

BattleCity.io

LEGENDS NEVER DIE

PLAY for JOY

EARN for FUN

OWN for REAL



A new blockchain-based
ecosystem for...

game-players &
game-builders

Introduction

BattleCity.io creates World of Legends Games (WOL Games), including MU of Heroes, Legend of Tank, and more by blockchain technology constituting the World of Legends Universe ("WOL Universe") for everyone can joy and contribute with BattleCity.io's ecosystem, excited and be together with, as our vision:



MU OF HEROES | LEGENDS OF TANK
WOL | KEN



- **For game-players**

BattleCity.io provides...

—
a fun and profitable experience for players, to create a healthy and excited community around blockchain gaming and build a sustainable BattleCity.io's ecosystem of "Play To Earn" for all game-players around the world.

- **For game-builders**

BattleCity.io brings ...

—
blockchain technology to build a sustainable ecosystem to support game-builders (include game studios or individual game developers). The platform offers its mechanism to transform traditional games to become GameFi projects and an NFT Marketplace to support game-players to be able to play and earn via multiple games, participate and trade NFTs in player-owned economies via network governance and consensus.

Vision & Mission



Vision & Mission

● For game-players

BattleCity.io focus on...

- Play To Earn (P2E).
- Player vs Player (PvP).
- Team vs Team.
- The winner takes it all (W2E).
- WOL NFT on demand.
- Profit-sharing for WOL Holders.
- Worldwide Tournament (coming soon).

● For game-builders

BattleCity.io assists ...

- Advising.
- Project funding (Architecture, Operations...).
- Marketing.
- Community Building.

Roadmap

Early Q1/2022

Launching Beta WOL
Universe: MU of Heroes
& Legends Of Tank

Late Q1/2022

- IDO Conclusion
- Launching Official WOL Universe
- Launching MU of Heroes

Q1-Q3/2021

- Build Blockchain Core
- Build MU of Heroes & Legends of Tank
- Seed Sale Conclusion



