

# CRYPTO DERBY 加密赛马

ETHEREUM GAMING DAPPS PROJECT

游戏企划概要

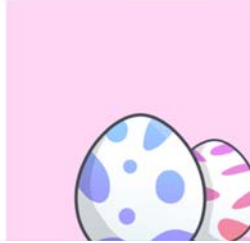
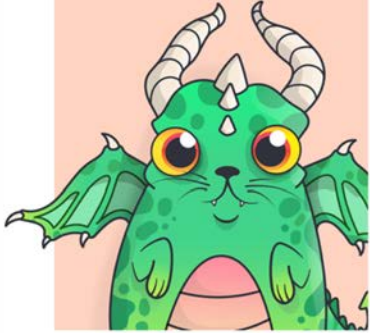


# 次世代ブロックチェーンゲーム Crypto Derby



- 私達は最高のスタッフを揃え、次世代ブロックチェーンゲームを開発し、ブロックチェーンゲームのリーディングカンパニーを目指す。
- 2020年までにブロックチェーンゲームの市場規模は数兆円規模に成ると考えている。その中のトッププレイヤーを目指す。

## CryptoKitties



What is blockchain  
game?

- Using blockchain
- Asset trading
- Earning money





# 2<sup>nd</sup> generation blockchain game

- NO METAMASK or Wallet APP

Metamask, Walletアプリ不要

- 3D HiGH QUALITY GRAPHICS

3D ハイクオリティ グラフィック

- GOOD MONEY EARNING, GOOD MONEY FLOW DESIGN

課金収益サイクル, 改善されたゲームデザイン

- QUICK RESPONSE HIGH TRANSACTION SPEED

迅速なレスポンス, 高速なトランザクション

- MORE BIG MARKET SIZE PRODUCT

より大きいマーケットサイズの製品

- COUNTRY LOCALISED, LEGAL VERSION

国別ローカライズ, 法的ローカライズ

AND OF COURSE EXCELLENT GAME DESIGN, BECAUSE OUR PRODUCT IS GAME!!

もちろん素晴らしいゲームデザイン。ゲームを目指す!

2<sup>nd</sup>  
generation  
blockchain  
game

# 5w1h

- Why
- How
- Who
- What
- When
- Where



# Why なぜ？

- なぜ我々はブロックチェーンゲームを作るのか？
- ブロックチェーンゲームは必ず時代を築く。日本にはそれを行えるだけのポテンシャルがまだある。今やらねば日本の未来のビジネスが一つ失われる。
- 我々は世界一のブロックチェーンゲームカンパニーを目指す

# How どう やって？

- 我々はすでに業界最高水準のアプリの開発を進めている。
- 仮想通貨の競走馬育成ゲームを年内にリリースする。
- 実力のある日本の開発チーム、中国・アメリカにあるビジネス拠点を元に世界展開を行う。
- 日本を皮切りに、他の国のローカライズ版も随時リリースをしていく。各国版は別サーバー・別ルールとなっているが、馬の機能は共通。
- そのための国際チームである。



# Who 誰が?

海外の投資家と、日本・台湾の開発チームです



**CEO**

**Nariya Takemura**

Japanese Game developer worked more than 20 years in game industry.

And about 1 year experience for blockchain game development.

He developed more than 100 games on Japanese mobile phone, and console game market.



**Advisor**

**Angel Investor**

**Kevin Cheng (MACAU)**

Macau Cheng`s Family Fund Managing Director, has many years experience in investment among Asian countries, MBA at National Taiwan University of Science and Technology (NTUST)



**Advisor**

**Angel Investor**

**Eugene Xiao (USA)**

Awesome Capital Partner, has many years of experience in the US government, high-tech software industry and Internet e-commerce. He was a senior engineer at the headquarter of American Bureau of Shipping and the Matlab product manager at Mathworks headquarter. Double Master in Mechanical Engineering and MBA at the Massachusetts Institute of Technology (MIT)



**CTO**

**Alex Hsieh**

Doctor Program, Harbin Institute of Technology  
CTO, Allwin Global Technology  
Live Casino system development and Operation, Baccarat products development and mobile apps  
Four platforms operation  
Advanced Sports Bet products  
CTO, KING REX HI MEDIA  
Team building from 4 to 65 members for independent game design and operation  
Complete backend analysis system development and operation  
15 games developed and launched



**CIO**

**Kenny Hsu**

Rich experiences in big data analysis, internet program and e-commerce platform development  
Project experiences: Visa programs for AIT, Client Contribution Management for Taipei Fubon Bank  
SAS Technology consultant, Atos  
Origin consultant, R&D Manager at Userjoy Technology  
Master of Science, College of Electrical and Computer Engineering, National Chiao Tung University



**Lead Artist**

**Hirokazu Takeda**

Rich experience in great game project for art.  
Have a experience of Character design for Soul Calibur series, and Monster hunter.  
Biohazard, million arseror.  
R&D manager of the art at Platinum Egg.



