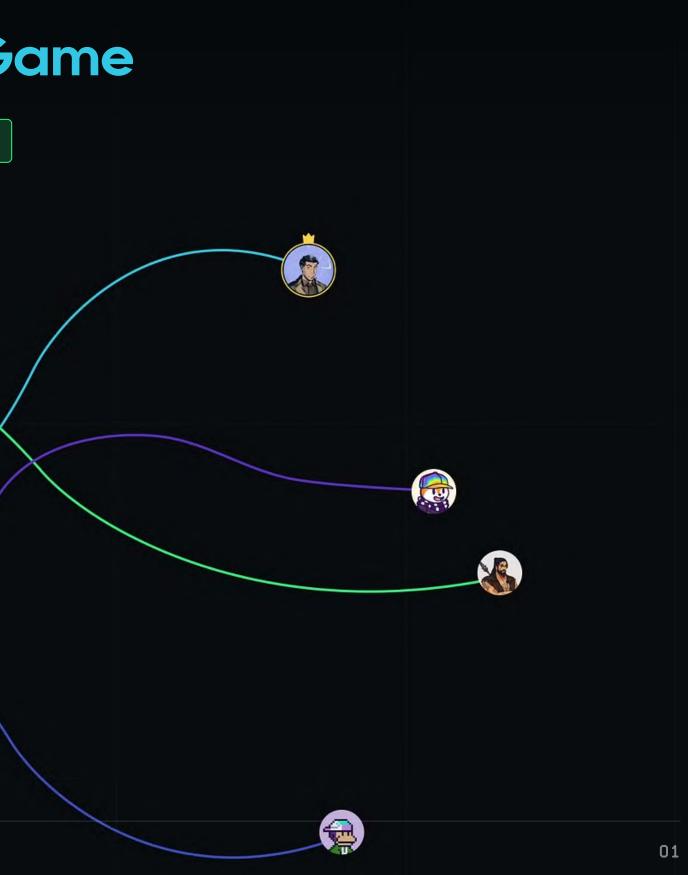




THE ARENA

A PvP Social Trading Game

COMPETE TO BECOME THE BEST TRADOOOR





Platforms today are Single Player

There is a gap in the market to make trading social and fun.





Product

We reimagined trading by turning it into a fun, social and gamified experience.

Challenge friends or queue up with strangers. Deposit collateral. Trade according to a specified game mode. Best trader wins all.

The arena launches with its first game mode First to 2x, where the first trader to double their profits within 24 hours wins. Following with Max Degen and Guild Wars*.





Fun and social trading competitions



01 QUEUE



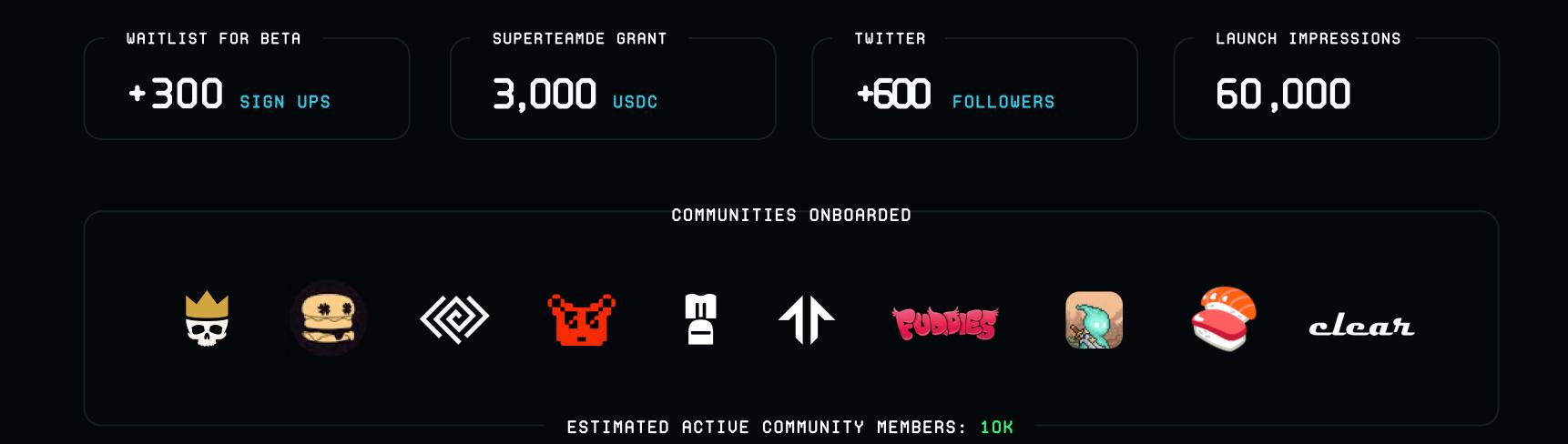
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04 REFER TO APPENDIX C FOR INTENDED DESIGNS *REFER TO APPENDIX A FOR FUTURE GAME MODES



