



 BLOXMITH

# RAIDERS RUMBLE



## OUR MISSION

Formed by a group of passionate gaming industry veterans from Blizzard Entertainment, Riot Games, Pumpkin VR and Facebook Gaming, our mission is to deliver player-first experiences and build immersive blockchain games with sustainable economies that are still fun after 1000+ plays.

## OUR APPROACH

We believe that there is a huge opportunity for ventures that will take a **player-first** approach in applying the best practices and trends from conventional games to blockchain gaming:

1. Build strong teams with **core gaming** experiences
2. **Player-first** approach focuses on engaging gameplay, listening to and addressing player feedback and concerns, player onboarding, and live operations
3. **Sustainable** game economic models

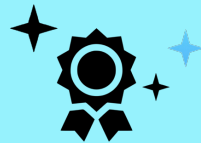
# PLAYER-FIRST APPROACH

Bringing the best of traditional gaming and blockchain together



## GAMING FIRST, CRYPTO SECOND

We target both **crypto and non-crypto players** by building a blockchain game that is easy, fun and strategic to play yet does not require any upfront monetary commitment or crypto-wallet to start playing.



## PLAY FOR FUN, PRIDE & MORE

We give players **something to play for** by focusing on healthy competition and rewarding their **WINS** with meaningful recognition and prizes.



## MEANINGFUL COLLECTIBLES

We create digital collectibles that enhance the **gaming experience** for owners while **maintaining** the competitiveness for all players.

# FLOW BLOCKCHAIN



Raiders Rumble is powered by the Flow blockchain – a decentralized layer one blockchain designed for onboarding mainstream consumers.

Developed by Dapper Labs (NBA Top Shot), Flow solves the scalability problem for games and digital collectibles. With frictionless onboarding, social logins and familiar payment methods, Flow is built from the ground up to make it easier for mainstream users and brands to transition from Web2 to Web3.

Today, Flow is home to a thriving ecosystem of creators from top brands, development studios, venture-backed startups, crypto leaders, and more. For more information, visit [www.flow.com](https://www.flow.com).



# RAIDERS RUMBLE INTRO

## Mobile Esports Played On The Go

For our first game we wanted to deliver an experience that brings the best of traditional games and blockchain together. With this in mind, [Raiders Rumble](#), a new type of [strategic squad-battler for mobile](#), was born. This is a [mobile esports](#) game that is skill-based, fast-paced, and played in short sessions.

In Raiders Rumble players take hold of [time-displaced Raiders](#) i.e. fighters from the past and future, pulling them into our world to engage in battles. These Raiders can be further enhanced with [Gears](#) ie weapons and armors, leading to countless combinations.

Raiders Rumble challenges players all around to apply tactical planning and strategic decision-making while building their ideal roster of Raiders. Players would constantly grow and evolve their Raider line-up by battling others across [different maps worldwide](#). Built as a mobile esports for the masses, ongoing [leaderboards and tournaments](#) are designed to bring out the best of all players competing for the throne.



# LORE

They were known as **Raiders**, time-displaced fighters from the past or future, pulled into our timeline to fight for those who could summon them.

As competition to harvest resources across the lands increased, combatants called **Archons**, would do battle with their Raiders to gain control. To obtain an edge, the Archons began pulling **Gears** across the timestream to enhance their Raiders.

Each Raider displayed synergistic powers and were classified into one of **five elements** — Fire, Water, Lightning, Earth and Nature. Each element is strong against one but weak against another, creating a delicate balance of power and consequently, an ever-evolving strategy for the Archons that wielded them.

Soon, prestigious tournaments were organized where victorious Archons would gain wealth and worldwide fame. You take on the role of a new and ambitious Archon, excited to assemble your roster of Raiders, compete against other Archons and battle your way to glory!

Welcome to the era of the **Raiders Rumble**.







# GAMEPLAY

## Collect Raiders and Gears

Players will focus on building their ultimate team of Raiders and Gears. Each Raider has a specific role ie. Fighter, Assassin, Ranged and Utility. Players can then enhance their Raiders by equipping them with numerous Gears. Each Raider has 5 gear slots leading to a myriad of combinations.

## Compete in Leaderboards and Tournaments

Players are rewarded for competing against each other and winning. There will be a variety of thrilling game modes (free and paid) that enable players to earn in-game assets, digital collectibles and tokens.

## Upcoming Features

In the near future, we will introduce additional features that would increase the player experience such as Team-Based Gameplay, Seasonal Gears, Crafting and Land.