**UX Artist**

**Yuta Tamaoka**

Rich experience for Japanese game developer for art and game design.  
Have a good art skills for 2D illustration and animation.  
2D lead artist at Platinum Egg.



# World Wide Team

- Macau
- Hong Kong
- Taiwan
- Japan
- U.S.





# CRYPTO DERBY

What? 何を?  
競走馬トレーディングゲーム

- 馬の売買
- 馬の繁殖・品種改良
- 馬の調教
- レース



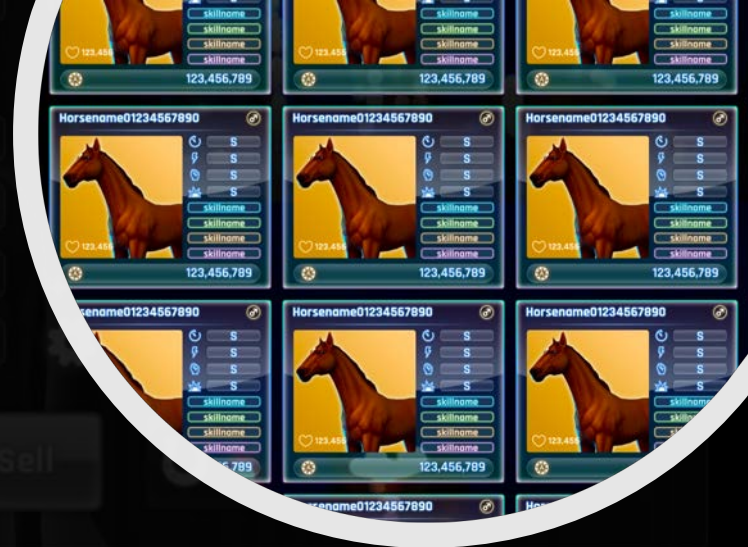
# Game Cycle

ユーザーはゲーム内ポイントを使用して調教やレースの参加などができます。  
 またレースに勝利するとゲーム内ポイントを獲得できます！



# Market-市場

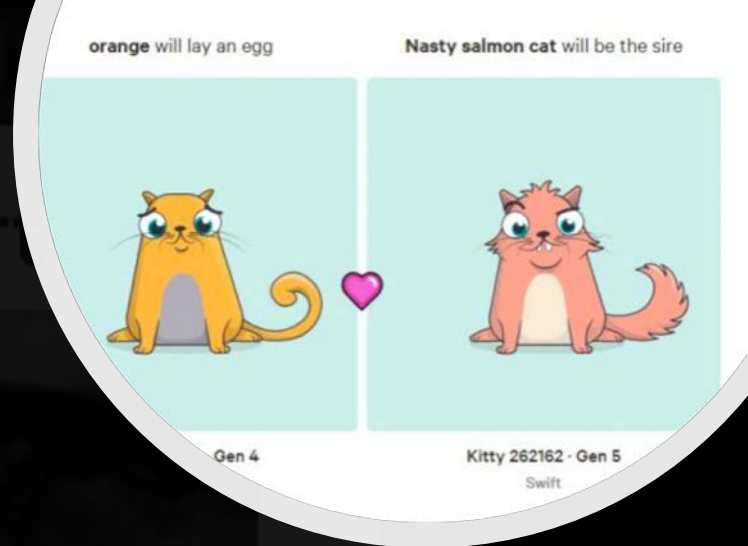
- Trading horses
- Each horses has different parameters, player can choose.
- "Can choose" is Fun. Selection is more "GAME".