Traction





Our market is worth 7.22 B



0.5% OF THE 14.44T TRADERS MARKET ARE GAMERS

CAPTURING 10% OF THE 72.28 GAMERS TRADING MARKET

THEARENA.FUN

7.22B

SERVICEABLE OBTAINABLE MARKET



Business Model

MAIN REV SOURCE

TRADE FEES > We earn a 0.1% trading fee on all user-trade volume.



FUTURE REV SOURCES

PLATFORM FEES

We charge a 3% fee on the collateral for every match played.

COPYTRADE FEES

We share 10% of the copy trade profits with lead traders

7.22M POTENTIAL ANNUAL REVENUE FROM SOM



Go-To-Market Strategy





Communities / DAOS

We offer tailored experiences to small communities and DAOs and share fees with their treasuries.



Twitter KOL Battles

We let Trader-KOLs trade against each other to determine the best trader. Fees will be shared based on generated traction.



Referrals

Users earn fees from generated volume from referrals. Fees will be claimable daily.





-0

Roadmap

Our vision is to build a fully immersive gamified trading experience

Q4 2024 - MARKET VALIDATION

- <u>AllianceDAO MVP Hackathon</u>
- Community integrations
- Experiment with Game Modes
- Leaderboard & ELO rating

- Q1 2025 BUILD & ITERATE
- <u>Match spectator betting</u>
- <u>Copy-trading</u>
- Enhanced social features
- <u>Yield bearing primitives</u>

- Viral Growth Flywheel

- Video streams





M deBridge

Q2 2025 - SCALE AND RETAIN USERS

• Mobile App for more retention

• Onboarding through TikTok

THE FUTURE

Building the League of Legends for crypto trading





FOR CRYPTO TRADING



Team

OG Solana builders are re-imagining the trading experience



Burger Bob	Built Burger Game, raised \$400k for			
CEO & DEV	a SocialFi game with 1000 players.			
	1st Prize Solana Hackathon.			
🎔 @burger606	MSc Comp. Sci. League of Legends amateur			







Fedoras CTO

🕑 Qfedoras_

Founded startups in Moscow Metaplex Gaming hackathon 1st prize Solana OG since 2021



Elchef FULLST

🕑 @elcheffodotsol



Goldhaxx

🕤 @goldhaxx

+10 yrs exp. DevOps +4 yrs exp. product manager OG gamer



Kai PRODUC

🎔 Qkai

Dumpling	Founded startups, first exit in 2020 (Sold our			
HEAD OF DESIGN	company for \$15M). Went fulltime web3 in 2021.			
	Worked on various projects. Built Reavers			
🕊 @dumpling_sol	(#1 NFT game on SOL for 3 months)			

tto	Sca]	led startups
ACK DEV	E×.	Ledger
	E×.	Kraken Exchange

	Founded	Startups.	Built	Project	Ubin and
T MANAGER	Project	Guardian,	both n	ational	projects
	in using	g blockchai	in for	settleme	ent of
nclose	payments	s, securiti	ies, an	d digita	l assets





The Arena is building The League of Legends for Crypto Trading

CONNECT WITH US



THEARENA.FUN





APPENDIX A: FUTURE GAME MODES

FIRST TO 2X

- A free-for-all mode where numerous players trade and compete.
- First player to double their profit and loss wins the game.
- If no player doubles their profit and loss when the time is up, the players with the highest ROI wins.

Players can terminate the game early and that would be their final result.

