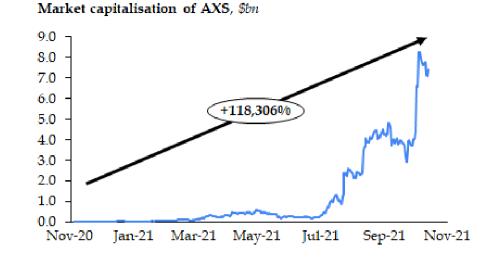


THE NFT P2E HAS GROWN SIGNIFICANTLY, WITH TOP 10 P2E PLAYERS TOTALLING 10+BN MARKET CAP

Game Name	Price (as of 10 OCT 21)	Market Cap (\$ mn)	Circulating Supply	Game Launch Date	Coin Launch Date	Initial Price at Launch	ROI	Blockchain	
A CONTRACTOR OF THE PARTY OF TH	\$121.88	\$7,400 mn	60.9 AXS	Mar 2018	11 Apr 2020	\$0.17	71,694.1%	ЕТН	
Decentral Dec	\$0.74	\$1,335 mn	1.87 BN MANA	Feb 2020	20 Sep 2020	\$0.025	2,960.0%	ETH	
SŖNