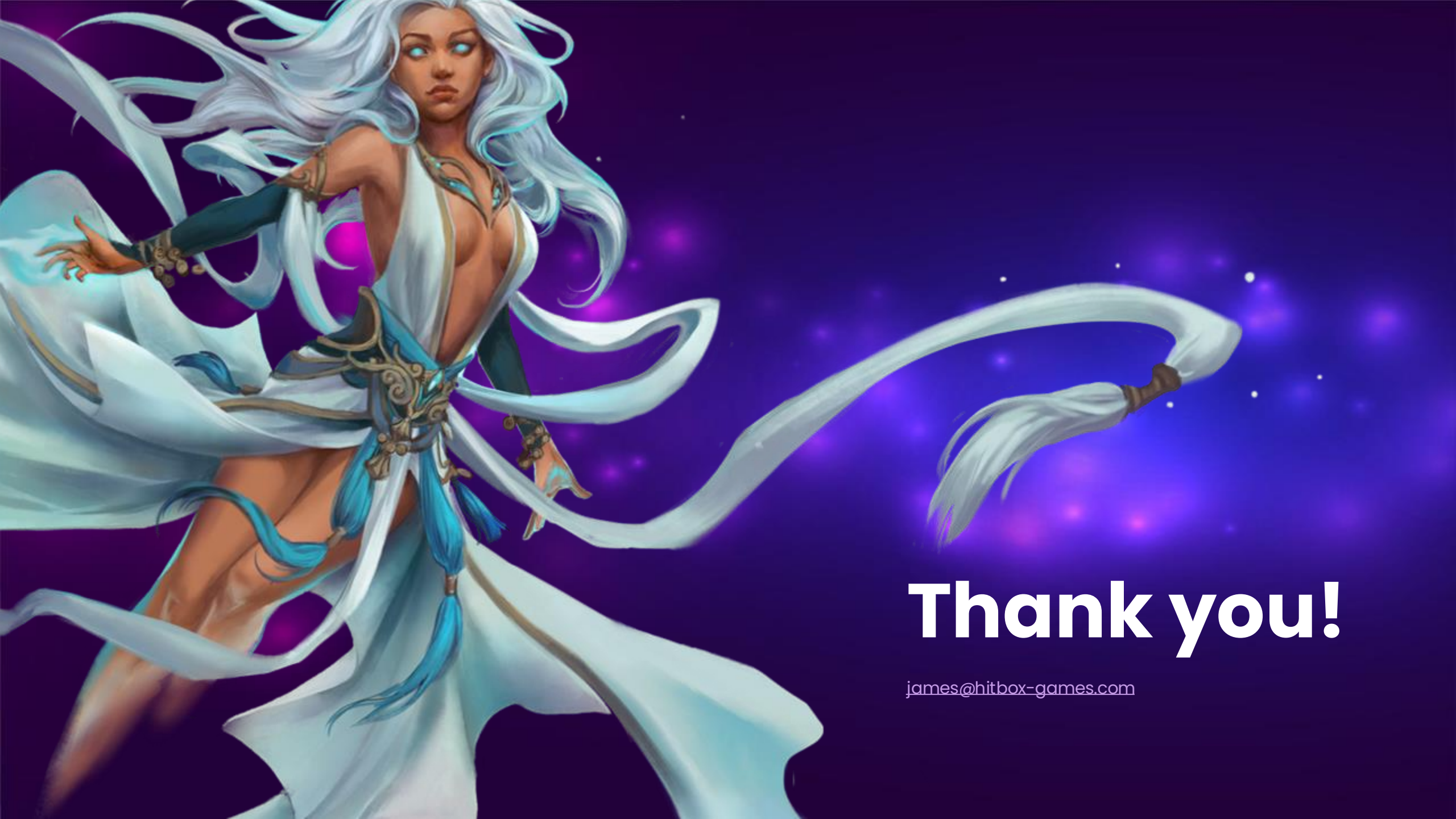


Core Team

Ben Abbott – Weapons Creator and Consultant

Star Judge and world champion blade Smith on the History Channel's hit show, Forged in Fire





Thank you!

james@hitbox-games.com