PERPLAY

People say that Blockchain and NFT are the future of games. But will it ever come? If so, when?

Should game companies, then, start making P2E games?
There is an array of mainnet platforms, such as Wemix, Mabrex, Xpla, Clayton, and Wax. What to use among these platforms is one of the main questions.
If you were a gamer, you wouldn't play boring games just to make money, would you?
What if we told you that you can play and earn from games that you ALREADY ENJOY?

$139.7B
Global mobile game Market size

$1.5B
Global P2E game Market Size

The game market we see

As always, games have brought forth tremendous impact on different industries, particularly on business and IT, including hardware technology, software technology, and Internet infrastructure. Blockchain is not an exception.
P2E success stories have emerged, as game companies are gradually leveraging blockchain technology in their games. Games now take the lead in paving the way for blockchain technology and business growth. We expect an ever-increasing market expansion of blockchain games in the future.
Despite its lucrative potential, there are still too many uncertainties. Blockchain games are still in their early stages of development, and both game companies and users are hesitant due to the likes and dislikes of blockchain games.
We want to be the game changer that bridges this gap and links games and blockchain together.

Introducing PERPLAY, the world's first Web3 game launcher.

What we do

PERPLAY is a Web3 Play and Earn game launcher that redefines the value of time that gamers spend on playing.
Our service is straightforward. PERPLAY lets you run any game and all games installed on your mobile device are in the launcher.
Mining occurs while the user is playing a game, bringing more value to the time the user spends in the game.

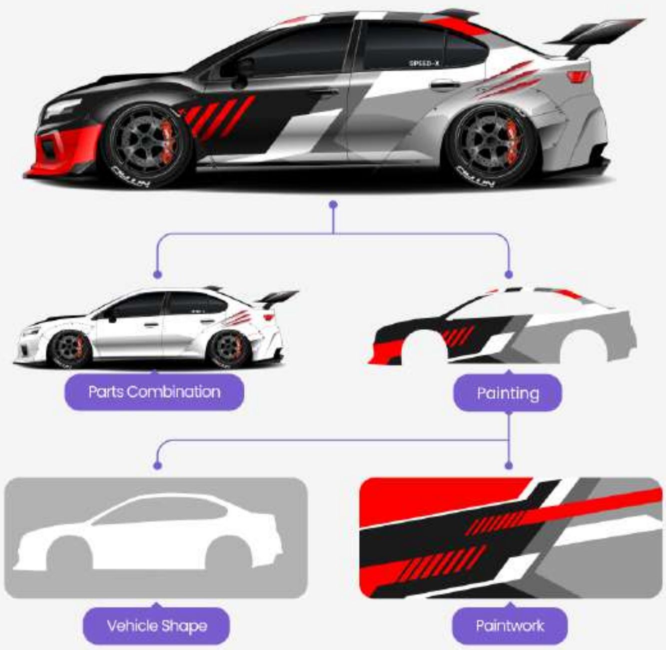
Proof-of-play *Patent pending

PERPLAY's algorithm accurately measures playing time from the moment the user starts the game and issues rewards based on the verified amount of time played. Recognizing how important it is for users and game companies to coexist, PERPLAY was designed to create a continuous virtuous cycle where all user game flow revolves around one circulation structure. Algorithms were structured in a way that rewards are provided based on all types of user activity such as game downloads, installations, attendance check, playing time, level achievement, and mission completions.

Introducing our NFTs

PERPLAY NFTs are designed in the form of a vehicle that will take users on a swift ride through a multiverse of games.
PERPLAY NFTs are created as a link across various games from different worldviews.
All NFTs are unique in their design and attributes, and gamers experience redefined gameplay value using PERPLAY based on rewards that vary depending on the ability (level/class) and composition of their NFTs.
Just like when playing games, upgrading your character makes you stronger.
So, the more high-grade vehicles you own, the more rewards you can earn.

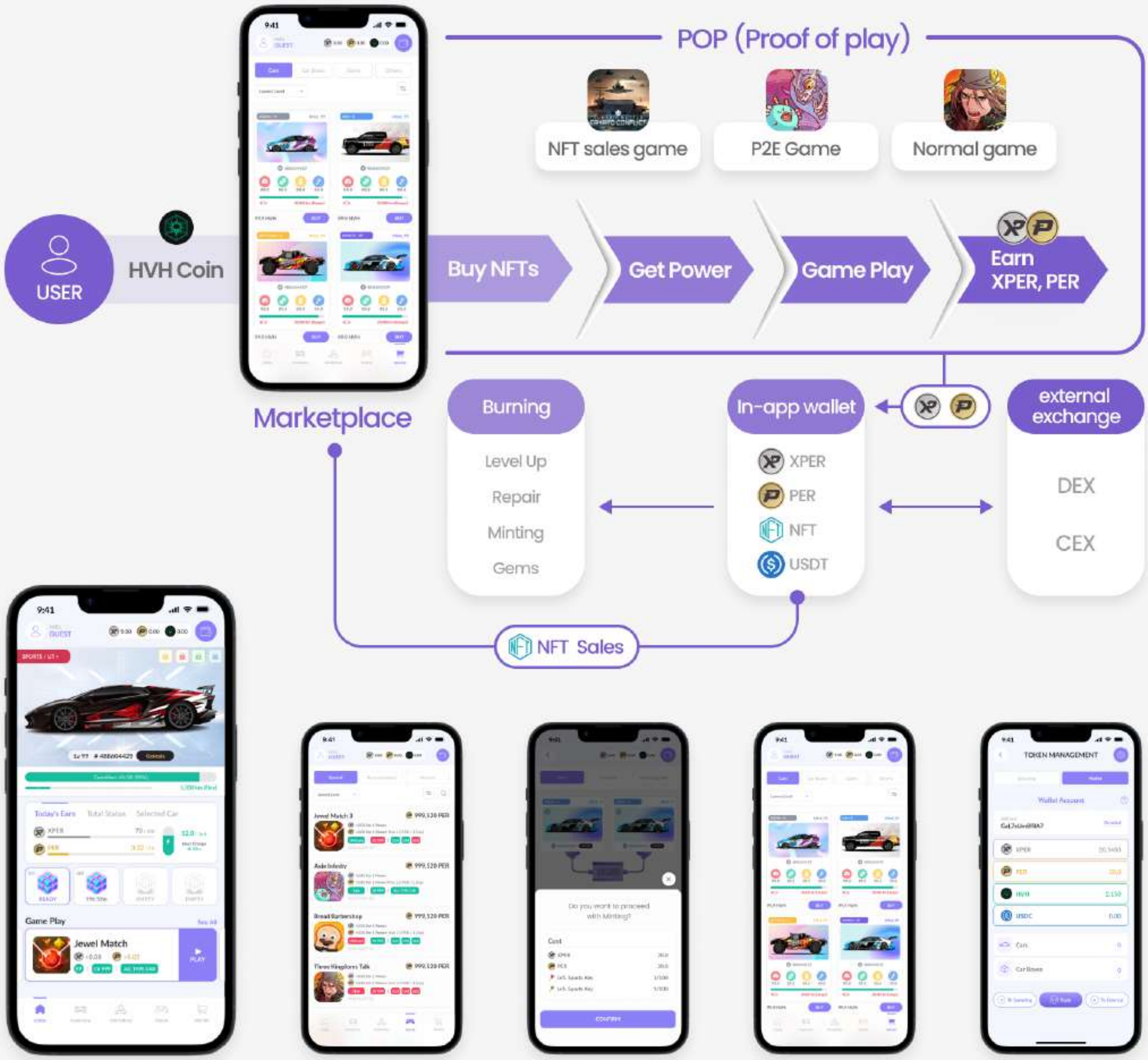
How to make NFT



Even without purchasing NFTs, users will still be able to earn rewards through mining.
Our NFT rental system will also allow users to share rewards by leasing NFTs to other users or renting from NFT owners.

Introduction of the app

Users can earn $XPER and $PER tokens when they play any game with PERPLAY. NFT items can be upgraded or repaired using the tokens acquired, and they can be swapped to other cryptocurrencies in the in-app wallet and then exchanged to real currency through cryptocurrency exchanges.



Main Page | Game Select Page | Minting Page | In-app Marketplace | In-app Wallet

In-App Wallet, In-App Marketplace

PERPLAY users can monetize assets through the in-app wallet and asset trading functions, and they can buy, sell, or rent NFT through the in-app marketplace.