Q4/2021

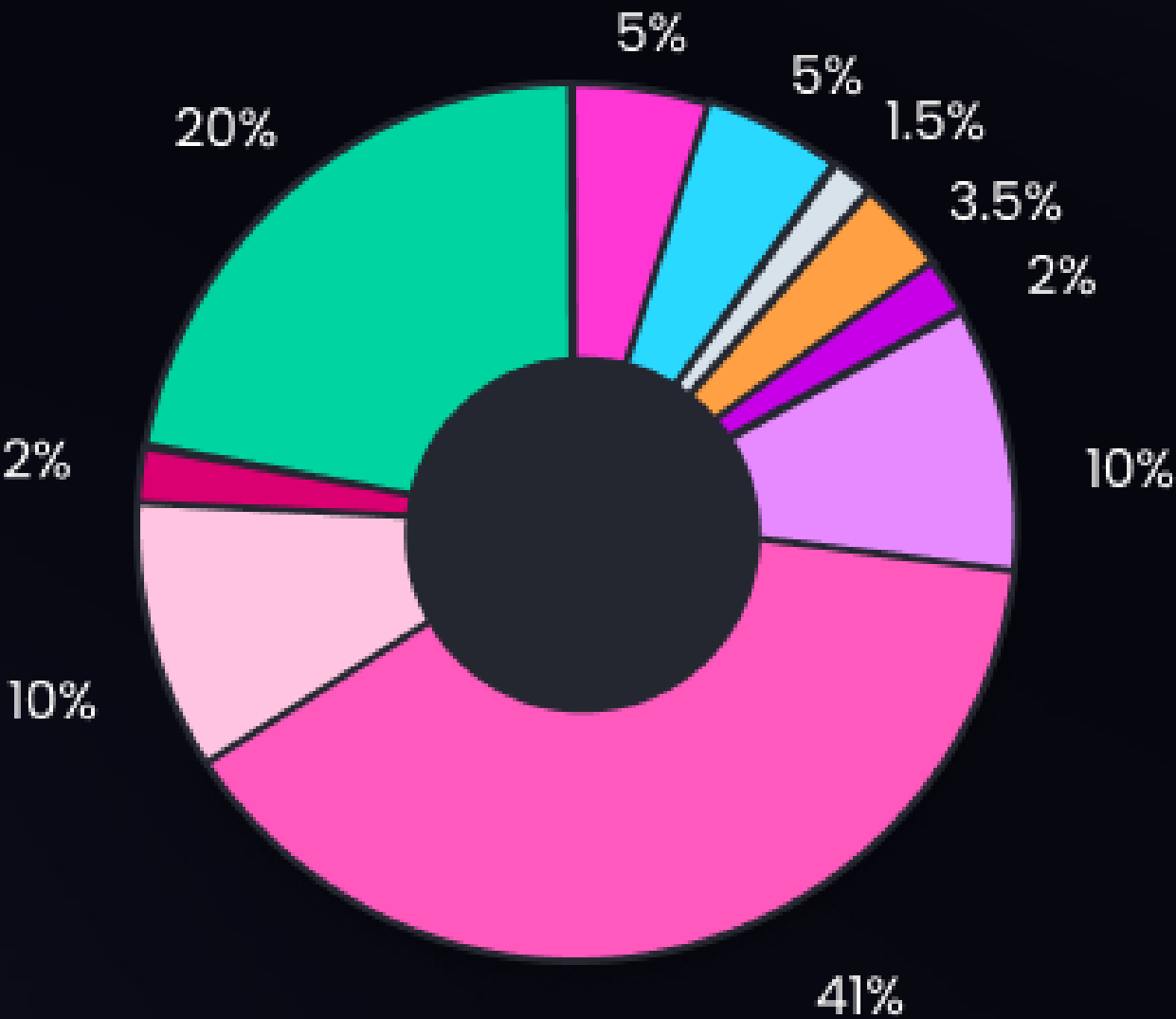
- 1st Private Sale
- 2nd Private Sale

Q1/2022

- 3rd Private Sale
- IDO Estimation

Q2/2022

- Launching Legends of Tank
- Launching BattleCity.io's Marketplace



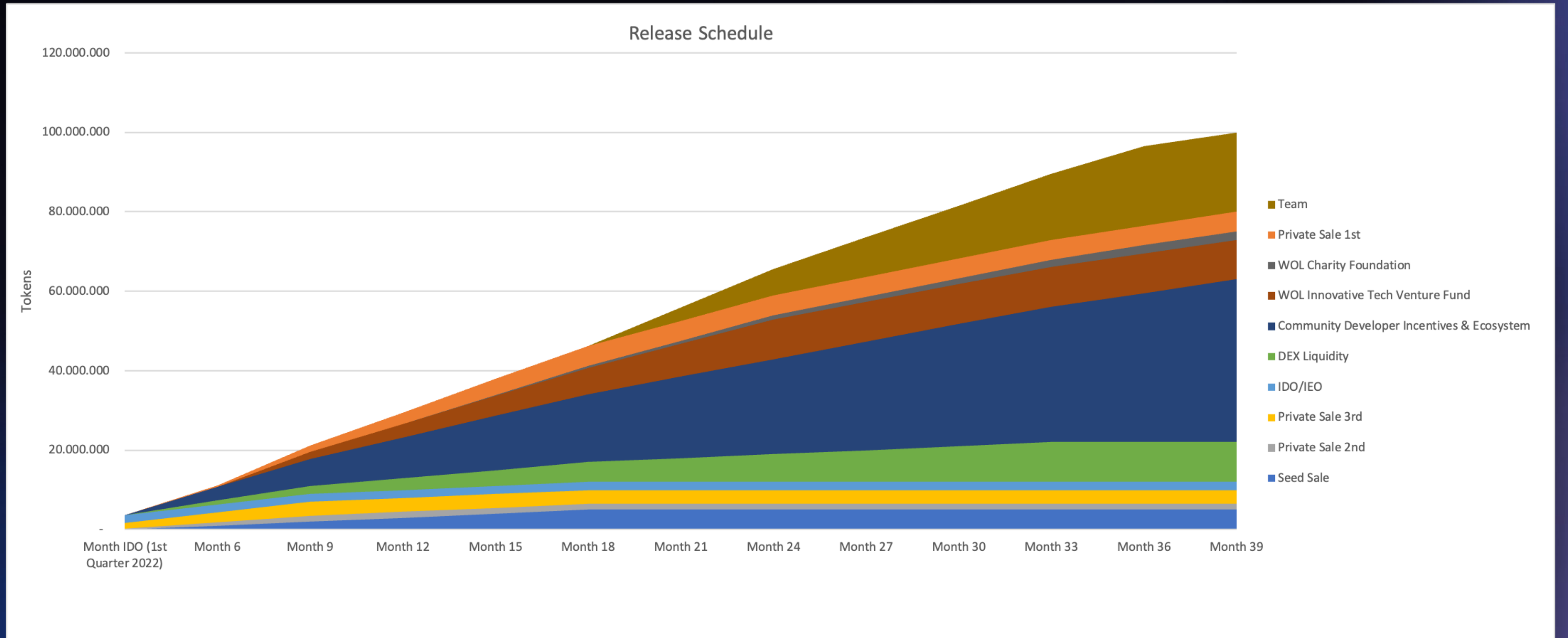
[1] "Vesting" means it is understood as a period of time when the token shall be paid in installments under the vesting period. E.g: 12 months vesting: from 1st month to 12th month will gradually pay such a token for holders.

