



Powering Play & Earn

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WHITEPAPER



## MOXY/MOXIE - NOUN

moxy/mox·ie | \ mək-s \ Definition of Moxy(moxie)

### 1: ENERGY, PEP

woke up full of moxy

### 2: COURAGE, DETERMINATION

it takes ... moxy to pull up roots and go to a land where the culture and probably the language are totally foreign

— M. J. McClary

### 3: KNOW-HOW

was impressed with his musical moxy and hired him as a solo

## OVERVIEW

### **Moxy is THE platform that will power the Proof of Play and Play & Earn revolution.**

Moxy is the middleware layer that will power the next generation of Play & Earn video games.

Play & Earn (P&E) is the logical evolution of gameplay. Games that produce real world rewards to players are more compelling than games that are played for only the “love of the game.”

**SIMPLY PUT: PLAY & EARN IS THE FUTURE OF THE VIDEO GAME INDUSTRY.** In 2021, Play to Earn is the single reason for the success of a number of titles. These games can be described as “blockchain first” and “experience second,” yet they are still widely successful.

Moxy is introducing a new paradigm: Play & Earn. Play & Earn allows gamers to decide their level of engagement in a rewards model. Proof of Play is the base level of Play & Earn which allows a player to simply play their favorite game and earn rewards in the background. Proof of Play and Play & Earn events with a game differ in that Proof of Play rewards engagement and loyalty to the ecosystem, whereas Play & Earn rewards skill and success within a single game. Moxy will bring the best of both worlds together with tangible rewards in a single ecosystem. Moxy will accomplish this without compromising the gaming experience and elevating earned rewards to a new level.

To power this revolution, Moxy Forge allows game developers, studios, and publishers to add Play & Earn and Proof of Play to their existing or future titles. Moxy’s team of industry titans is uniquely positioned to bring Proof of Play and Play & Earn to the entire industry by allowing full integration with both new and existing titles. From the largest publisher to the single-product indie studio, Moxy is the engine that will power the Proof of Play and Play & Earn revolution. The Moxy platform puts games first as Moxy is by gamers, for gamers.

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### **THE MOXY PLATFORM PUTS GAMES FIRST AS MOXY IS BY GAMERS, FOR GAMERS.**

## ABSTRACT

Over the last couple of years, Play to Earn has taken the industry by storm with exponential growth. Moxy is evolving this concept with the first ever Play & Earn model that will take the P2E phenomena mainstream. Moxy endeavors to make Play & Earn the future of gaming. Providing meaningful rewards to players for skilled gameplay, engagement, and loyalty are crucial for the long-term viability and success of upcoming titles. Moxy will power the Play & Earn revolution by enabling a frictionless experience for gamers, developers, and publishers. Moxy accomplishes this via several key metrics: Moxy Forge, Moxy Vault, Play & Earn, and Proof of Play. Moxy Forge is a feature-rich and expansive middleware & DApp ecosystem. Forge allows developers to add Play & Earn and Blockchain elements to their new and existing titles using industry standard tools, APIs, and plugins. It also provides regulatory compliance to publishers so they can feel confident in implementing Play & Earn. Moxy Vault is a unique staking mechanism that rewards players, stabilizes the Moxy ecosystem, and reduces token volatility. Play & Earn rewards skilled play and accomplishment. Proof of Play is an ecosystem-wide reward mechanism that ensures players are rewarded for their engagement, loyalty, and love of the game.

In Summary, Moxy will enable the video game industry to integrate blockchain technology to new and existing titles all while eliminating the need for studios to have blockchain experience, a game token or sale of NFT's.

## WHY MOXY?

### **What Roadblocks are in the Way for Play & Earn to Go Mainstream?**

- Traditional Game Developers and Publishers do not have blockchain divisions and therefore see Blockchain as high risk due to the lack of internal expertise and smart contract knowledge.
- The use of Blockchain-based Token economies in-game is seen as a Regulatory and Compliance risk.
- NFTs are seen as compelling as an in-game metric but they are not clear in implementation strategy or regulatory compliance.

- Blockchain is seen as a high barrier to entry for end consumers as the current games require a high degree of expertise and experience to play.
- Independent Game Tokens have a lack of liquidity and long-term value. • Payments and liquidity are plagued with layers of friction.
- Lengthy, complex, and costly implementation for in-game Token Economy • Open Source risks and long-term platform support.

### **How Does Moxy Forge Address these Hurdles?**

Moxy Forge gives developers and publishers an industry standard API layer for implementation:

- Ready baked gaming parameters for plug and play of Play & Earn dynamics
- No blockchain development needed for gaming studios
- No existing or dedicated game token needed for individual games
- No NFTs required for P&E implementation
- No compliance or regulatory concerns for studios and publishers
- Seamless NFT implementation, metaverse, and marketplace
- Sandbox approach to P&E implementation enabling creativity for all genres of games

### **How Does Moxy Club Address these Hurdles?**

Moxy Club is a centralized platform for end users that removes barriers to entry:

- Automated wallet distribution
- Automated token allocation for Proof of Play and Play & Earn
- Point-and-click utility for the Moxy native token and in-game tokens
- Frictionless application that facilitates various avenues of liquidity
- Easy-to-use for end consumers. With Moxy, Blockchain mechanics are transparent to the user.
- Built on Flow by Dapper Labs to ensure compliance, long-term support, and future-proof Blockchain applications

## MOXY PLATFORM KEY POINTS

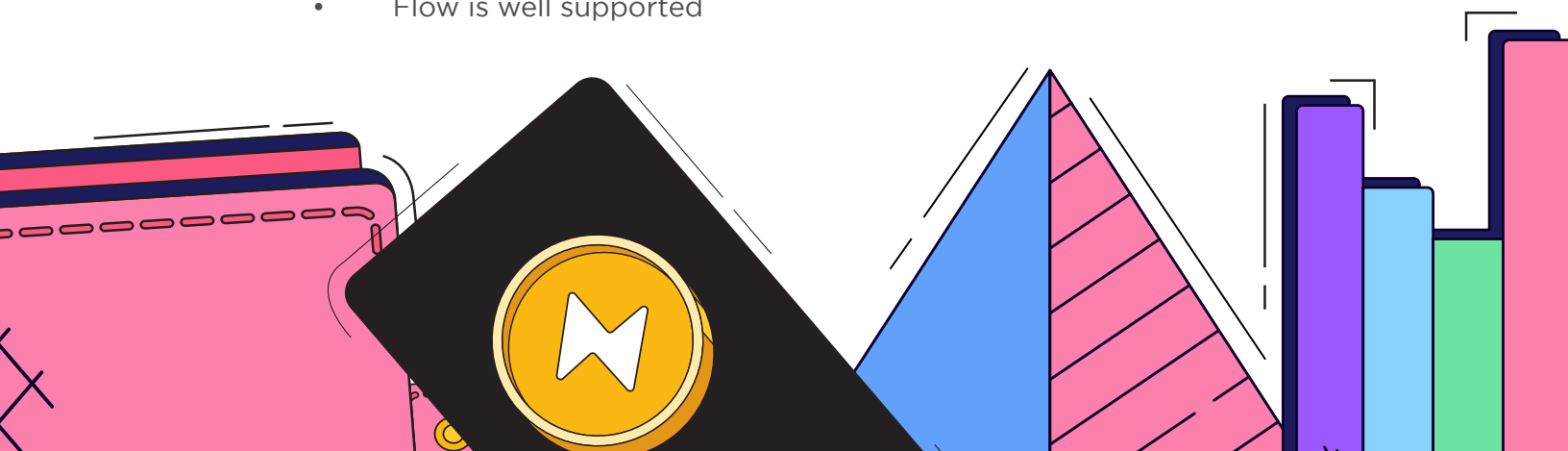
We postulate the following statements to be true and observable:

- **Play & Earn is the future of gaming;**
- Blockchain technology is a perfect compliment to gaming;
- Games always require funding;
- Games need to be innovative, fun, replayable, challenging, and engaging;
- Games should be easy to learn, but hard to master. Mastery is the challenge;
- **Future games will need to provide real rewards to players to remain relevant.**

Moxy provides solutions to these and other critical issues in the entertainment industry via:

- Moxy provides solutions to these and other critical issues in the entertainment industry via:
- Moxy's core team contains many of the most well regarded founders of the industry. They are **industry titans**, who have launched and produced **THOUSANDS** of successful titles, and who can vet, critique, assist, mentor, and promote projects launched on the Moxy Platform.
- Providing **Moxy Forge**: a rich API stack to integrate **Proof of Play** and **Play & Earn** methods into new and **existing games**.
- Moxy provides an In-game Currency Token specific to the needs of running a Video Game Economy.
- The Moxy middleware layer powers Play & Earn events inside of participating games via an API and SDK. The middleware layer exclusively operates with the use of MOXY tokens. This eliminates the need for individual game tokens and multiple token economies.
- A compelling and comprehensive NFT ecosystem. **MOXY Tokens will be the centerpoint of this process and feature PROGRAMMABLE utility.**
- Proof of Play is powered by a unique sub-token called PLAY. PLAY is a non fungible token.

- Moxy Vault is a proprietary staking methodology that reduces volatility and builds community through long-term commitment.
- Moxy Vault is powered by a sub-token called MV. Users can buy MV by burning MOXY. 1 MOXY can be converted to 1 MV. Moxy Vault rewards are paid in MOXY.
- **Moxy provides an open platform for independent entertainment developers to have their products reviewed and funded by gamers, not executives. MOXY Tokens are the gateway for this process.**
- Direct Funding for projects, with delineated benchmarks via progress payments.
- Direct Funding facilitated via **Treasury Replenishment**. This function will be **frictionless and transparent through automation**.
- Deposits to the Treasury have an applied smart contract that takes 3% of the total deposit and allocates it to a community directed custodial wallet. When this wallet reaches a balance equivalent to \$2M USD: the community will be able to vote on the use of these funds. The vote will be facilitated inside of Moxy Club, available to Club members only.
- Treasury sales are facilitated through the Moxy Treasury wallet which captures Treasury replenishment events for subsequent Treasury sales.
- Marketing, PR, and Customer Engagement assisted by Moxy partners.
- Moxy is built on Dapper Labs' Flow Blockchain to ensure a secure, future-proof, low-fee, and developer friendly ecosystem
  - Flow has its own FLOW token and FUSD (a stable coin backed by <https://primetrust.com>)
  - Flow is natively NFT-centric
  - Flow is very developer friendly and easily adopted
  - Flow is well supported



## MOXY TOKENOMICS

### Why does Moxy use a Linear Distribution Model?

Moxy's Linear Distribution TGE (Token Generating Event) Model was designed to make it harder to aggregate/centralize token ownership. This preserves the ability for meaningful token market dynamics as Moxy Platform is designed to reward game deployment and player participation/skill and NOT a focus on token aggregation.

Moxy will use a DAILY RELEASE Linear Distribution model.

ROUND	ALLOCATION	PRICE	%	RAISE	FDV	UNLOCK AT TGE	LINEAR TOKEN RELEASE
SEED 1	45,000,000	\$0.0300	3.00%	1,350,000	45,000,000	0	linear 24 months (4.16% per month)
PRIVATE 1	75,000,000	\$0.0400	5.00%	3,000,000	60,000,000	0	linear 20 months (5% per month)
PRIVATE 2	120,000,000	\$0.0500	8.00%	6,000,000	75,000,000	0	linear 16 months (6.25% per month)
PUBLIC PRESALE	18,000,000	\$0.0550	1.20%	990,000	82,500,000	20%	linear 10 Months (8% per month)
PUBLIC IDO	4,500,000	\$0.0600	0.30%	270,000	90,000,000	100%	NA
<b>TOTAL SUPPLY</b>	<b>262,500,000</b>		<b>17.50%</b>	<b>\$11,610,000</b>			

## DAY 1 MARKET CAP

INITIAL TOKEN SUPPLY

**1.5B**

INITIAL MARKET CAP

**\$3,861,000**

INITIAL CIRCULATING SUPPLY

**64,350,000**

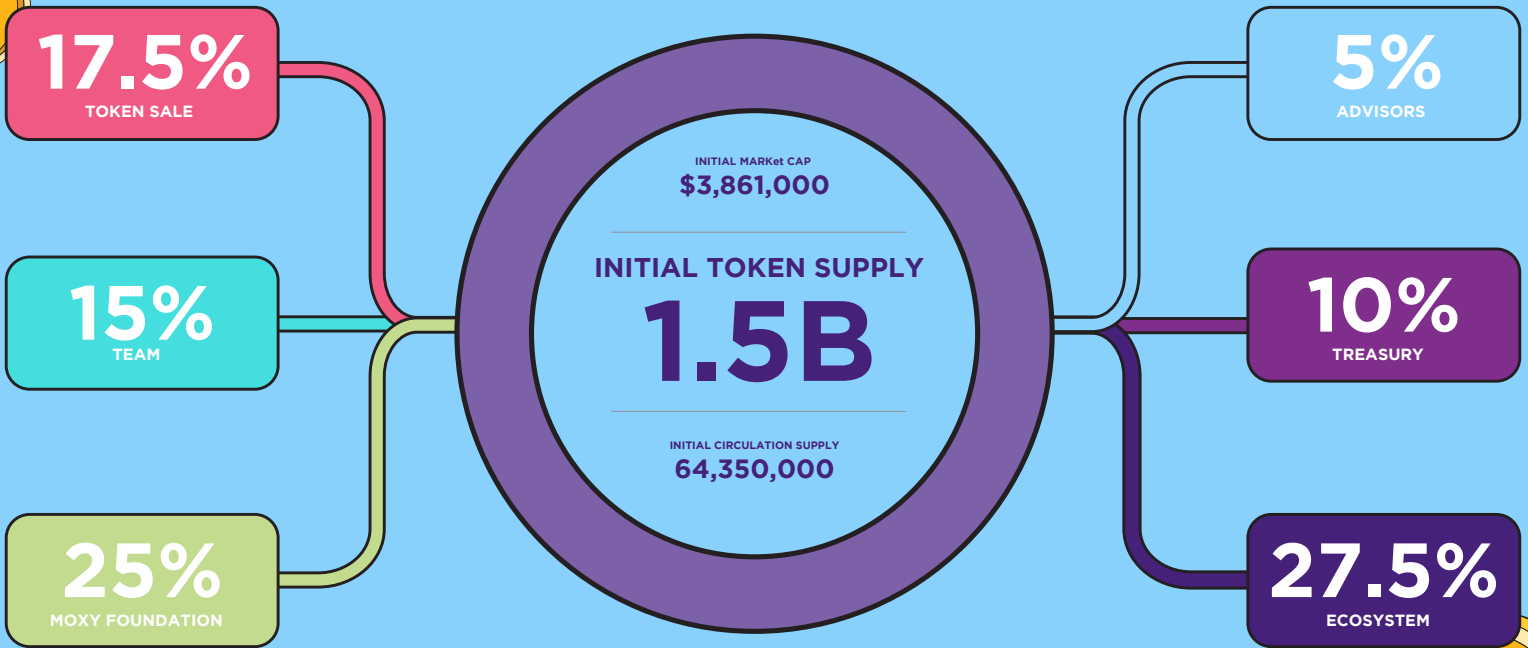
TOTAL DILUTED MARKET CAP

**90,000,000**



## TOKEN ALLOCATION

ALLOCATION TYPE	TOKEN ALLOCATION	% ALLOCATION	LOCK
TOKEN SALE	262,500,000	17.50%	UNLOCKED AS PER TOKEN RELEASE SCHEDULE
TEAM	225,000,000	15.00%	1 YEAR FULLY LOCKED, THEN LINEAR VESTING OVER 24 MONTHS
MOXY FOUNDATION	375,000,000	25%	15% TGE, 6 MONTH LOCK, LINEAR VESTING FOR 24 MONTHS
ADVISORS	75,000,000	5%	6 MONTHS FULLY LOCKED, THEN LINEAR VESTING OVER 24 MONTHS
TREASURY	150,000,000	10%	3 MONTHS LOCK, 25% RELEASE THEN LINEAR VESTING FOR 24 MONTHS
ECOSYSTEM	412,500,000	27.5%	6 MONTHS LOCK, THEN LINEAR VESTING FOR 24 MONTHS
<b>TOTAL SUPPLY</b>	<b>1,500,000,000</b>	<b>100%</b>	



# INFLATIONARY AND DEFLATIONARY MEASURES WITHIN THE MOXY ECONOMY

## DEFLATION

BURN when converting \$MOXY to MV

BURN on Treasury repurchase: 90% to Treasury, 10% BURN to PLAY token to further strengthen Proof of Play

BURN on transaction fees: 95% to Moxy and its affiliates/partners, and 5% BURN to PLAY token to further strengthen Proof of Play

BURN \$MOXY when converting to in-game Moxy sub-tokens

### **Deflationary Mechanism From Play & Earn Events And Proof of Play Deposits**

Each Play & Earn event in all Moxy enabled games will have a fixed fee payable to Moxy of 3%. For example, if a game hosts an event that has an entry fee of 50 \$MOXY and 100 players participate, this would give a reward pool of 5000 \$MOXY. Moxy would be entitled to a fee of 150 \$MOXY (3%) when the event concludes. Moxy will make this \$MOXY available to Club Members to purchase with FLOW USD (FUSD) or by traditional payment methods. This provides Club members with a constant supply of \$MOXY which is necessary as \$MOXY is needed to participate in Moxy specific events and perform utility unique to \$MOXY.