MAXIMUM DEGEN

- A free-for-all mode where numerous players trade and compete.
- Trade exclusively in markets with a market cap. below \$100M.
- Traders have a fast-paced ____ 30 minute window to conduct such trades.

GUILD WARS

- Guilds compete against each other in large scale trade-battles and competitions.
- This mode features a world map divided into territories that guilds can capture and control.
- Top guilds controlling the most strategic territories enjoy higher profit sharing for predictions placed on their guild wars.



APPENDIX B: MARKET DATA

2024 CRYPTO TOTAL TRADE VOLUME:

14.44T*

BLOCKCHAIN GAMING MARKET RATIO:

$3.13M^{**} \times 609M^{***} \approx 0.5\%$

Formula: Blockchain gaming daily unique active users multiplied with number of unique cryptoassets users

SOURCES

*2024 crypto total trade volume: 14.44T - <u>LINK</u>

**Blockchain gaming daily unique active users: 3.13M - LINK

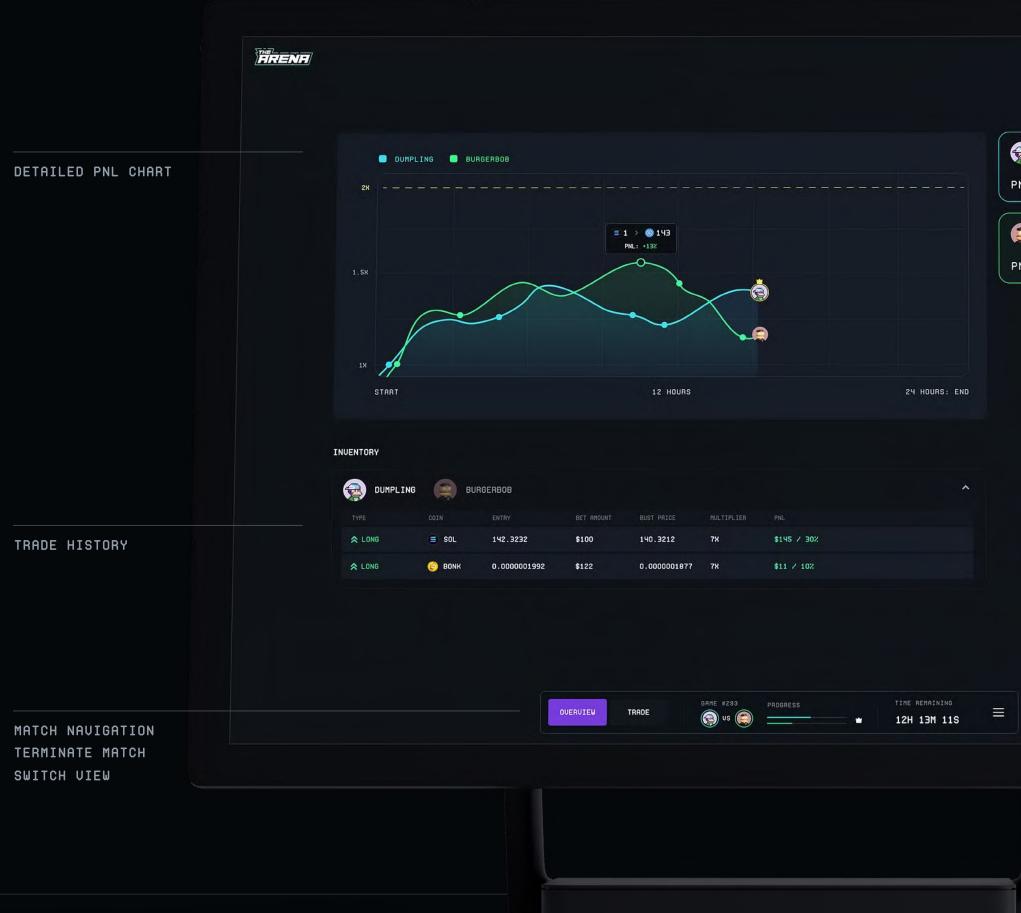
***Number of identity-verified cryptoassets users: 609M - LINK