[2] The creativity & the origins of new game ideas are boundless. Our WOL Innovative Tech Venture Fund will support and fund game-builders (include game studios or individual game developers) to keep the innovation and become the next rise in the game industry.

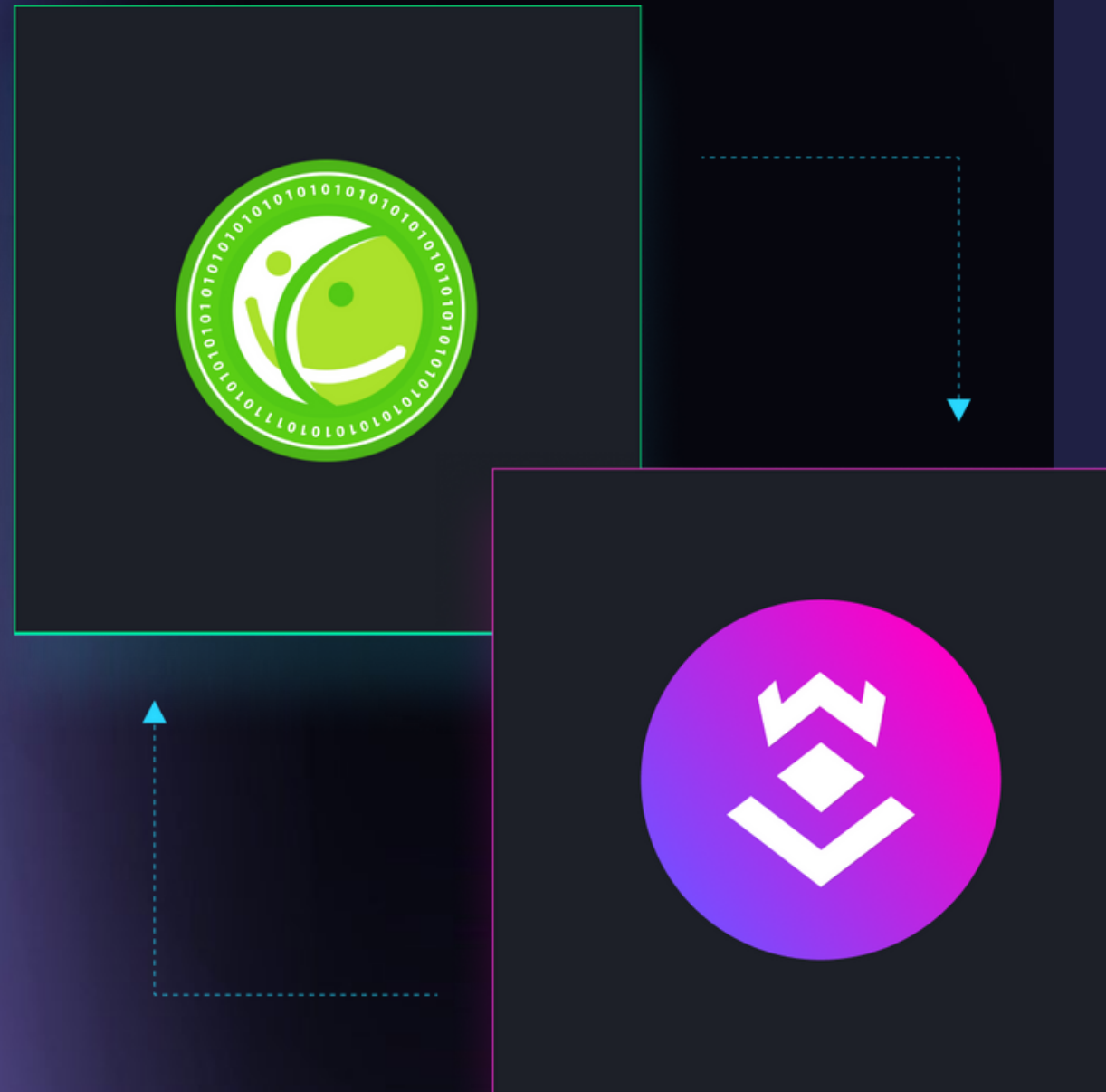
[3] This charity fund will be established to share some of our achievements with people with more difficult circumstances. Even when our achievements are tiny, this fund always exists. The target of our charity fund will be facilities, food, clean water, and access to education.