A smart contract will be applied to the sale of \$MOXY acquired through Play & Earn events. 3% of \$MOXY made available for sale as a result of Play & Earn events will be deposited to the Proof of Play wallet. For example, 150 \$MOXY collected from a Play & Earn event, 4.5 \$MOXY deposited to Proof of Play wallet, 145.5 \$MOXY made available for purchase to Moxy Club members. This takes \$MOXY out of circulation and acts as a deflationary measure as a direct result of the use of \$MOXY. Additionally, it grows the Proof of Play rewards pool and increases the daily rewards available to the Moxy community.

This serves 2 purposes:

1 - Acts a deflationary measure directly tied to usage of \$MOXY, specially Play & Earn events.

2 - Benefits the Moxy community by contributing to the Proof of Play wallet which determines the rewards pool for all Moxy Club members (Proof of Play wallet has a 1% annual interest rate that is paid out to Moxy club members daily based on SCORE holdings. 1% per year / 365).

## INFLATION

MINT \$MOXY when creating Proof of Play (PoP) rewards from the Proof of Play MV Wallet:

Starting at 1% YEARLY of the balance of the PLAY token wallet balance  
MINTED as new \$MOXY and distributed DAILY to Moxy Club Members  
based on each Member's SCORE balance

MINT \$MOXY as a linear distribution via Moxy Vault while users hold MV Token  
MINT

\$MOXY when users convert MV back to \$MOXY

MINT \$MOXY when users convert in-game sub-tokens back to \$MOXY

## USE OF PROCEEDS

Moxy **will use** the ~\$11.6mm raised from the Token Sales on the following items:

- Moxy will use the ~\$11.6mm raised from the Token Sales on the following items:
- \$2mm for development of the Moxy Platform on the Flow Blockchain
- \$5mm for Moxy Forge + APIs and DApps
- \$1.5mm for Operations, Marketing, and Strategic Partnerships
- \$3mm for Initial Funding of Flagship Projects

## MOXY CLUB

Moxy Club is the hub of everything in the Moxy ecosystem. Moxy eliminates friction for users and publishers. It allows users who have no knowledge of blockchain to be able to realize the value of \$MOXY tokens in a simple interface. Moxy Club is the central place that allows users to:

- Buy \$MOXY with credit card or BTC
- View their \$MOXY wallet
- View their MV wallet
- Convert MV from \$MOXY
- Convert \$MOXY from MV
- Convert \$MOXY to alt coins
- Direct access to supported exchanges
- View the global PLAY wallet balance
- See their in-game standings

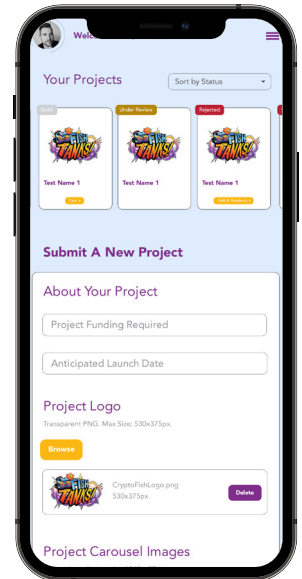
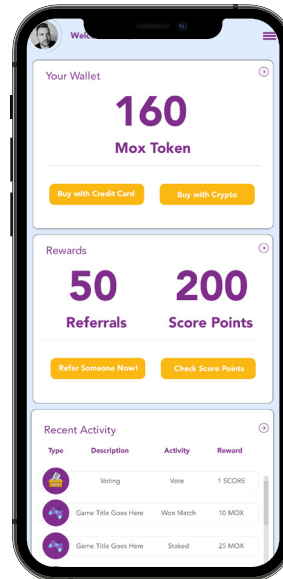
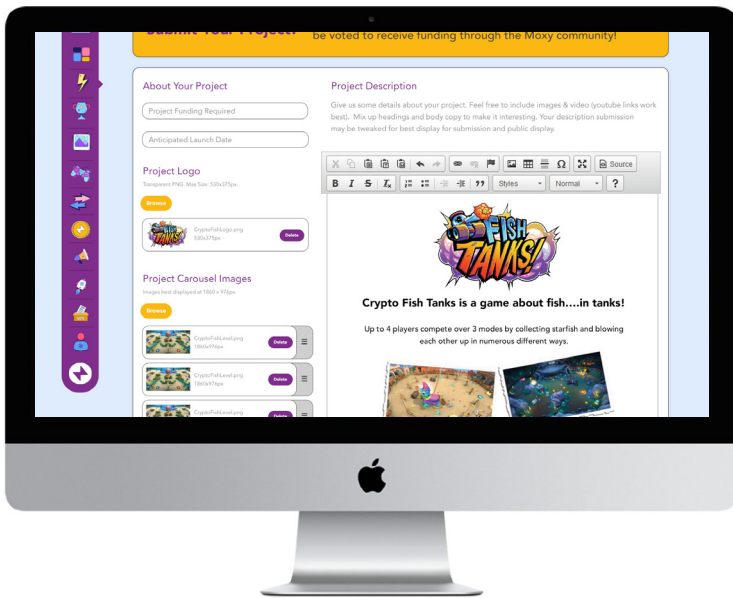
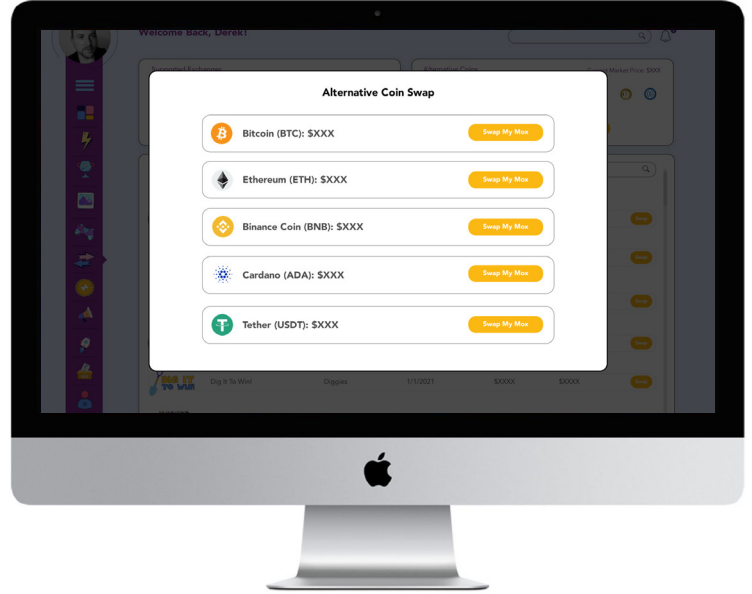
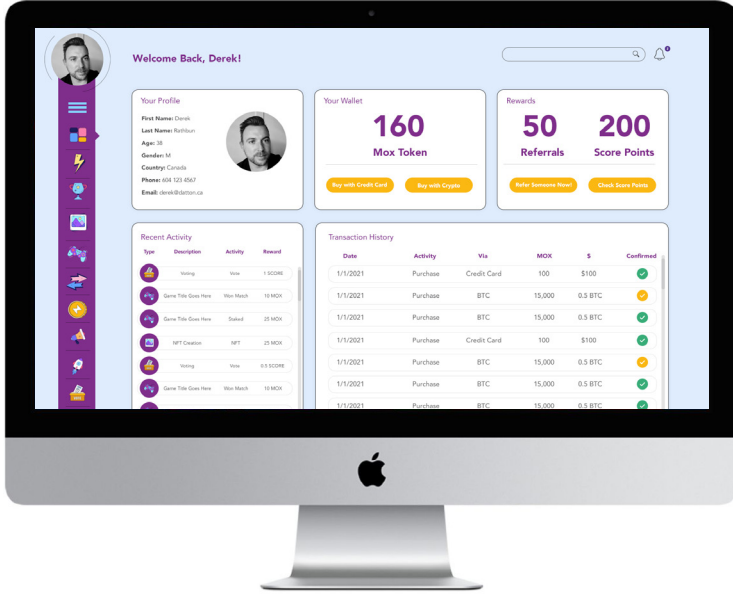
- See their earned rewards history
- Buy/sell/trade NFTs
- Content creation/NFT minting
- Manage their referrals
- Vote on gaming projects
- Participate in Beta Testing
- Participate in MasterClasses
- Assist new club members
- Present new game concepts for evaluation
- Present games for funding
- Participate in Play & Earn mechanics and implementation for new and existing titles.
- Interact with programmers, artists, musicians, etc regarding game development
- And much more