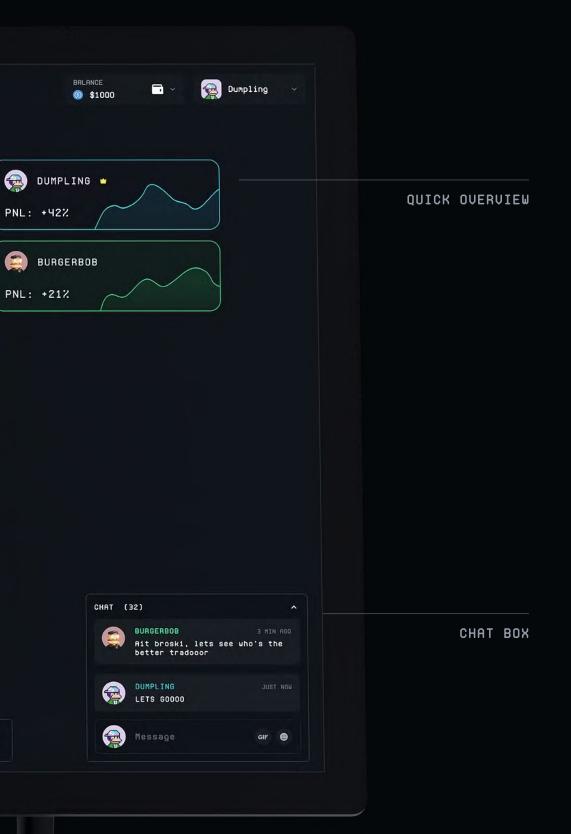
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TRADE VOLUME FOR GAMING TRADERS:

$14.44T \times 0.5\% = 72.2B$





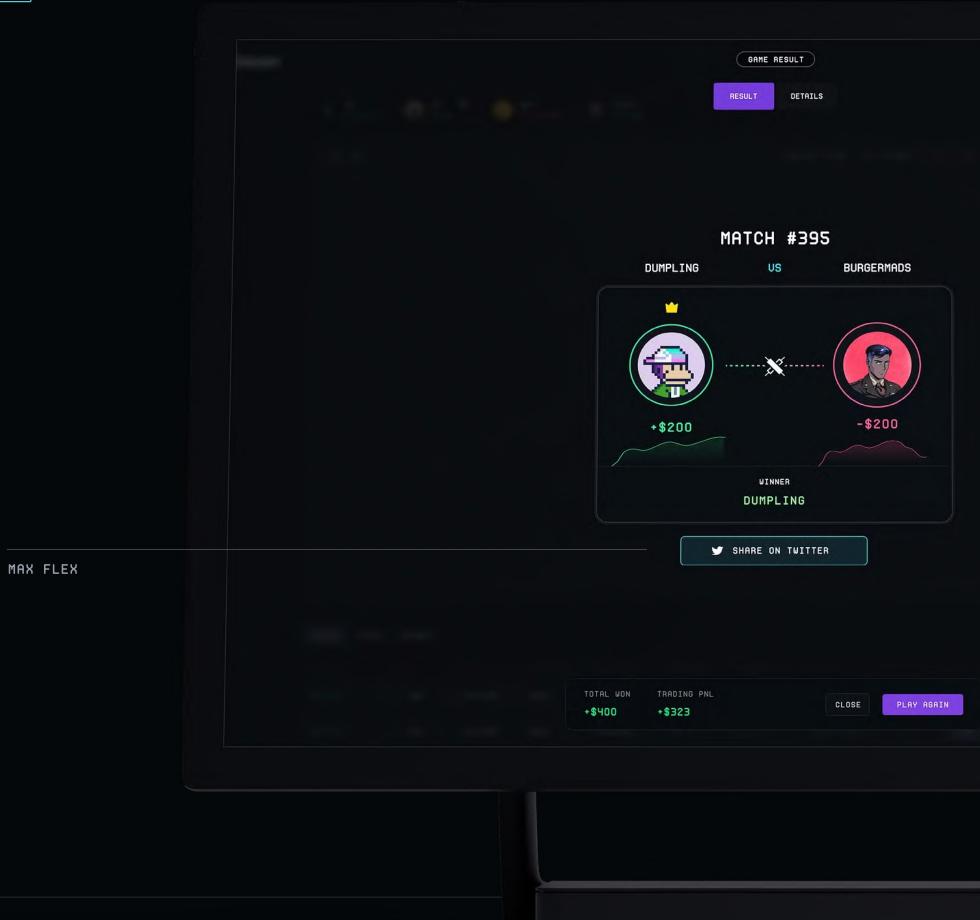






APPENDIX C.2: MAIN TRADING UI

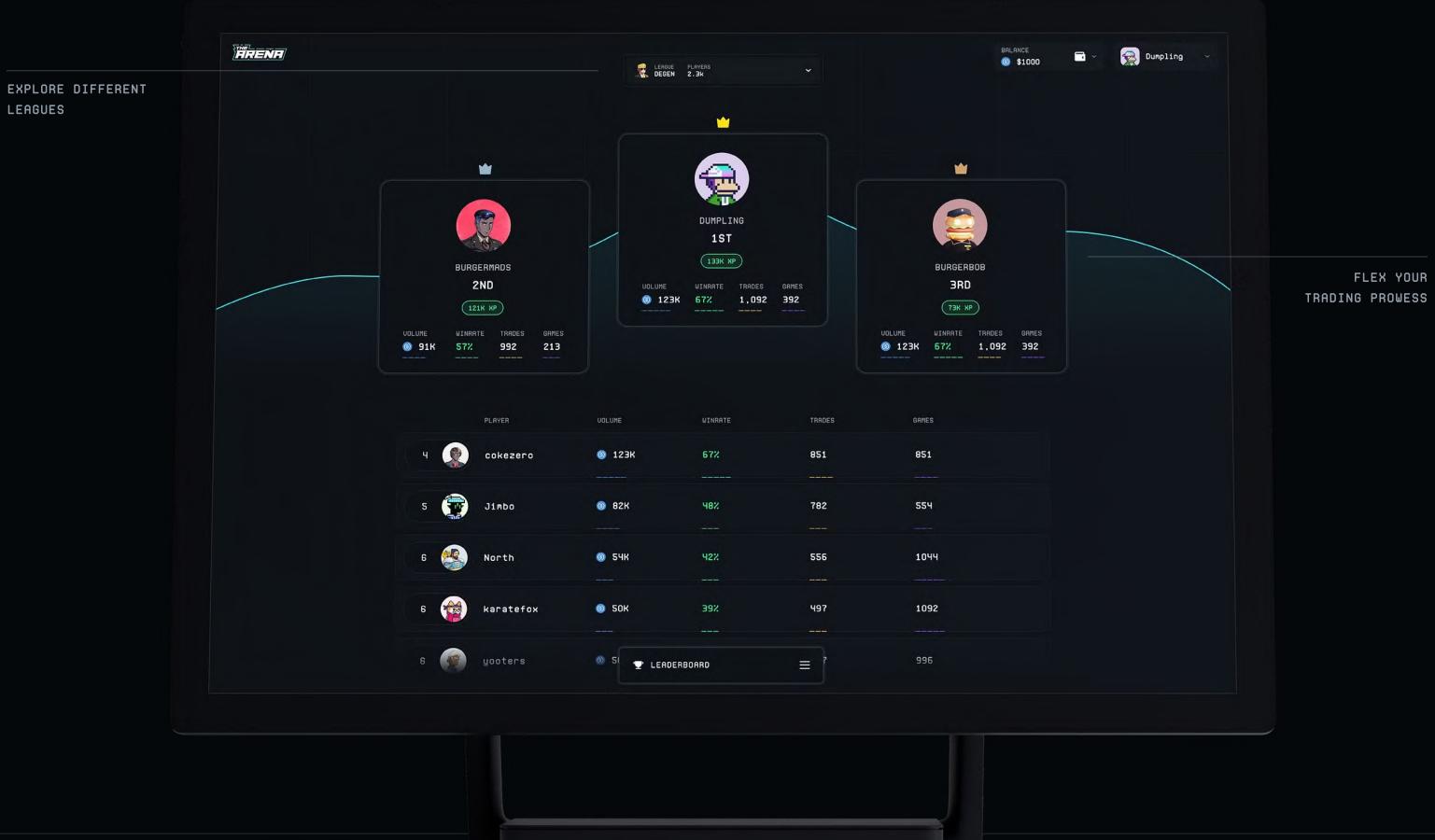




APPENDIX C.3: MATCH WINNER

PLAY AGAIN





APPENDIX C.4: LEADERBOARD