



sky
nity

Pitch Deck

ABOUT

- Combined **blockchain** and **traditional gaming**
- Gamification concepts derived from games like **OGame, Civilization, Heroes of the Might and Magic, Tribal War**
- Leaderboard with **spectacular winnings** on top places, transferable into **real money**
- Players database inherited from **PlayNity guild**
- **Sustainable**, long-lasting and predictable **economy**



OUR PARTNERS



We have successfully started in 2021 as a PlayNity Games Guild on Terra, Bsc and Ethereum blockchains.



- In the Play2Earn bull market of 2021 and early 2022, our guild made significant profits.
- However, when the web3 games economies and Terra blockchain crashed in 2022, we faced adversity.
- Nevertheless, we chose to persevere and spent the next 1.5 years developing **SkyNity, the game that avoids Play2Earn games problems we have encountered as a games guild.**

GAMEPLAY



Challenging strategies with different types of units, spells, lands, positions to fight for precious SkyDust.

Trailer

Gameplay



MAP

Rivalry effect - there are more players on the map edge willing to mine limited \$SDT that is available in the middle of the map.



Game income - players are using and buying resources for upgrades, spell points, units and in-game mechanics



Global deflation by default - each season \$SDT leaving game is lower than incoming using a balancing system, causing token price to rise in time.

Ring

- 1 **Cloudy Meadows** - inception base for players starting with motherlands, with nearby wooden chests, rawSDT mines and barbarian lands, all very low level, tidy up into an even distribution
- 2 **Zephyr Plains** - development area with silver chests, barbarian lands, rawSDT mines and portals, all low levels, tidy up into an even distribution
- 3 **Gusty Mounds** - first SkyDust encounter, mixed medium level rawSdt mines, low level small SDT mines and chests
- 4 **Windy Rim** - temporary headquarters tract, tidy up thin line of barbarian lands and portals, medium level
- 5 **SkyDust Flyhills** - vast dense small & mediocre SDT mines and gold chests, medium level
- 6 **Stormy Wasteland** - nothing important wherever one looks
- 7 **Cyclone Vortex** - gold chests, great&mediocre SDT mines, portals and barbarian lands, all high level mixed into total chaos



SEASONS

- Every season, there comes **default deflation** of \$SDT tokens.
- Min. 5-10% of the entire season pool is taken as a fee directed to be liquidated (burned).
- In the long-term in-game mechanics will cause less and **less tokens by default not by promise as opposite to 99% of web3 games.**



IN1
players' spendings
on in-game expenses

IN2
first seasons guaranteed
pools boost

OUT1
players winnings by \$SDT
mining and leaderboards

OUT2
5-10%
fee burn

ADAPTED SOLUTIONS



Could it work?

- SkyNity's economy thrives on its successful execution of gaming concepts like poker tournaments and cash games for more than two decades.
- A portion of the pool is collected as fees, but the large number of players involved overlooks these relatively minor charges.
- This has ensured the long-term stability and predictability of these economies.



Why would players play?

- **Thrill of winning and losing**
- **Dreams of becoming rich very fast**
- **Big money stories**

Interesting fact:

In 2003, Chris Moneymaker's \$86 investment in a poker tournament led to him winning \$2.5M, sparking rapid growth of interest in poker for the next 20 years.

The global online poker market size increased from \$0.3B in 2003 to \$6.7B in 2012, \$76.7B in 2022, and it is predicted to reach \$237.5B by 2030.

[Statista, Facts & Factors research]



SkyNity adapts those verified solutions

- Core mechanics allow the best players to win prizes on leaderboards that will consistently attract players
- Fees from each finished season sustain the economy
- Real deflationary approach in early phase of web3 gaming
- Early guaranteed pools use Proof of Play Tokens drive early attention