The Moxy Platform **REQUIRES** all token holders to purchase membership to be able to access liquidity. Moxy Club is free to join and does not require KYC approval to play games, access the ecosystem, etc. KYC approval is **REQUIRED** for any Club member that wants to withdraw from their \$MOXY wallet to access liquidity externally.

Users join the Moxy Club via the Moxy Platform website or the mobile app. To move to “Verified Club Member” status, users will have to go through Moxy’s KYC/AML process. This process will confirm their Moxy Profile which ensures all Club Members who access liquidity are adhering to proper regulatory compliance. (KYC/AML).

Moxy Club will give users a full view of all the projects that exist within the Moxy ecosystem and show users any achievements or rewards earned. This will be a simple view to all the titles that exist in Moxy at a glance and keep track of all earnings whether earned by: proof of play, Play & Earn, referrals, treasury token purchase, and all other earning based events.

Moxy club will allow users to view their \$MOXY token balance, SCORE balance (as it applies to Proof of Play™ ), NFT warehouse, and all other assets within Moxy. Moxy Club gives users a simple and intuitive interface to the blockchain.



**Moxy Club accounts are cross-platform User Accounts:**

With Moxy, player accounts are handled on-chain by empowering game creators via Moxy Forge. Moxy Forge is a comprehensive set of API tools which take the guesswork and security challenges out of the equation for handling: player account creation, lifecycle, maintenance, and even the subsequent transfer or sale of accounts.

Moxy makes things that were previously “against terms of service” on most games because of security concerns, rock solid through the power of the Blockchain. Titles can be played on multiple platforms and be rewarded accordingly via Proof of Play and Play & Earn. Gamers can play their favorite titles on the platform of their choice and all activity will be logged on-chain for weighted reward distribution.

Moxy Club also is the primary mechanism for Moxy Project funding and Treasury Sales.

Moxy Funds Projects on a Quarterly basis. The schedule is as follows and repeats every quarter:

**First month of the quarter:**

- Project Submission - game titles submitted to Moxy Team of Veterans
- CLOSE Treasury sale for previous quarter
- Fund previous Quarters winners

**Second month of the quarter:**

- Finalists chosen by Moxy team of veterans
- Moxy Club members VOTE on finalists
- Announce winner(s)

**Third month of the quarter:**

- Announce Treasury sale to fund the projects
- OPEN Treasury Sale to fund the winning projects based on winning project funding requirements

## TECHNOLOGY

The Moxy platform is built on the Flow Ecosystem. By working with Dapper Labs, Moxy is harnessing the immense power and future-proof ecosystem provided by Flow.

Because of the importance this single decision would have on future success, the Moxy Team spent a great deal of time researching the current state of the DeFi landscape. Flow was the only solution that met all of the requirements for Moxy. Flow's rich stack, token mechanics, existing stablecoin, NFT ecosystem, smart contract framework, developer tools, and unbelievable customer support were just a few of the many reasons why Moxy is built on Flow.

Through the extensive research conducted by our team, we suppose the following statement to be true:

**Moxy is “By Gamers and for Gamers” and Flow is “By Developers and for Developers”**

Flow is extremely easy to develop on, interact with, troubleshoot, and maintain, all while not compromising on feature-set, control, and efficiency.

Flow is by far the most accessible blockchain to developers. This makes Flow ideal for gaming related projects. Gaming teams are always “dev-rich” in talent and experience but may not be “blockchain-rich.”

Flow bridges the gap between skill sets and allows for immediate success in integration, development, and overall project lifecycle.

To learn more about Dapper's Flow Blockchain please visit: <https://onflow.org>

## MOXY FOUNDATION

The Moxy Foundation is the central repository for Moxy. The Foundation will be primarily used to provide ecosystem support. These tokens will be used for various ecosystem building activities such as business development, operations, marketing, incentives programs, onboarding developers and studios, the development of core tooling and infrastructure, and more.

## MOXY VAULT™

Moxy Vault is a key Moxy innovation that works to protect the Moxy ecosystem by reducing volatility and token dumping, while rewarding small-scale participants and key stakeholders alike.

MV is a sub-token held by Moxy Club members. Club members can gain MV at any time by burning \$MOXY to MV in a 1:1 ratio. MV holders earn daily rewards PAID IN \$MOXY TOKEN based on the number of MV tokens they hold and how long they hold them for.

**The more MV you hold: the more \$MOXY rewards you receive**

**The longer you hold MV: the more \$MOXY rewards you receive**

Moxy Vault is powered by a unique subtoken called MV.

MV is 1:1 with \$MOXY.

Burning 1 MOX = MINTING 1 MV

Burning 1 MV = MINTING 1 \$MOXY

MV can only be bought by BURNING \$MOXY and MINTING new MV.

MV can only be sold by BURNING MV and MINTING new \$MOXY.

### **CONVERTING \$MOXY TO MV:**

This process is instantaneous and users receive 1 newly MINTED MV for each \$MOXY BURNED.

### **CONVERTING MV BACK TO \$MOXY:**

- The act of BURNING MV to MINT new \$MOXY is not instantaneous.
- This process happens over a 1 year Linear Release daily to the Moxy Club Member's \$MOXY wallet.
- During this time, the user still receives Daily Linear Release rewards for their MV balance remaining.
- This exists to protect the Moxy ecosystem from volatility while still rewarding users for using Moxy Vault

### **Benefits of Holding MV:**

Holders of MV receive a daily linear distribution of \$MOXY for as long as they hold MV.

Holders of MV get more rewards the **more** MV they hold.

Holders of MV get more rewards the **longer** they hold MV



## Moxy Vault Metrics

### DAILY LINEAR APPRECIATION OVER TIME

<b>DAILY APPRECIATION RATE</b>	<b>1%/365 = PER DAY APPRECIATION GAIN</b>
<b>MAXIMUM APY GAIN</b>	<b>10 YEAR @ 10% APY</b>

### MV HOLDINGS MODIFIERS

<b>HOLDINGS MODIFIER</b>	<b>(5%/10MM)/365 PER DAY APPRECIATION GAIN</b>
<b>MAXIMUM HOLDINGS MODIFIER</b>	<b>5% APY MAX AT 10,000,000+ MV</b>

MV holders receive more APY the longer they hold MV to a maximum of 10 years @ 10% APY

MV holders receive more APY the more MV they hold to a maximum of 5% extra APY when they hold 10mm or more MV.

A long term and large balance MV holder can reach a maximum 15% APY after 10 Years of holding a minimum 10mm MV.

ALL \$MOXY VAULT REWARDS ARE PAID IN \$MOXY TOKEN, BUT CALCULATED BY EACH USER'S MV HOLDINGS.

## PLAY & EARN

Moxy's core value proposition is rooted in the fact that gaming is more engaging when real rewards are available to players. Players will be able to earn \$MOXY tokens based on their skill and achievements in Moxy powered games.

Moxy will be intensely focused on providing a quality gaming experience, that is further enhanced by meaningful, real-world rewards. Each game will have its own unique earning metrics like: winning team matches in multiplayer games will yield \$MOXY token winnings or exclusive NFTs.

Moxy Forge will enable developers and content/entertainment creators to add Play & Earn

and Proof of Play into their latest release or breathe new life and excitement into existing projects.

Using \$MOXY, an entire ecosystem of value is easily accessible in a low-friction, easy-to-implement, and secure blockchain environment.