Next-generation blockchain based on HAVAH

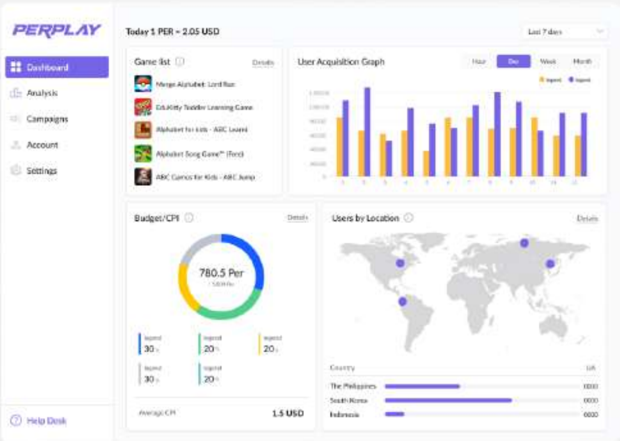
PERPLAY uses an interchain-based HAVAH blockchain that integrates NFT assets from multiple networks and allows users to trade their assets freely on other blockchain platforms. Users with minimal to no familiarity with blockchain can use this platform with ease. It uses NFT-based technology that is secure and free to trade on any on-chain.

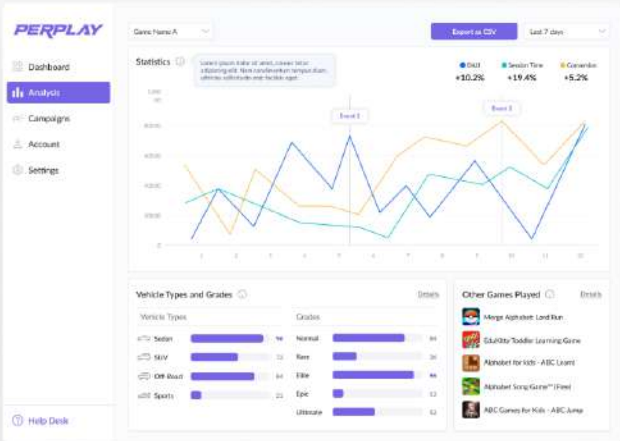
100% targetable game user acquisition platform

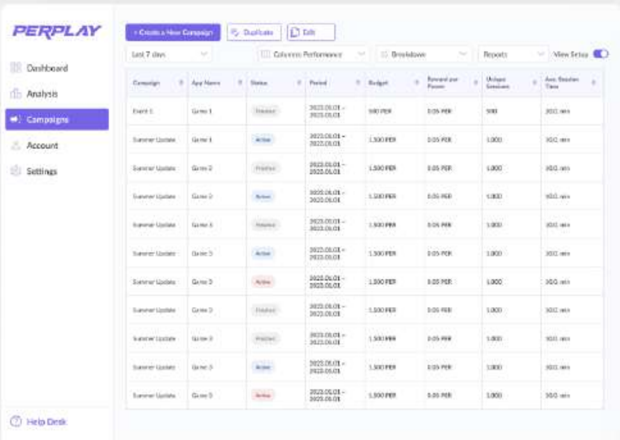
PERPLAY is a marketing platform that provides game companies 100% achievement rate for game users targeting based on various demographics and indicators of their choice, such as country, genre, and average game playing time.

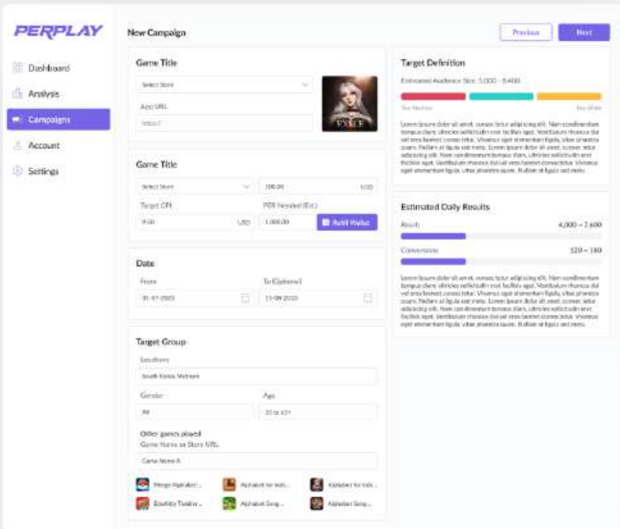
It provides a next-generation marketing platform that enables game companies to extract crucial information such as download and installation, registration, attendance checks, playing time, level achievement, and mission completion. More significantly it helps secure retention of existing users and acquire new users.

PERPLAY's boosting program ensures a steady influx of invaluable users. Additionally, PERPLAY's unique global ecosystem and loyalty program enables companies to continue acquiring loyal users.









01 Log in PERPLAY dashboard

02 Target & Budget setting

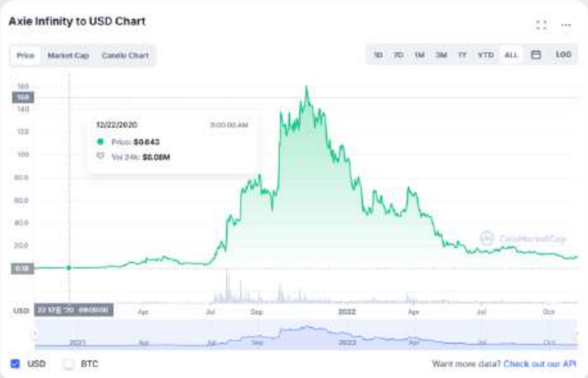
03 Buy PER & Deposit

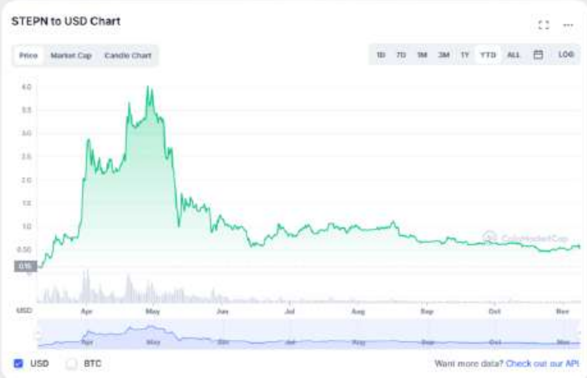
04 Marketing campaign management

05 CPI CPA UAC Report

Forecasting

18M Axie Infinity Registered Users	**$1.3B** Axie Infinity Anual Revenue	**4.7M** STEPN Registered Users	**$122.5M** STEPN Quarterly Revenue





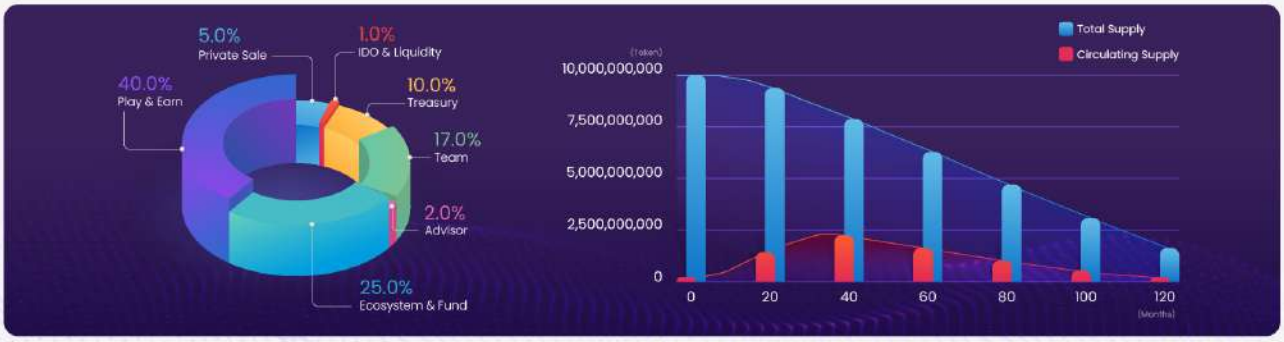
The charts above show a huge mountain graph of the token price of major P2E and M2E projects.
The price increase is attributed to the influx of new users.
As the number of new users increases, the price rises, and then the price decreases as the inflow stops. As the circulating supply of tokens continues to increase and existing users start to exit the market, the price decline accelerates.
The price may have plummeted, but nonetheless, it is forming a price above dozens of times its initial value. In other words, early investors have reaped more than several tens of times the initial investment.
AXS Token Price: Investor $0.1 → $9.17 (91 times ROI)
GMT Token price: Investor $0.01 → $0.55 (55 times ROI)

Structurally, PERPLAY tokenomics has been designed to prevent token prices from declining.

1. It is not a structure that depends on the influx of new users to maintain its token price.
2. Tokenomics does not rely on the life cycle of a particular game. The game market is endless and demand is endless.
3. Token supply is insufficient compared to token demand.
4. Since the maximum supply is reduced to one-tenth of the total supply, the token's theoretical value is ten times as much.
5. $PER token's listing price on HAVAH DEX is $0.1

$PER is PERPLAY's governance token with a total issuance of 10,000,000,000 (ten billion).
$PER is continuously burned through the participation of game companies in the economy and users' gameplay (through NFT upgrades and other burning mechanisms), resulting in a gradual decrease in issuance and distribution. As the volume in the Ecosystem and Play&Earn decreases, the number of tokens circulating supply in the market continues to flow in and to be burned. Therefore, the token value increases due to the decrease in circulating supply.