# TOKEN STRUCTURE

	GOLD	GEM	CRYSTAL	RUMB
Tech		Non-Blockchain		Blockchain
Purpose	<ul style="list-style-type: none"><li>• Entry fee for Gold tournaments (Gem prizes)</li></ul>	<ul style="list-style-type: none"><li>• Buy in-game assets</li></ul>	<ul style="list-style-type: none"><li>• Entry fee for Crystal tournaments (RUMB prizes)</li></ul>	<ul style="list-style-type: none"><li>• Utility token for Raiders Rumble</li><li>• Crystal tournament prizes</li><li>• Convert to Crystal</li><li>• Buy digital collectibles</li><li>• Further utility for RUMB to be determined</li></ul>
How to obtain	<ul style="list-style-type: none"><li>• Earn via Raids and Daily Quests</li><li>• Won in Deathmatch</li><li>• Can be bought using Crystal</li></ul>	<ul style="list-style-type: none"><li>• Earn via Raids and Daily Quests</li><li>• Won in Gold tournaments</li><li>• Can be bought using Crystal</li></ul>	<ul style="list-style-type: none"><li>• Can be bought using FIAT or converted from RUMB</li></ul>	<ul style="list-style-type: none"><li>• Won via Crystal tournaments</li></ul>



# GAME RESOURCES



## Raiders

- Each city will have its own Raider with unique traits and abilities
- Players will build their team of Raiders from different cities with various classes and elements



## Gears

- Players can enhance their Raiders by equipping them with numerous Gears
- Each Raider has 5 Gear slots



## Digital Collectibles

- Tradable assets that provide visual upgrades and other utility to owners
- To maintain competitive integrity, digital collectibles do not provide any stat boost in battle



## Gem

- Required to buy in-game assets such as Raiders, Gears and Chests
- Gem can be earned via Raids, Daily Quests, won in Gold tournaments or bought via Crystal



## Gold

- Required to join Gold tournaments (non-RUMB prizes)
- Gold can be earned via Raids, Daily Quests, won in Deathmatch or bought via Crystal



## Crystal

- Required to join Crystal tournaments (RUMB prizes)
- Crystal can be bought via FIAT or RUMB



**Normal Raider  
In-Game**

**Digital  
Collectible  
In-Game**



# DIGITAL COLLECTIBLES



## Limited Quantity

- We plan to mint 1,000 digital collectibles for each Raider e.g. 32 Raiders = 32K digital collectibles
- In the future, we might mint additional digital collectibles with differing rarities ie # minted



## Unique Benefits

- They will have different in-game visuals compared to the base version
- The initial set of digital collectibles will also grant owners a 5% bonus for RUMB-to-Crystal conversion on our website Marketplace



## Tradable

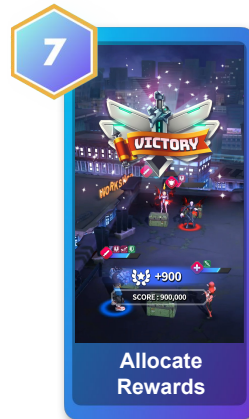
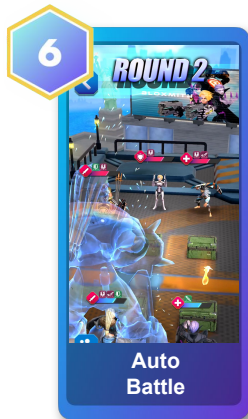
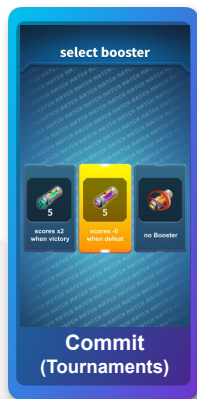
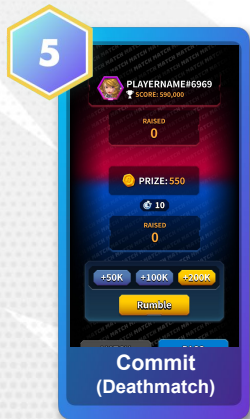
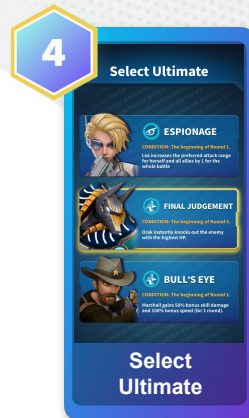
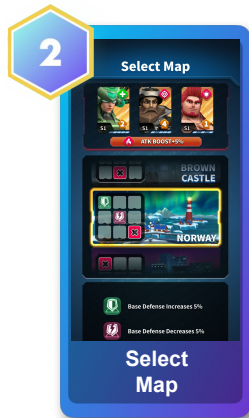
- These digital collectibles can be traded outside the game