ECONOMY

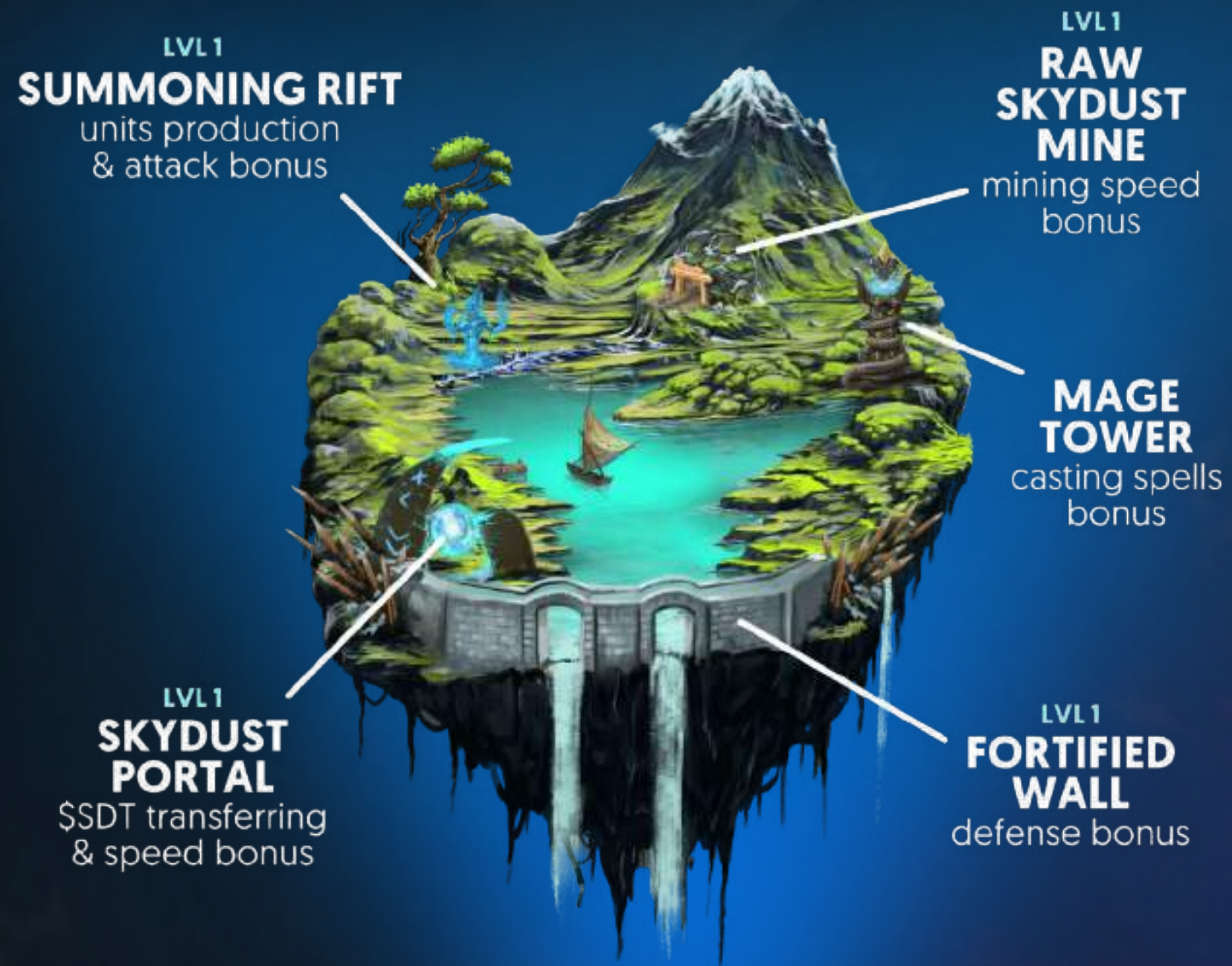
By default, the economy experiences deflation, because every game season results in fewer tokens being transferred globally as output compared to input.

The Proof of Play mechanism generates local inflation in the first seasons, giving more tokens to early players as incentives, halved each next season.

Long-term, token amount decreases with any players engagement, unlike Play2Earn economies, constant players commitment rise is not required for stability.



NFT MOTHERLANDS



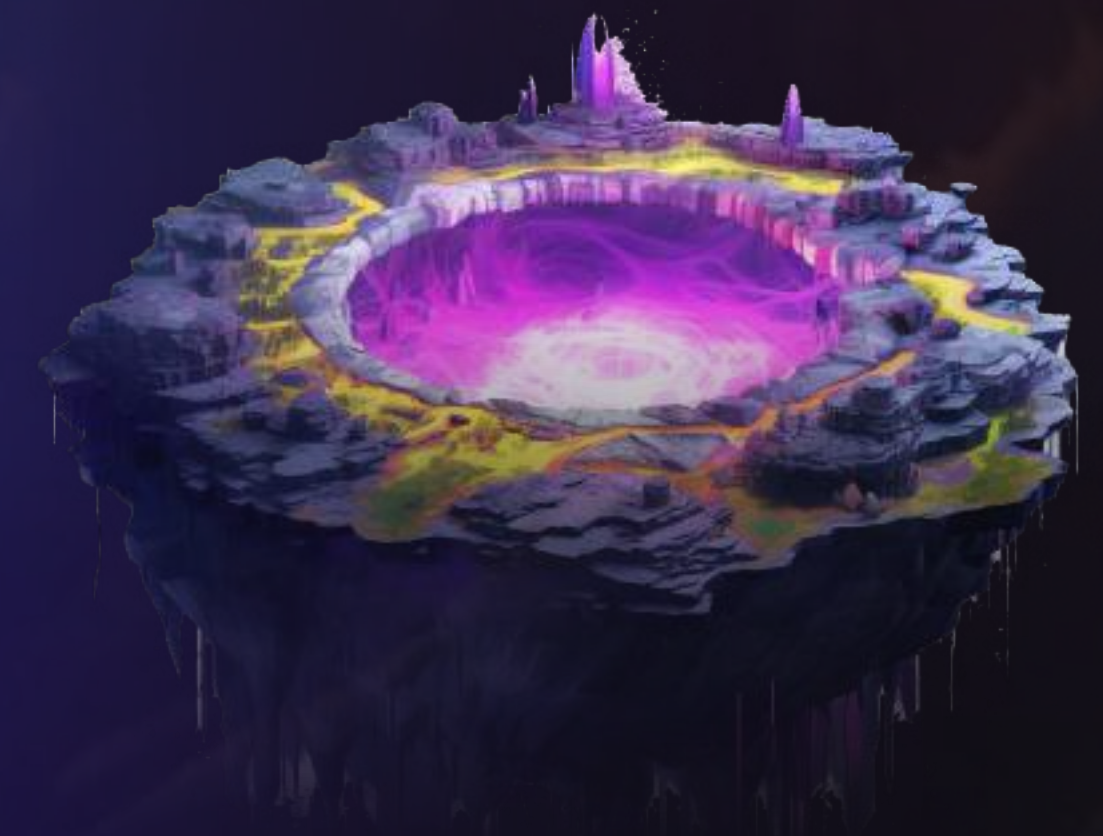
Motherland components



Rarity levels

A wide range of NFT motherlands with different **elementals and levels**

ROADMAP



INVESTMENT OPTIONS

Individual project investment - OPEN WINDOW NOW

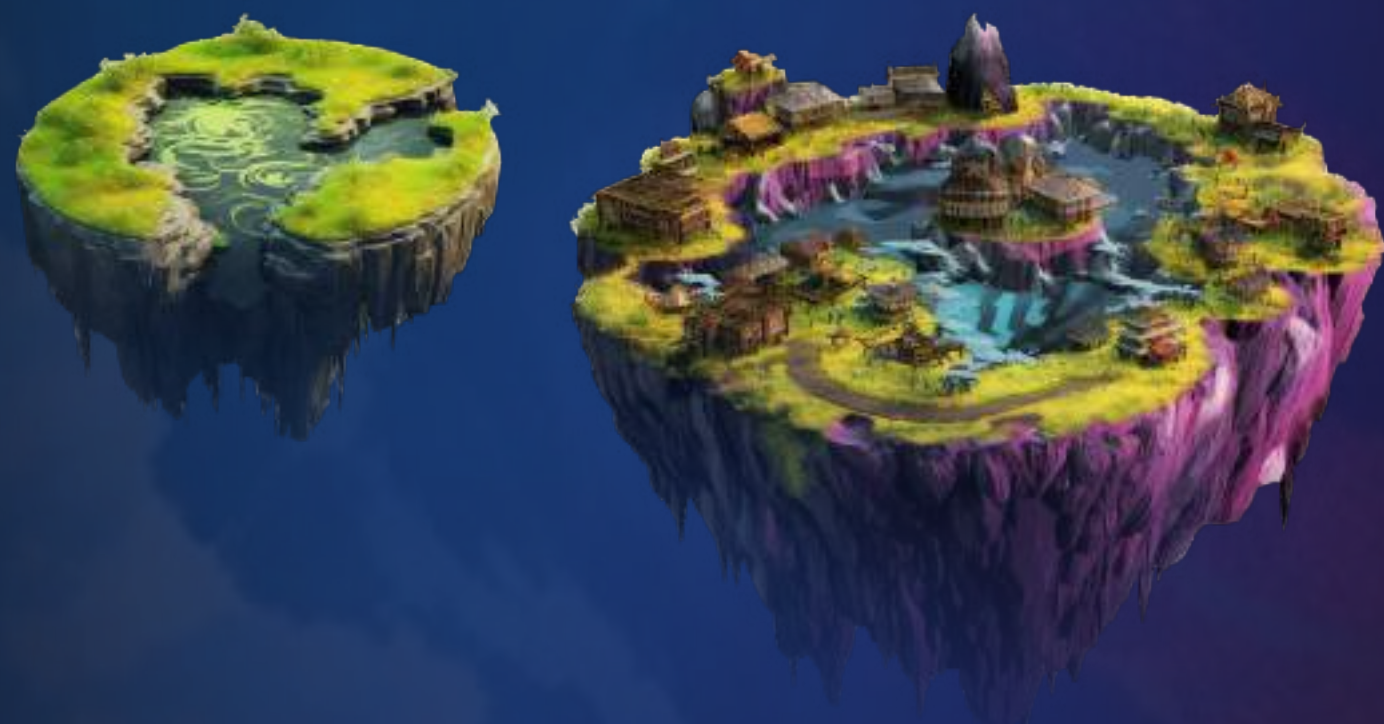
- Early seed investment \$0,032
- Private investment \$0,04