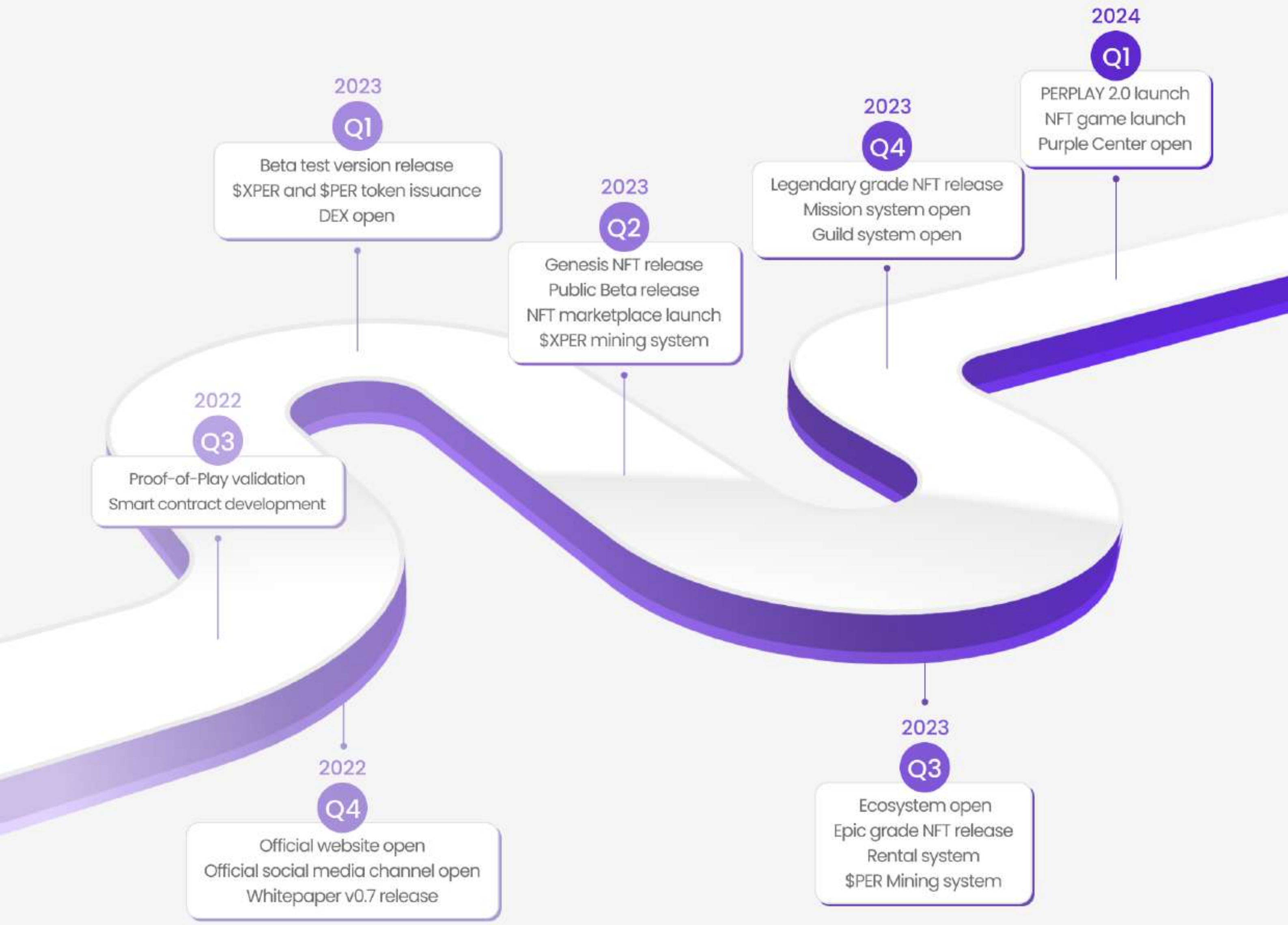
Private sale will be available for up to 5% of the maximum supply with 1-year lockup period and 1-year vesting period. Token release for private sale will be held earlier than the team & advisor token release.



The team

The PERPLAY team is made up of veterans who have led various gaming and IT projects for over 20 years. The team has previously spearheaded the development and service of game companies such as NCSoft, SoftMax, WeMade, Electronic Arts, Bandai Namco Games, and have experience in the development of leading IT projects for Samsung, LG, KT, NSUSLab, and Daum.
In addition, we have expertise in successfully developing and operating blockchain mainnet and have an operations and marketing team that provides 24/7 services to global users coming from various cultural backgrounds, providing industry-leading teams for global services.

ROADMAP



Thank you