Play & Earn is a new model in the gaming industry, but Moxy takes this one step further with a Moxy world-first: Proof of Play. Moxy will bring this revolution to all chains, platforms, and consoles.

Moxy Club members will have the ability to play in a multitude of skill-based competition game types for consideration in \$MOXY. These game types will feature a reward pool and include head-to-head game play, tournaments, team based game play, leagues and seasons. Each participant will contribute to the reward pool using \$MOXY with the winner(s) receiving consideration for their performance in \$MOXY from the reward pool at the conclusion of the game, tournament or season.

## **PROOF OF PLAY™**

Moxy Platform is bringing the concept of Proof of Play to both the Blockchain and Gaming worlds.

**Proof of Play™ will be accomplished primarily through each player's dedication, effort, and achievement.**

**Proof of Play™ is an original and innovative concept brought to the market by the Moxy Platform.**

**Proof of Play™ is different from Play & Earn. Proof of Play™ rewards engagement, loyalty, and contribution to the Moxy ecosystem where Play & Earn rewards skilled play.**

**Proof of Play™ is powered by a unique sub-token called PLAY. PLAY mints new \$MOXY daily to be distributed to Moxy Club members.**

**Proof of Play™ is powered by a proprietary algorithm that aggregates a user's engagement and interaction with the various parts of the Moxy Ecosystem. This is accomplished by an extensive Smart Contract on Flow.**

## PLAY TOKEN:

In order to effectively provide a mechanism for Proof of Play payments that is decoupled directly from \$MOXY and MV, Moxy created the PLAY token.

The PLAY token will be a global balance viewable by all and a central piece of the Moxy Club experience. Proof of Play payments are calculated by calculating 1%/365 of the total balance of the Proof of Play wallet.

PLAY balance will determine the \$MOXY MINTED on a daily basis (1% total balance / 365). Newly minted \$MOXY will be distributed daily to Moxy Club members based on each member's SCORE balance, and 24 hour change in SCORE.

PLAY can not be bought

PLAY can not be sold

PLAY can not be traded.

Daily Proof of Play rewards will yield approximately 8200 \$MOXY per day or 3mm \$MOXY per year which is an approximate 0.3% inflation of the Moxy ecosystem directly from Proof of Play rewards in year 1 (based on an opening balance of 350mm \$MOXY).

Treasury replenishments add to PLAY by 10% of \$MOXY gained through Treasury replenishment and is BURNED to PLAY. (2:1 \$MOXY to PLAY ratio)

Transaction Fees add to PLAY by 5% of \$MOXY gained via Transaction Fees is BURNED to PLAY token to further strengthen Proof of Play (2:1 \$MOXY to PLAY ratio)

## SCORE TOKEN:

In order to effectively track, secure, and monetize Proof of Play™, Moxy has created an exclusive sub-token called SCORE. Simply put, the more SCORE that a player holds, the more Proof of Play rewards that player earns.

**SCORE cannot be sold. It cannot be traded. It can only be EARNED. A User's SCORE is the basis for their Proof of Play payment.**

SCORE will primarily be an assessment of the user's current SCORE wallet value. There are 3 factors considered in the SCORE wallet value that determines the Proof of Play daily payout:

- 1 - Total SCORE held
- 2 - Change of SCORE in the last 24 hours
- 3 - Donation skill tree progression

There are several ways users can earn SCORE:

- Referrals to ensure new Moxy Club members join the platform
- Logging play time by playing any game in the Moxy ecosystem
- Creating content + NFTs, etc
- Voting on projects
- Submitting games for funding
- Being an active contributor to ongoing projects
- Funding projects (purchases from a Treasury sale)
- Logging in with meaningful interaction
- Accumulated wealth within the game (in-game currency)
- Achieving publicly viewable in-game rewards
- Contribution to Moxy social media interactions
- Becoming Moxy Certified or Verified
- Completing Master Classes

Earned SCORE will be credited to each user's SCORE wallet via Moxy Forge. Moxy Forge will include various DApp and API integrations with Moxy titles, 3rd party titles, Social Media platforms, and Moxy-enabled support/communication apps. Simply put: user engagement, contribution, and loyalty = SCORE.

SCORE will have a star rating, which is displayed on the character's profile and Avatar Name. This metric allows for a global HIGH SCORE that is visible to all, is fair and equitable, and is based on skill + participation!

The way the algorithm works is an aggregate of the following metrics:

- Daily Payments to users via \$MOXY token MINTING
- Calculated as 1% yearly of the balance of the PLAY wallet address / 365 days
- 25% of the payment is allocated to the user's SCORE value versus the total SCORE in the ecosystem
- 55% of the payment is allocated via calculating the percentage distribution of a user's "change in SCORE" over 24 hours compared to the aggregate total of "change in SCORE" of the ecosystem over the same period of time
- 20% of the payment is allocated to "Specialized NFT Holdings" rewards payments. These are the skills unlocked by users holding specialized NFTs.

A User's Proof of Play Payment =

**High SCORE**

( 1% X Proof of Play Wallet Address ) / 365

X 0.25

X (User's SCORE / Total ecosystem aggregate SCORE)

**+ 24 hour change in SCORE**

( 1% X Proof of Play Wallet Address ) / 365

X 0.55

X (User's Change in SCORE / Total ecosystem aggregate change in SCORE)

**+ Specialized NFT Holding**

( 1% X Proof of Play Wallet Address ) / 365

X 0.2

X (User's NFT HOLDINGS / Total ecosystem aggregate NFT HOLDINGS)

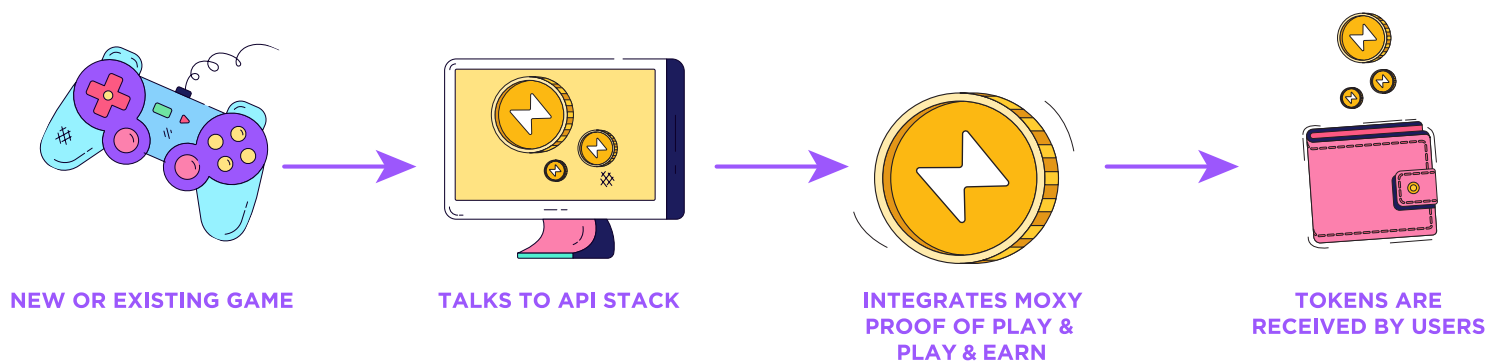
In the most basic scenario, all players will participate in Proof of Play. For example, a player may earn SCORE and consequently participate in \$MOXY Proof of Play allocation by simply logging play time on Moxy titles and holding \$MOXY in their wallet.

## MOXY FORGE™

Moxy Forge powers Moxy's DApp Ecosystem and API Stack. This extensive set of proprietary DApps and APIs power all of Moxy's core functions such as: Proof of Play, Play & Earn, Moxy Vault, Moxy's NFT Metaverse, Moxy Club, etc

Moxy Forge is a feature-rich and standardized API stack, which will enable cross-chain and cross-platform development to facilitate the following to new and existing titles:

- Add Proof of Play and Play & Earn
- Add Moxy Club and User Accounts
- Add Cross-Chain rewards to blockchains outside of FLOW
- Add Cross-platform rewards and user interactions between platforms like Steam, iOS, Android, Origin, Epic, Nintendo, XBox, Playstation, etc
- Add Moxy's NFT Metaverse + creation + rewards
- Capture of transaction fees and monetization by the title/Publisher



## CERTIFIED AND VERIFIED MOXY EXPERTS

Moxy Club members can participate in Master Classes and can complete online courses to receive Moxy Certification for: Moxy/Flow blockchain development, game development, visual arts, production, Moxy Forge proficiency, etc. This will allow Moxy Club members to add these certifications to their CV's and LinkedIn profiles to prove their gaming and entertainment industry skills/expertise.