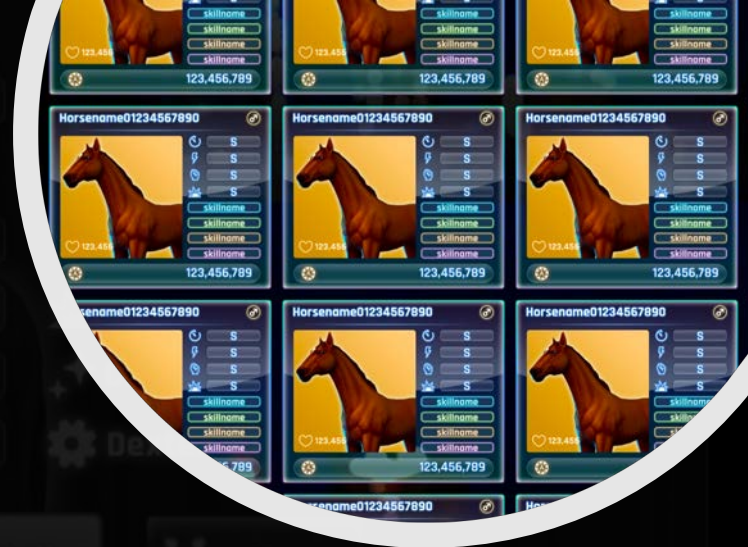
# Breeding-交配

- You can breed your horses, and can breed great horse.
- Each horse have different parameter, and you try many possibilities.
- If you create great horse, you can sell highly price at market.
- Great horse inherit their gene.



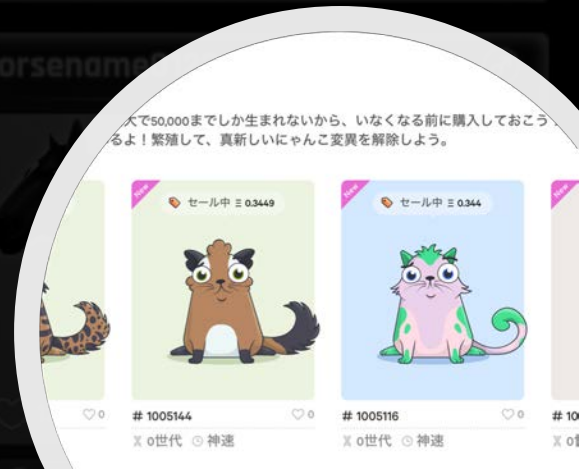
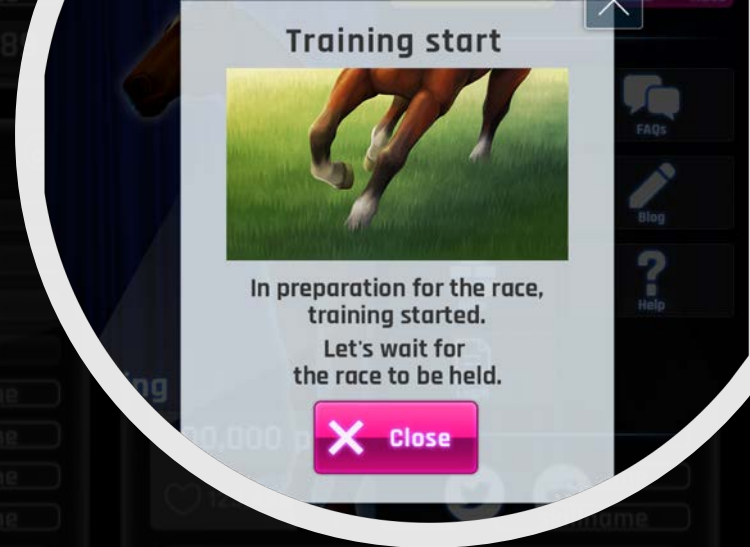
# Stallion-種牡馬

- Game has Stallion market too.
- Stallion owner can decide the mating fee, it means here is stallion market.
- If you hope, you can Can rise the market price via to buy up some kind of stallion or other way.



# Training-調教

- Player can train the horse
- Trained horse will win more, and winning horse will be sell at high price.



# Race-レース

- Player can entry Horce Race
- To entry thr race, player shuold pay the "entry fee", highest entry fee payer can get good lane of the race.
- Player receive payout for the ranking of the race.
- Player can think "How many fee is better?", it is more" GAME"

ARX: 3,510,000  ETH: 32.4372

1



Spirit

Rider

Michel  
Gondry

Style

Stay off the  
pace

Race Tip



Odds

6.80

2



Blaze

Rider

Stanley  
Kubrick

Style

Front  
Runner

Race Tip



Odds

12.30

3



Buddy

Rider

Christopher

Style

Stay off the  
pace

Race Tip



Odds

6.50

4



START RACE

Rider

Style

Race Tip

Odds

# When?

## ロードマップ

1

Phase0

- Presale & Token sale

2

Phase1

- Release

3

Phase2

- Collaboration with Real Horse Race company
  - Japan
  - Hong Kong
  - Korea
  - Macau

4

Phase3

- other countries
- other blockchain application

# Where? どこで？



- Japan
- Main China
- Taiwan
- Hong Kong
- South Korea
- U.S.