Seed Sale	5%	2 months cliff from IDO, 20% release at 3rd month, 12 months vesting linear unlock 80% starting from 3rd month.
Private Sale 1st*	5%	2 months cliff from IDO, 12 months vesting, linear unlock starting from 3rd month.
Private Sale 2nd*	1,5%	20% release at launching, 06 months vesting linear unlock starting from IDO.
Private Sale 3rd*	3,5%	40% release at launching, 06 months vesting linear unlock starting from IDO.
IDO/IEO	2%	100% release at IDO.
DEX Liquidity	10%	Release on Demand.
Community Developer Incentives & Ecosystem	41%	Release on Demand.
WOL Innovative Tech Venture Fund [2]	10%	6 first-months cliff, 18 months vesting linear unlock starting from 7th month.
WOL Charity Foundation [3]	2%	12 first-months cliff, 24 months vesting linear unlock starting from 2nd year.
Team	20%	18 first-months cliff, 18 months vesting linear unlock starting from 19th month.

Release Schedule



Token



● World of Legends (WOL)

- WOL is the governance token used in the BattleCity.io NFT Platform.
- WOL is currently based on the Binance Smart Chain blockchain and conforms to the BEP-20 standard.
- WOL is a security token that will be used as the medium of exchange between participants in the BattleCity.io ecosystem.

● Key Earning Network (KEN)

- KEN is the in-game currency - the fuel for BattleCity.io games' internal economies, which can be used for purchasing in-game items and tickets for arenas, upgrading weapons, and earning by playing the game, especially by winning battles.
- KEN is an uncapped utility token, its supply grows when more players join the game.

WOL



- WOL Holders will be able to claim rewards when they play WOL Games and trade on our NFT Marketplace.
- We will have Profit sharing for WOL Holders, who keep 500.000 WOL Tokens and more, and in 45 (forty-five) consecutive days and more (WOL HOLD policy).



Token Name	World of Legends
Token Symbol	WOL
Token Decimals	18
Token Type	BEP-20
Total Supply	100,000,000 WOL (100mil)
Blockchain	Binance Smart Chain (BSC)

KEN



- KEN token is the primary "earning" and "spending" token inside the WOL's ecosystem and WOL Universe.
- KEN is minted (created) through players win farming activities or the PVP model, there was no IDO for KEN Token. KEN shall be burned (destroyed) through the sole decision of BattleCity.io.

- Players are able to earn KEN by battle with other players or participate in farming activities inside not only MU of Heroes and/or Legends of Tank (WOL Games) but also the upcoming blockchain games of WOL Universe.