This is a method for developers, artists, etc to prove that they are proficient and are “Moxy Certified Professionals.”

## IN-GAME CURRENCY

Moxy Platform allows for the seamless exchange for in-game tokens (if applicable). Since Moxy is based on Flow, all the necessary technology is in place for DApps, Smart Contracts, NFTs, sub-tokens, etc.

In-game tokens may provide exclusive utility within a game for the purpose of:

- Buying items
- Buying components
- Trading
- Crafting NFTs
- Prizes for competitions, events, challenges, etc
- Enhancing the entire gaming experience

Other tokens on the platform could be used to build out a player's avatar. Multi-token avatars allow for custom apparel, such as: clothes, hats, shoes, jewelry etc.

Players will be able to purchase these tokens in-game and via traditional methods such as Google Playstore, Apple Store, Playstation Store, XBox Live, retail gift cards, and from the game website. This will operate as a user transparent swap for \$MOXY and game tokens.

The transactional nature of this process will allow in-game economies to seamlessly exchange back and forth between \$MOXY Tokens.

### **How it works:**

A game publisher or developer accesses Moxy Forge API stack and chooses the parameters they would like to implement. For example, is the event a single event, or a micro tournament, etc.

From there, they choose a predefined Play & Earn model(s) and determine the entry fee, rewards schedule (such team based or individual based). OR

Create a custom Play & Earn model for their title utilizing the Moxy Forge tool set. Moxy Forge is meant to encourage a sandbox approach.

Play & Earn is implemented into the game.

A player can only access the Play & Earn elements when they login with their Moxy Club credentials when the game starts.

In the event a game has its own sub-token, that sub-token can be bought with \$MOXY at a predefined price. Sub-tokens can be used to purchase items exclusively within a game. Sub-tokens are swappable with each other and \$MOXY creating reciprocal buy and sell pressure.

## **HOW ARE MOXY TOKENS USED?**

Since \$MOXY by its very nature is a UTILITY token, how then are \$MOXY tokens used by Moxy Club members?

In-game Currency:

Since Moxy is an extension of Flow, a very comprehensive ecosystem for Token creation already exists, this gives game creators the ability to use existing in-game currency on-chain or create entirely new tokens on-chain to meet the unique requirements of their

in-game economy.

Moxy Platform's primary utility token is called "The Moxy Token" (\$MOXY). \$MOXY is the method by which users can participate and contribute via:

- Buying game titles
- Buying game content/NFTs
- Playing games in the Moxy ecosystem
- Paying entry fees for Play & Earn events within any enabled game on Moxy
- Creating content/NFTs
- Collecting Earnings from Proof of Play or Play & Earn
- Funding projects in the Moxy ecosystem
- Submitting gaming projects for funding consideration
- Contributing via Beta Testing
- Contributing feedback and engaging in the discussion via Moxy private forum
- Taking part in events or challenges
- Verified "Moxy Experts" will have direct access to the Game Review Committee
- Purchasing Master Classes

Moxy will provide Gateway + Liquidity Providers (DeFi, Fiat, Steam, Google, Apple) and integration with IPFS for media hosting, game installer hosting, movie files, music files, etc.

Example:

Using one of Moxy's flagship games: Allies of Crypto (AoC) as an example, AoC will have an in-game currency called ALLY. ALLY will be a sub-token on \$MOXY. Players will be able to buy ALLY in-game, or by exchanging \$MOXY for ALLY. This will allow AoC to have a separate economy and value of ALLY which is not connected to the value of \$MOXY. This is very important, as we will need a methodology for people to be able to buy set amounts of ALLY for an appropriate Fiat Currency amount. Let's investigate the following use case: Johnny is an avid player of Allies of Crypto, and his birthday party is coming up next week. He has invited his classmates to attend a party, and his friends all know that Johnny would like nothing more than additional ALLY for his birthday. In the traditional crypto market, it would be impossible to have an "ALLY Gift Card" available, as the price would change moment to moment, and the parents of Johnny's friends would be unable to easily purchase ALLY as a birthday gift. By untethering ALLY from \$MOXY, the game can set an economy where end-users are offered the ability to purchase in-game currency from established gift card retailers where value is pegged to Flow's FUSD Stablecoin.



**Use Case:** Allies of Crypto

**In Game Currency Name:** ALLY

**Purpose:** To be the in-game currency for Allies of Crypto

**Tokens Minted:** 100mm Game Tokens (ALLY tokens) at Genesis with no future minting

## **Gaming:**

“Gaming” on the Moxy Platform is defined as primarily encompassing Video Games and interactive entertainment.

Moxy Token has an immediate and valuable utility for Gaming Projects listed on the platform.

Examples of Utility:

### **AT LAUNCH - DAY 1:**

- **Access to Moxy’s private Discord server which allows you:**
  - To communicate directly with the entire Game Development team (Nolan Bushnell, Larry Siegel, Stewart Bell, Tony Bickley, Bernie Stoler, Matt deFouw, Kirk Furniss, etc)
- **Project Submission Portal**
  - Moxy club members can submit their gaming projects for funding consideration to the Moxy team.
- **Moxy Club member voting**
  - Moxy club members can vote on new Play & Earn gaming projects
- **General voting protocol will be active, such as Play & Earn mechanics for various game genres in Moxy Forge**
- **Moxy NFT Drop**
  - Moxy will drop 10,000 exclusive NFTs to the first 10,000 Moxy club registrants
- **Proof of Play**
  - There will be select titles available for Moxy Club members to play that will earn Proof of Play rewards

AFTER 30-90 DAYS:

- Beta Testing the MainNet Moxy Platform
- Beta Testing various Moxy titles
- Vote on the next game to fund and start-up on Moxy
- Purchase MV Tokens to participate in Moxy Vault

- Participate in Proof of Play token distribution

## **Master Classes + Workshops + Behind-the-Scenes + Coaching**

\$MOXY Token holders will have access to Exclusive Moxy Club Master Classes, Workshops, and exclusive Behind-the-Scenes access from industry titans like Nolan Bushnell, Larry Siegel, Stewart Bell, and Bernie Stolar. Several other game and entertainment veterans will host Master Classes and exchange views and tips with Moxy members. A calendar of currently scheduled 2022 classes and a syllabus of course offerings and curriculum is available for review on the website.

These Master Classes and Workshops will explore all aspects of game development, game design, project management, art and visual design, business leadership, funding, and gameplay. AMA and Q&A sessions will also be available exclusively to Moxy Token holders.

The Behind-the-Scenes access will give Moxy Token holders a unique and exclusive insight into their favorite games, movies, television shows, pro gamers, and personalities.

Coaching will be provided by top tiered ranked players from each game. Gamers can submit to be coaches, and players can engage coaches to help them train. Moxy Token will be the only form of payment available.

\$MOXY Tokens will be used to purchase attendance for Master Classes.

\$MOXY Tokens will be used to purchase subscriptions which allow Moxy Club Members access to previously recorded content and the graveyard of abandoned games, which offers interesting insights into the world of failed game projects over the last 40 years. \$MOXY Tokens will be used to book and attend live/online events/conferences. Different levels of engagement will have different costs in terms of required Moxy Tokens.

\$MOXY Tokens will be used for direct access to Masters in order to provide suggestions and input for the topics of future Master Classes or events. As our member base expands, so will our \$MOXY utility. We expect members to offer game enhancements and tools as third party vendors and many token holders will use these offerings and acquire them with our tokens.