## Hard To Obtain

- Will be sold periodically by Bloxmith
- Some may be offered as prizes in tournaments or marketing campaigns

# PVP BATTLE FLOW



# PROGRESSIVE GAME MODES



## Daily Quests

Free-to-play where players can complete daily quest

**Entry Fee**  
None

**Reward**  
Rewards players with in-game assets

**Duration**  
Daily



## Seasonal League

Free-to-play season-long league

**Entry Fee**  
None

**Reward**  
Rewards players with in-game assets

**Duration**  
3 Months



## Gold Tournaments

Gold-to-play fast-paced tournaments with Gem prizes

**Entry Fee**  
Need Gold for entry fee (various tiers)

**Reward**  
Top 50% of participants get Gem

**Duration**  
Daily



## Crystal Tournaments

Crystal-to-play fast-paced tournaments with RUMB prizes

**Entry Fee**  
Need Crystal for entry fee (various tiers)

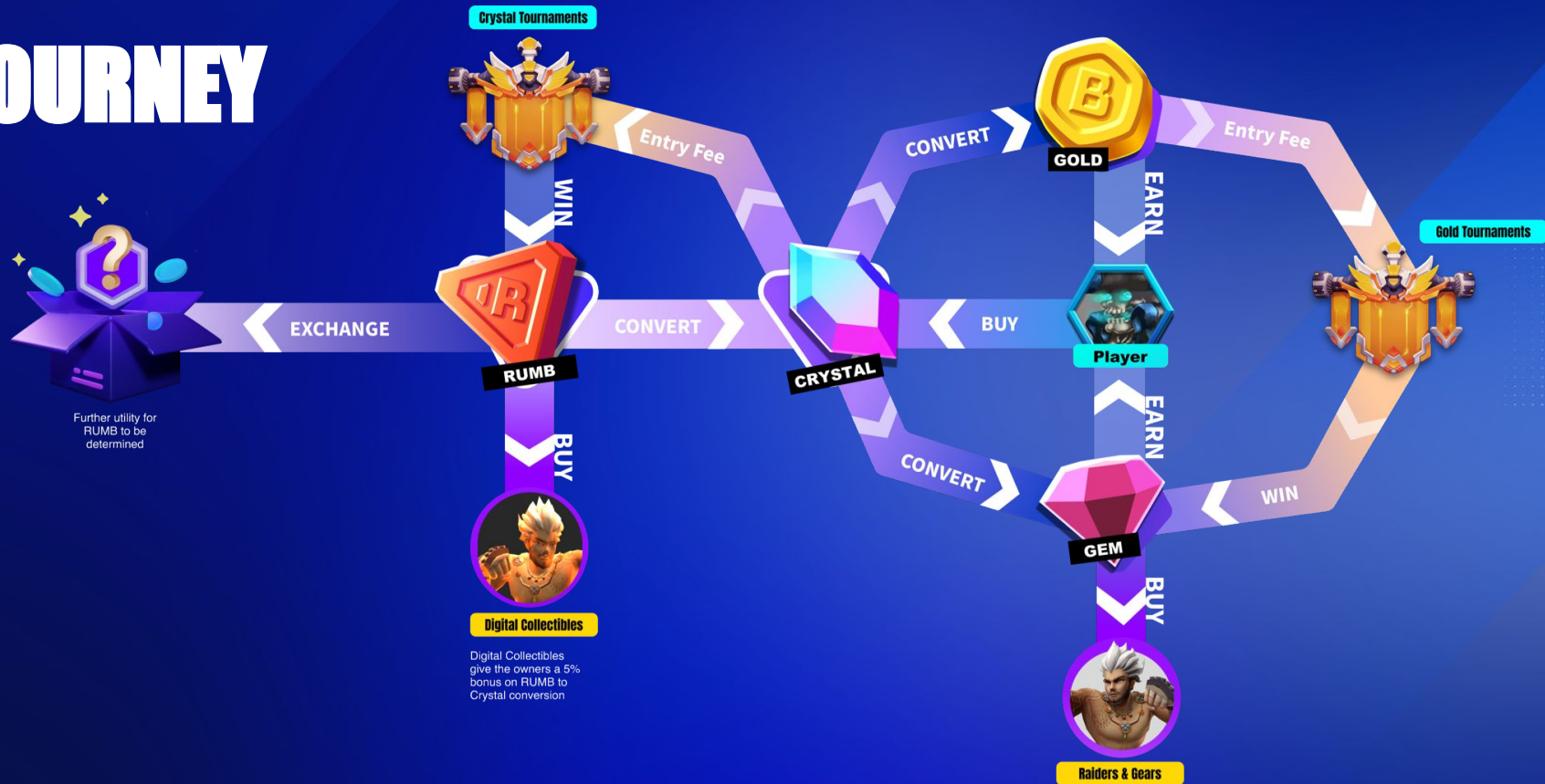
**Reward**  
Top 50% of participants get RUMB