Token Name	Key Earning Network
Token Symbol	KEN
Token Decimals	18
Token Type	BEP-20
Total Supply	Uncapped
Blockchain	Binance Smart Chain (BSC)



GAME 1

MU of Heroes

MU of Heroes is an RPG game with idle features where you can unlock and summon powerful heroes, fight together, earn your prizes and meet new friends.

EARNING ARENA

Play to Earn

BATTLE ARENA

Player vs Player

EVENTS

Chaos Tower, Illusion Tower, Legendary War events.



GAME 2

Legends of Tank

Legends of Tank is a title based on the legendary game Tank Battalion of the 1980s. In this game, you will command and upgrade your tank fleet. Collaborate with other players, or venture out alone into the Earning Arena in the finding quest for valuable assets. Use your skills to conquer the battlefield before your opponents in Battle Arena!

EARNING ARENA

Play to Earn

BATTLE ARENA

Player vs Player

EVENTS

PvP - Team vs Team | Worldwide Tournament (coming soon).

Our team

The team consists of 40 full-time employees and has its headquarters in Ho Chi Minh City, Vietnam. The founding team consists of the following individuals:

NAM BUI



Founder - CEO

Former CTO - T-REX Global OÜ
A well-known software engineer who pioneered projects in Vietnam such as Core Banking (Wirecard), Mobile Payment (Utiba), and Energy (Total).

PHONG LE



CFO

Former Head of the Board of Supervisors at Hoang Anh Gia Lai International Agricultural JSC (HNG) and a Member of HAGL Group's Supervisory Board.

KIAN BUI



COO

Former Founder and CEO of MicroGame Corp., creator of the Ola Social Network - first social network platform made by Vietnamese with over 23 million users.

PHUC LAM



CTO

Former General Manager of a 21-year-old Japanese outsourcing firm in Vietnam for 12 years. He has over 15 years of programming and managerial experience.

Our team

ANH TRAN



Blockchain Expert

Former Blockchain &
Infrastructure expert - T-REX
Global OÜ

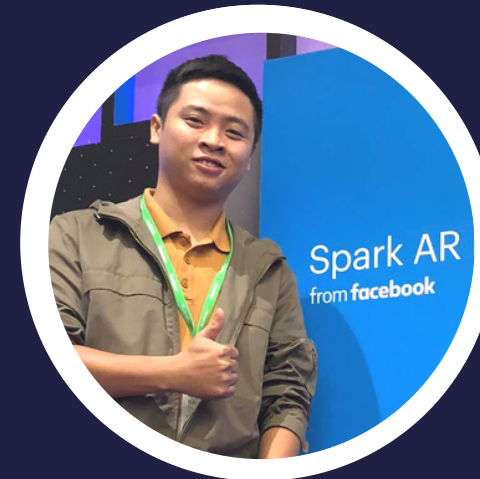
SONY HUYNH



DevSecOps Engineer

6+ years of programming,
consulting, and training, including
4+ years of senior site reliability
engineer and lead of DevSecOps

TAN DUONG



Art Director

Former UI/UX Designer -
T-REX Global OÜ

MangoX



BattleCity.io

CUONG LE



**Business Development &
Community Manager**

AWS Community Builders,
AWS Startup Scout, AWS
User Group Founder

NGHIA LE



Legal Counsel

Managing Partner of a 10-year
law firm, one of the Leading Law
Firms in Vietnam, specializing in
Project Finance.