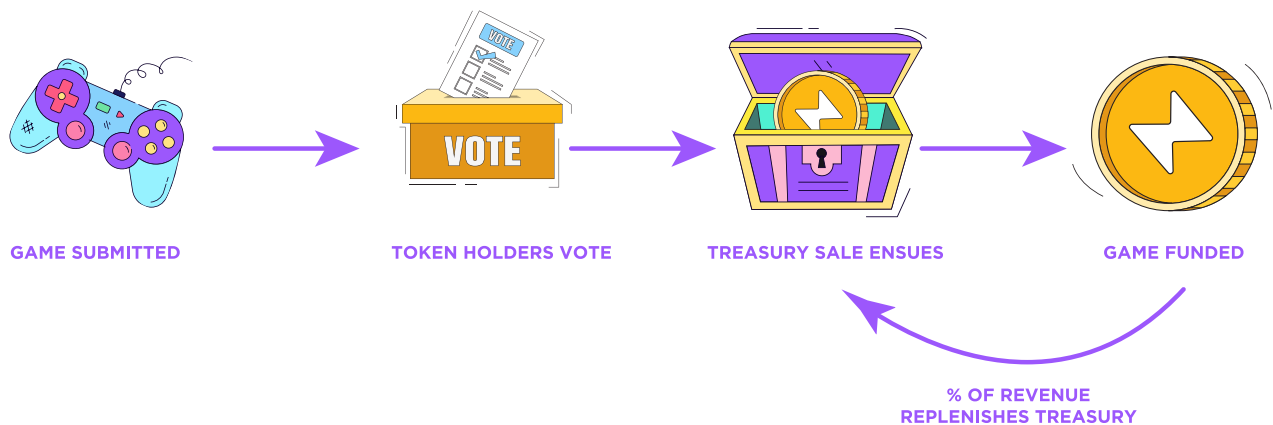
\$MOXY Tokens will be used to access the Moxy Forum platform and internal media portal.

## DApp Based Project Management and Project Funding:

This token utility will provide a core metric for quality assurance and risk mitigation. Funded projects through the Moxy Platform will utilize a blockchain and smart contract based project management system which will automatically pay milestone payments and track project progress via the platform.

This solution will exist as a DAPP on-chain on the Moxy Platform itself and will be utilized via Moxy Tokens.

This will be for the benefit of token holders to ensure that funded projects are completed on time, on budget, and to the highest possible quality. This will be a system which allows for Kanban or Scrum Agile methodology project management styles. This will be available within the first 6 months after launch of the Moxy Platform.



## FLAGSHIP PROJECTS

Moxy Platform will launch by funding a set of initial flagship projects. These projects will be a combination of video games and core software.

### Flagship Projects (in no particular order):

- Allies of Crypto (Mobile + PC + Console - 80% ready for production)
- Fish Tanks (PC + Consoles - already in Beta)
- Battlerise: Kingdom of Champions
- Mainstream style first person shooter

## TEAM STRUCTURE

### Executive Team:

CEO:	<a href="#">Matt deFouw</a>
COO:	<a href="#">Derek Rathbun</a>
CKO:	<a href="#">Nolan Bushnell</a>
Chair + President - Americas:	<a href="#">Larry Siegel</a>
President - EU/UK:	Stewart Bell
CPO:	<a href="#">Tony Bickley</a>
Director Marketing + New Media:	<a href="#">Nolan deFouw</a>

### Dev Team:

Project Lead:	<a href="#">Derek Wang</a>
Design:	<a href="#">Ifraz Khan</a>

### Legal Team:

Lead + USA:	<a href="#">David Otto</a>
Foundation & Association + Switzerland	<a href="#">Patrick Storchenegger</a>
Canada:	<a href="#">Edwin Mark</a>
UK:	<a href="#">Julian Ward</a>
International:	<a href="#">Joe Guagliardo</a>
International:	<a href="#">Lionel Iruk</a>

### Advisory Team:

Gaming:	<a href="#">Bernard Stoler</a>
Gaming:	<a href="#">Dooma Wendschuh</a>
Gaming:	<a href="#">Brian Weissman</a>
Blockchain:	<a href="#">Todd Levering</a>
Audio Producer:	<a href="#">Kirk Furniss</a>
Blockchain:	<a href="#">Julian Jordan</a>
Blockchain:	<a href="#">Ian Friend</a>
Blockchain:	<a href="#">Samuel Reid</a>
Blockchain:	<a href="#">David Deborin</a>
Blockchain:	<a href="#">JD Gagnon</a>
Blockchain:	<a href="#">Sven Römer</a>
Blockchain:	<a href="#">Mission</a>

## TEAM BIOS

### Nolan Bushnell

**Founder of Atari, Inventor and Father of the Video Game Industry, Founder of Chuck E. Cheese, Developer, Designer, Producer and Visionary behind some of the most Recognizable Game Titles in History**

When Nolan Bushnell founded Atari in 1972, he created an industry and with it - the first blockbuster video game: Pong. Ever the visionary and always on the cusp of the next big thing, Nolan's design credo - Games should be easy to learn and hard to master - inspires a new generation of Developers. Nolan is a serial entrepreneur now focused almost solely on blockchain and game industry projects. As a businessman and electrical engineer, he also created and built the Chuck E. Cheese's Pizza Time Theatre chain. Bushnell has been inducted into the Video Game Hall of Fame and the Consumer Electronics Association Hall of Fame, received the BAFTA Fellowship and the Nations Restaurant News "Innovator of the Year" award, and was named one of Newsweek's "50 Men Who Changed America." Bushnell has started more than twenty companies and is one of the founding fathers of the video game industry. He is on the board of Anti-Aging Games. In 2012 he founded an educational software company called Brainrush, which is using video game technology in educational software. Nolan lives with his wife in LA and his eyes still light up when talking about games.

### Lawrence Siegel

**President of Atari, President of Seeburg + COO THQ, President of Black Pearl Software, COO Stern Pinball and President Sega Europe**

Larry is an effective, hands-on, turn around/start up specialist. Larry is a capable, no-nonsense, bottom line oriented game industry professional. Larry began his game career as a salesman for Sega Europe. From there he went on to head Sega S.A.'s European operations and later became Williams Pinball's V.P. Sales and Marketing. He joined Stern Pinball and was its COO. Larry was also the President of Seeburg Jukebox. Later, Siegel sold his coin-op game company Memetron ("Mat Mania," "Shanghai Kid") to Atari and became its President from 1988 until 1992. Larry later started Black Pearl Software bringing Japanese productions to North America ("Akira"). Siegel sold the company and its licensed properties to THQ, which he joined as COO and President of Software Development. Larry has directly Produced, or Executive Produced over 300 video games on countless platforms. Larry has been involved with numerous game startups, helping companies avoid common pitfalls, and accelerating growth, all while moderating costs. Larry's love of games goes back 50 years and his breath of industry knowledge is encyclopedic. Larry and his wife live just outside of LA in Palm Springs where he works on game related projects, and plays games every day.

## **Stewart Bell**

### **Co-Founder of Microprose Games**

Stewart has been involved with computer games most of his working life. He initially became involved with the game industry when Sid Meier and “Wild Bill” Stealey asked him to set up Microprose in Europe. Microprose started off in his back bedroom and grew to help develop and publish some of the best known titles in video game history, including Sid Meier’s Civilization series, Railroad Tycoon, Grand Prix, Silent Service, F15, Gunship and of course Elite Gold.

Stewart also worked with Chris Roberts on Times of Lore and with Richard Garriott on the Ultima Series. Stewart ran several development houses which did work for hire for countless American and Japanese publishers. He was an “executive publisher” who ran the development of multiple titles for Atari, Konami, Taito, Sega, THQ and many others. His game knowledge and expertise spans the entire spectrum of console, handheld and PC. Stewart resides with his wife and 3 children in the English countryside just west of London.

## **Bernard Stolar**

### **President Sega, EVP Sony, President Mattel Interactive, COO Atari, Game Evangelist Google**

Bernie Stolar has been a leader in the interactive and video game industry for over 40 years. As EVP of Sony with a small team, Stolar was responsible for the launch of the original PlayStation. Later as President of Sega of America, he headed the team in the introduction of Dreamcast, the most successful commercial console launch in gaming industry history. Stolar subsequently went to Mattel where he was President of Mattel Interactive and The Learning Company. Bernie has proven himself to be a master of strategic direction. In a role created by Google to tap Bernie’s unique talents, he became their “Games Evangelist,” responsible for all video game development and introduced “in-game advertising.” Google created this role for him after the acquisition of his Company, Adscape Media. Along the way Bernard followed Siegel and served as Atari’s president and held countless other game industry positions and awards. Bernie lives in LA, and was eager to get involved in this groundbreaking and unique blockchain game venture with old friends and associates.