And more



Horsename01234567890

Race count

10

Status

Speed

S

S

S

Stability

Growth type

Pre

Dext

Race

571

ETH : 3,24565

horsename01234567890

Ability89012345

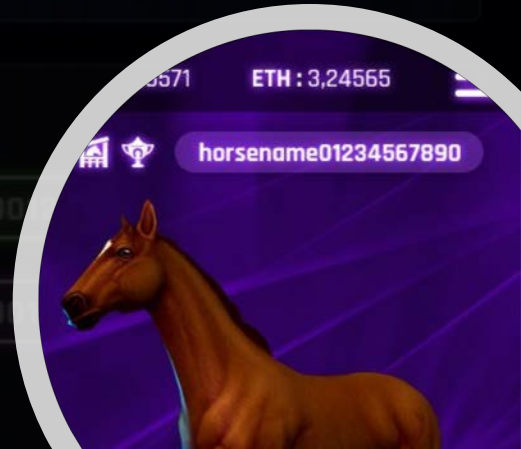
Ability89012345

Ability890

Pedigree

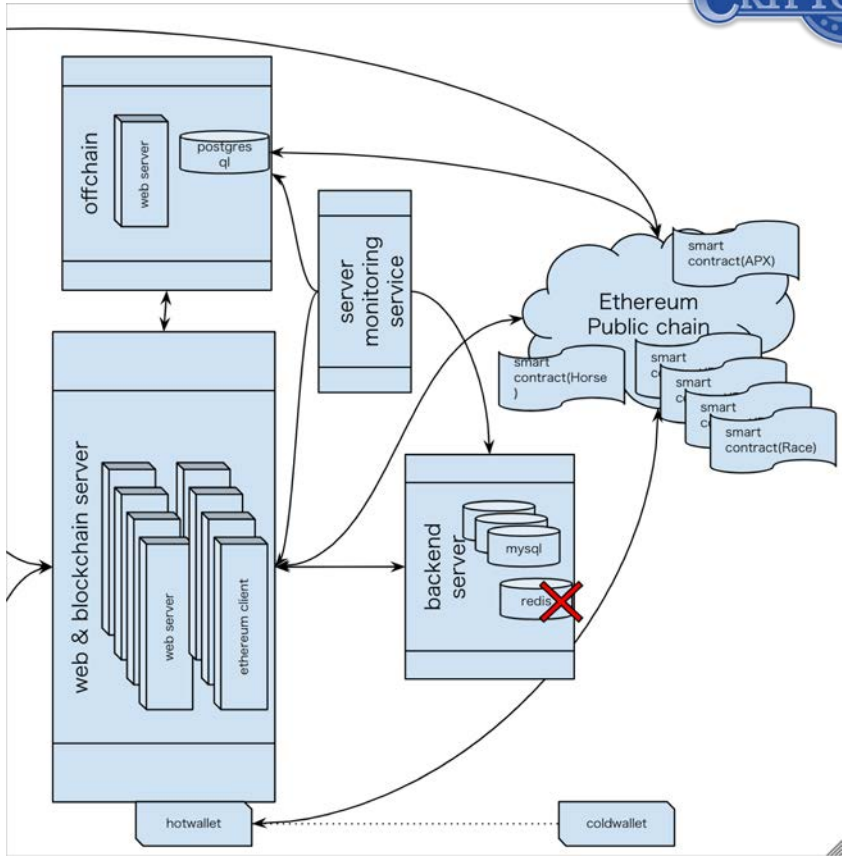
# Rich Graphics

- Realtime 3D graphics
- More game UI



# Quick response

- By using Onchain, offchain hybrid system, game is running more quickly



# No metamask and wallet

Metamask, ウォレットアプリ不要



METAMASK

- 1st gen blockchain game use smart contract directly.
- This is difficult for normal game player, and obstacle.
- In our game, by using offchain technology, can support many players if they don't have their own wallets.

第一世代ブロックチェーンゲームはSmart Contract を直接使った。

しかしこれは普通のゲームのプレイヤーにとっては障害である。

私達のゲームはオフチェーン技術を使うことにより、ウォレットが無いプレイヤーも対象とする



# Japanese market of horse racing

## 日本国内競馬市場

JRA

(日本中央競馬会)

- 270億 USD, Annual sales  
年間2.7兆円規模

NetKeiba.com

(online horse race fan site)

競馬情報サイト

- 登録者数800万人

# Game market

## Japan Game Market – 日本ゲーム市場

- 150億 USD

## Asia Game Market – アジアゲーム市場

- 800億 USD

## World Game Market – 世界ゲーム市場

- 1500億 USD

## Growth Rate – 成長率

- 前年比 13.3%上昇

## Game market ratio – ゲーム市場比率

- In 2018, 76% sales is come from GAME in the mobile application market.



# Our Mission



Create a Better Game  
with Blockchain

用區塊鏈創造更好的遊戲

ブロックチェーンで未来のゲームを創造する

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