DU NGUYEN



Content Creator

5+ years of experience in
writing blog/news articles,
and video content

Partners

Infrastructure & Blockchain Partner



Studio Partner



Auditing Partner



Counseling Partner



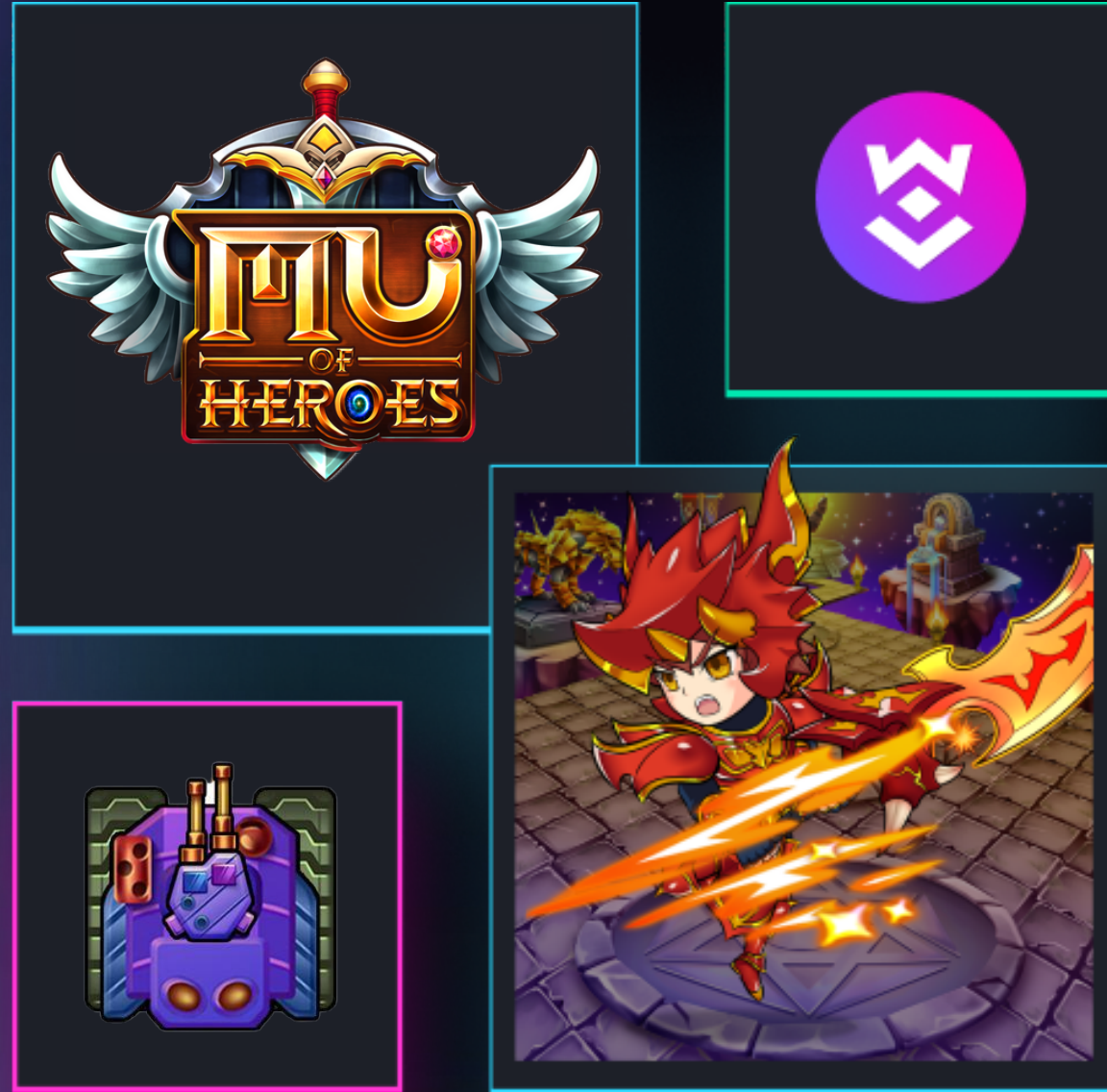
Technology

● On-chain

- Use BEP-20 and BEP-721 standardized token technology from Binance Smart Chain (BSC).
- BEP 20 is used for WOL & KEN's standard.
- BEP-721 is used for NFT assets' standard.