Public mass gathering / launchpad - window will open before TGE

Public investment \$0,05

Opening market price at TGE (Token Generation Event)

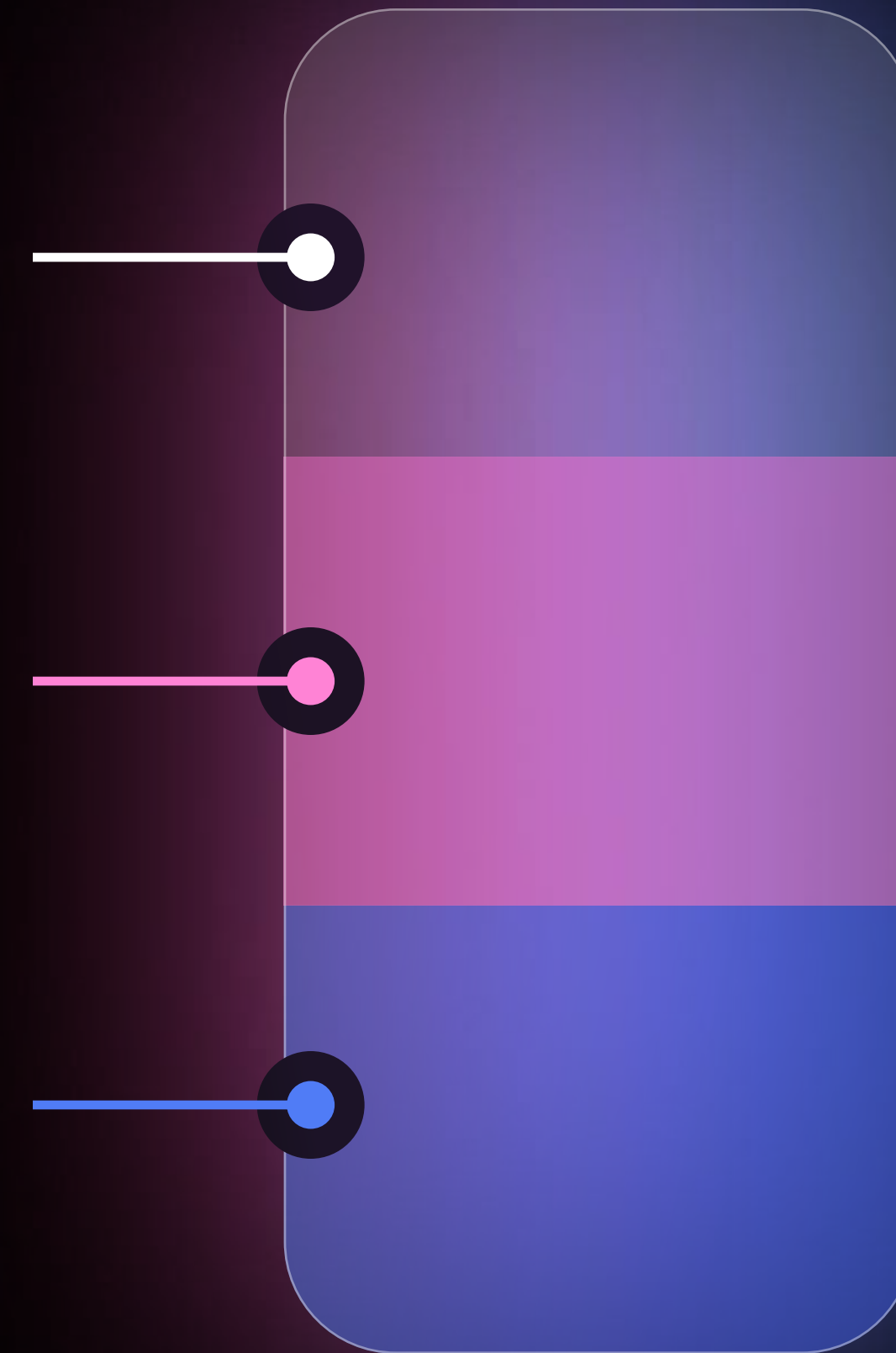
Opening market price \$0,06



Development & marketing

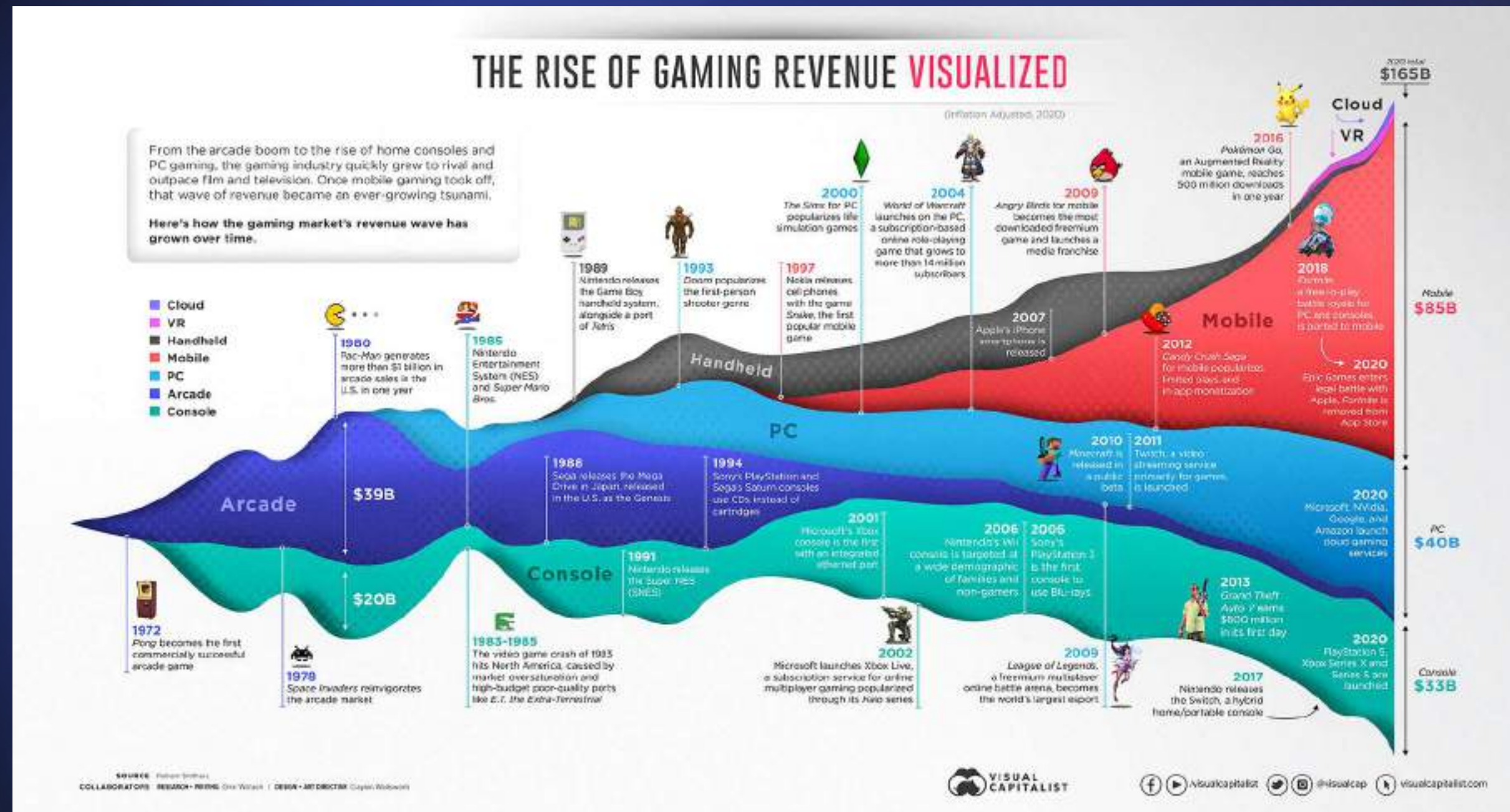
Initial economy kick-start, first seasons winning pools

Market maker activities



Project financing

WEB3 GAMING PERSPECTIVE



1970-2020 Visual Capitalist

2023-2033 Future Market Insights

Web3 Gaming Market Size (2023)	US\$ 23,9B
Web3 Gaming Market Projected Size (2033)	US\$ 133,2B
Value CAGR (2023 to 2033)	18,7%

LINKS

Teaser trailer:

[Trailer](#)

Beta tests gameplay intro:

[Gameplay](#)

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