**Duration**  
Daily





# PLAYER JOURNEY



# RUMB GAME ECONOMY

**SPEND FIAT**

**OBTAIN RUMB**

**SPEND RUMB**



*Spend FIAT for in-game assets*

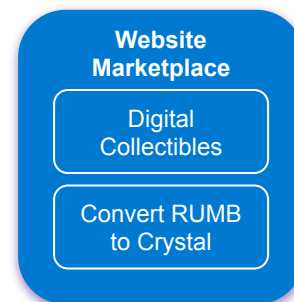
*Use Crystal to join tournaments with RUMB prizes*



*RUMB payout to the top-50% of tournament participants after 7 days*

**Players**

*Spend RUMB for Digital Collectibles or Convert to Crystal*



**Further Utility for RUMB (TBD)**

# KEY MILESTONES



- **Jan'22 to Jul'22 - Internal Prototype**
  - Game Design
  - Internal Playtest with 10 Raiders
  - Android and iOS Compatibility
- **Aug'22 to Oct'22 - External Playtest**
  - 25 Raiders To Play
  - Recruit Playtesters
  - Playtest Different Game Modes
- **Dec'22 - Closed Alpha**
  - +30 Raiders To Play
  - Tutorial & Gears Implementation
  - Leaderboards and Chests
- **Q1'23 - Open Beta**
  - Public Access
  - FLOW Bonus Tournaments
  - Digital Collectibles Marketplace
- **Q2 to Q4'23 - Phase 2 (TBC)**
  - More Tournaments
  - New Game Modes
  - Land & Crafting



**Wayne Lee**

CEO, Co-Founder

Former General Manager at Riot Games & Blizzard



**Peter Liao**

COO, Co-Founder, Producer

Founder of Pumpkin VR



**Terry Chen**

CAO, Co-Founder

Co-founder of Pumpkin VR



**Deon Moh**

CMO, Co-Founder

Former Facebook Gaming, Riot Games & Google



**NDark Tseng**

Tech Lead

Former Ubisoft



**Jin Park**

Art Lead

Former Netmarble



**Huei Chan**

Head of Partnerships

Former Pumpkin VR



**James Chen**

APAC Operation Director

Former Softworld



**Benjamin Pommeraud**

Advisor, VP of Game Portfolio at Kings

Founder of Storms, Former Riot Games & Ubisoft



**Thomas Vu**

Advisor, Venture, Gaming Pioneer

Executive Producer of Arcane at Riot Games, Former EA, Bandai Namco & Nasa



**Maokai Xiao**

Advisor, CEO of Relink Games

Former Art Director of League of Legends at Riot Games

# CORE TEAM & ADVISORS

Passionate gaming veterans creating innovative games



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- b) market conditions across the cryptoeconomy;
- c) consumer preferences and perceived value of crypto assets and crypto asset markets;
- d) decreased user and investor confidence in crypto assets and crypto platforms;
- e) changes in the legislative or regulatory environment, or actions by governments or regulators, including fines, orders, or consent decrees;
- f) macroeconomic conditions;
- g) adverse legal proceedings or regulatory enforcement actions, judgments, settlements, or other legal proceeding and enforcement-related costs;
- h) the development and introduction of existing and new products and services by the Company or the Company's competitors;
- i) the purchase, use, sale, resale, redemption, or otherwise of the Tokens;
- j) the volatility in pricing of tokens in any countries and/or on any exchange or market (regulated, unregulated, primary, secondary or otherwise);
- k) any security risk or security breach or security threat or security attack or any theft or loss of data including but not limited to hacker attacks, losses of password, losses of private keys, or anything similar;
- l) your failure to properly secure any private key to a wallet containing Tokens;
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Builder of Player-First games that are still fun  
after 1000+ plays

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