● Off-chain

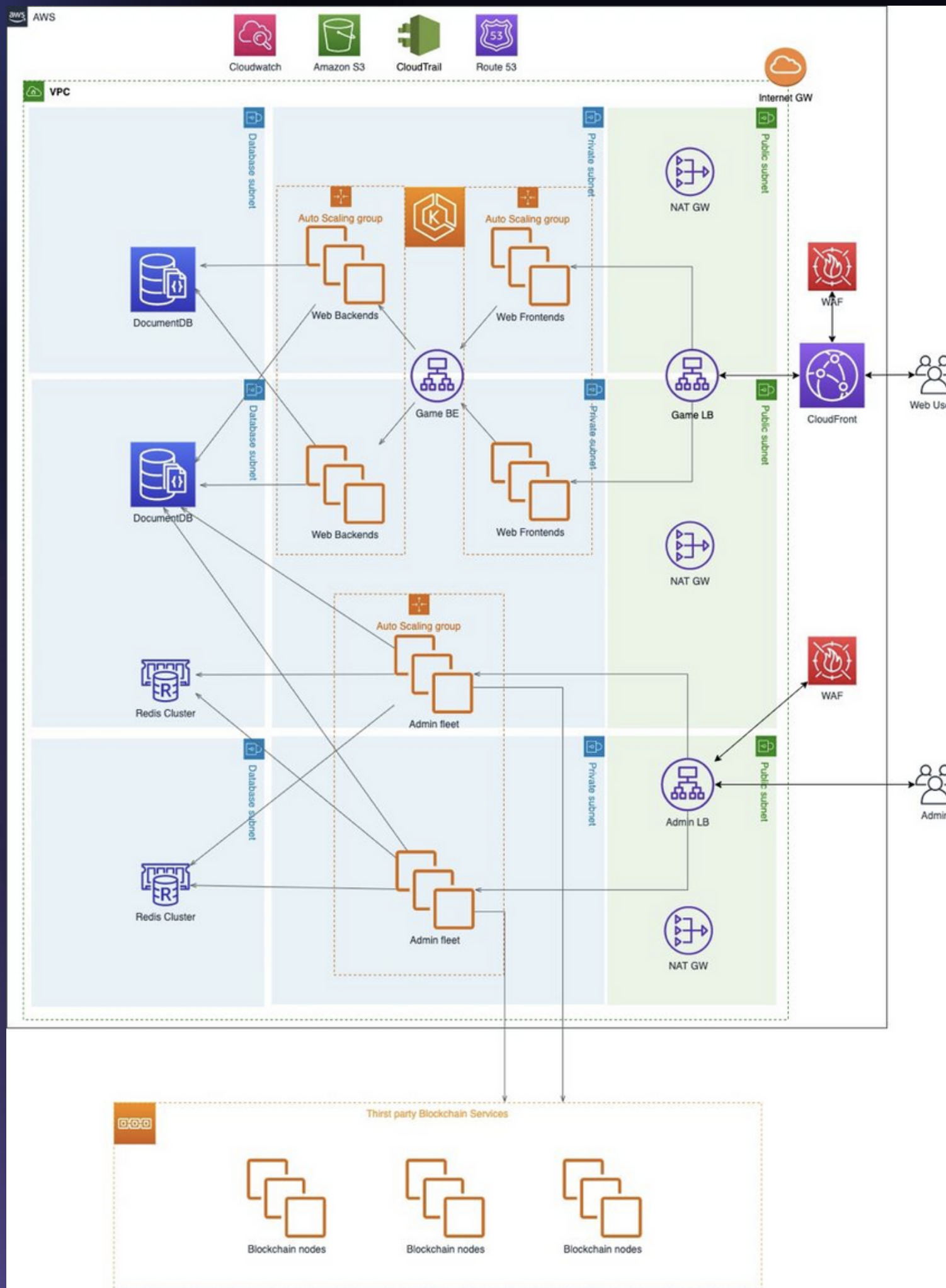
- Use advanced technology on cloud computing to adapt to changes and easy to scale.
- Build a sustainable and cost-effective system.
- Security on pipelines and run-time production environment.



Hybrid Smart Contracts

Cloud Computing

BattleCity.io uses the most advanced technologies on AWS - the leading cloud computing service in the world such as Amazon EKS, Amazon DynamoDB, Amazon ElastiCache for Redis... In addition, the system is designed to scale quickly, respond to hundreds of thousands of active users at the same time, and integrate CDN solutions to increase user experience when interacting with BattleCity.io platforms and games.



BRING THE LEGENDS BACK
BUILD THE LEGENDS UP
LEGENDS NEVER DIE



Contact Us

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