## **Matt deFouw**

### **Tech Visionary**

Matt is a technology visionary with more than 20 years of proven leadership. Matt has been working in the technology sector since 2000 and has always been an enthusiastic evangelist of new technology. Matt is the co-founder of several successful ventures which were acquired by the likes of Yellow Pages Group, Auto Trader, and GlobalPayNet. Matt was the President and co-founder of a crypto mining firm that went public and experienced over 40x value increase over a 6 month period. Matt co-founded and is the past-chair of Kamloops Innovation Center. KIC is the region's premiere and government funded technology incubator for the BC Interior. As the current CTO of 4th-IR and the Canadian Country Head for the Trestle Group, Matt leads a team of innovators to bring about change and build value for his clients and partners. As the current CIO of DealBase.ca Matt is bringing a new paradigm to the car buying experience for consumers, empowering Dealerships to engage their customers, and strengthening brand loyalty and customer engagement for OEMs. Matt lives in Kamloops, BC, Canada surrounded by lakes, mountains, and forests with his wife and 4 boys.

## **Derek Rathbun**

### **Execution Expert**

Derek is an entrepreneur with over 20 years of business experience. Derek has had several successful start ups ranging from textiles to software to crypto currency, many of which have resulted in substantial acquisitions. Derek has assembled and led teams of highly effective individuals in many facets of business who primarily implement his vision to a successful end. Derek was one of the first to translate the crypto opportunity boom onto the traditional stock market stage being instrumental in helping a public company acquire a crypto mining farm which resulted in an exponential stock value rise. Derek has operated in small start ups, worked at an executive level in large organizations, served as a director on the board of a public company and served as one of the founders of an Asian based crypto currency. Derek lives in Vancouver, BC with his family.

## **Kirk Furniss**

### **Award Winning SFX Designer and Music Industry Veteran**

Kirk is an Emmy-nominated, multiple award winning Sound EFX designer and Music Producer, operating out of Vancouver BC, Canada. He has been producing SFX for over 20 years on some of the most successful children's shows of the time , including Reboot,

Beast Machines, My Little Pony, Barbie, Hot Wheels, Carmen San Diego, Johnny Test, and many others. 'Capt Kirk' has worked on music with artists as diverse as Steven Segal, to the Irish Rovers, Buddy Miles, to John Riechsman, Carol Burnett to Craig Smart, Randy Bachman to David Usher. Mr. Furniss is also the chief product designer and director of FKN Inc, a Canadian beverage company. He presently works out of Dick and Rogers Sound in Vancouver, BC.

## **Tony Bickley**

### **Industry Veteran of 35+ years of Computer Games Experience**

Tony has been instrumental in a great number of well known classic gaming titles over the past 35+ years. Ranging from the Apple II and the Atari 400 to modern PlayStation and mobile platforms, Tony has numerous producer credits in the game industry. As European Head of Konami games development, Tony has had a wide range of successful product launches across a broad array of platforms. Tony's list of delivered titles include everything from Pitfall, Ultima, Pirates!, and Elder Scrolls to Street Fighter 2, Baldur's Gate, Silent Hill and Castlevania. Tony ensures that large-scale projects are delivered on time and on budget with the focus being put on the player. If it's not FUN, it's not a success. Tony's credits are legion amongst gaming professionals and his contributions to Moxy projects will be invaluable. Tony and his wife reside in the countryside of Italy on the island of Sicily.

## **Lionel Iruk**

### **General Counsel, Advisory Board Member**

A cryptocurrency industry insider who is on the Advisory Board of Moxy is Lionel Iruk, Esq- the Managing Partner and General Counsel at Empire Global Partners and Iruke Legal Inc. Leo, as he is popularly known, was lead counsel and legal advisor for numerous gaming, international business, cryptocurrency, and DeFi projects, and his clients have collectively generated over USD \$100 Billion in market cap to date.

## **David M. Otto**

### **Lead Counsel**

David M. Otto has been practicing law for over thirty-four years, focusing on corporate finance, securities, mergers/acquisitions, corporate governance, and capital markets matters. He received his B.A. from Harvard University in 1981 and his J.D. from Fordham University School of Law in 1987. He is the founding Managing Partner at Martin Davis,



PLLC (“Martin Davis”), a boutique law firm based in Seattle, WA, a Founder and General Partner of CounterPointe Ventures (“CounterPointe”), a blockchain technology fund, and a Founder and Principal of CounterPointe Sports Group (“CSG”), a company dedicated to tokenizing interests in professional sports franchises. David is a leader in the effort to streamline the contractual and legal processes necessary to launch innovative blockchain technology projects, decentralized applications, and tokenized business models. He focuses on entity formation, transactional structure, token allocation, tokenomics, contracts and legal documentation, tokenization platforms, legal opinions and memoranda, analysis regarding token payment/utility/asset-backed functionality, and Federal and State regulatory compliance. David has also been instrumental in developing the recreational cannabis industry in the State of Washington since inception. In this regard, David has assisted cannabis businesses with (i) formation and strategic planning, (ii) securing capital, (iii) completing operational and financial plans, (iv) developing production and processing goals and (v) initiating, negotiating and resolving successfully numerous legal disputes on behalf of cannabis licensees. Finally, David is the chair of Lawyers Helping Hungry Children (LHHC), a non-profit organization, fighting childhood hunger and malnutrition through fundraising, advocacy and service. LHHC is a group of lawyers who believe that no child should ever experience hunger.

## **Samuel Reid**

### **Advisory Board Member**

Sam is the CEO and co-founder of GEC and of XI Protocol, a mathematician, and advanced technology entrepreneur. Driven by a commitment to innovation, Samuel takes pride in disrupting stagnate paradigms and providing not only a progressive vision for a better future, but also the tangible technology to get there. He also founded and is CEO of wholly-owned subsidiaries GeometricLabs, Geometric Medical, Geometric Space, and Geometric Gaming. Sam serves as Senior Mathematician and Technologist of Kepler Aerospace, and on the Signature Technology Consultation Committee of the Canadian Space Agency.

## **Julian Jordan**

### **Advisory Board Member**

Co-founder of VersoView and serial entrepreneur, Julian has been in the digital space for over 28 years, having founded Fish, one of the UKs first web and multimedia agencies in 1993, Julian went on to work with Viacom on the development of Blockbuster Video’s in-store, internet linked, touch-screen kiosks and their first pan-European web presence, as

well as supporting Sky TV and NDS Group with their internet development.

Julian has operated offices across three continents over the past 30 years and is an entrepreneur with a track record of success. Founding and leading several organizations, he has built a career on being able to identify and capitalize on opportunities. Julian has a passion for real world blockchain applications, and he contributes significantly across levels of each business with blue sky thinking.

## **Todd Levering**

### **CEO and founder of Mind Blowing Enterprises**

Todd is a serial Entrepreneur with over 25 years of diversified business experience both owning and developing winning companies. In 2012 he shifted his focus from traditional business to the blockchain space and has been involved with connecting strategic partners and building world class teams. Todd enjoys networking and specializes in connecting key people to the perfect opportunity.

## **Dooma Wendschuh**

### **Co-Found and Co-CEO of sekretagent Productions, Inc.**

From 2001 to 2014, Dooma Wendschuh was co-founder and co-CEO of sekretagent Productions, Inc., a film and video game production company and advertising agency with offices in Los Angeles and Montreal. sekretagent is best known for its video game work, helping to create, develop and launch the wildly popular ASSASSIN'S CREED franchise, and providing development and story services on BATMAN: ARKHAM ORIGINS, three games in the PRINCE OF PERSIA franchise, and many more. Collectively, sekretagent's games had grossed more than USD\$6 billion worldwide by 2014. sekretagent's advertising division created and produced award winning work for the Coca-Cola Company, General Motors, Polaroid, Diamond Resorts International, Mentos Mints, Microsoft co-founder Paul Allen, and many others. Under Mr. Wendschuh's leadership, sekretagent also sold eight motion pictures and one television series to major studios and produced THE PLAGUE for Sony Screengems.

Mr. Wendschuh graduated magna cum-laude from the Woodrow Wilson School of Public and International Affairs at Princeton University, and received his Masters from the University of Southern California's School of Cinema / Television Peter Stark Producing Program.

Since exiting from sekretagent Productions, Mr. Wendschuh has founded two technology driven start up companies. One of which sold for several hundred million dollars.

## **Mission**

## **Founder of <https://sanctum.community/>**

Defi Veteran, founder of The Selective trading group, and founder / project lead of Sanctum. Coming from a background in Economics & IT - Mission has advised on dozens of Defi projects, helping with marketing strategies, tokenomics, and project direction. Seeing the vast untapped potential of Gamefi, however, he has switched his attention to focus on this sector of crypto.



Powering Play & Earn

MOXY.IO

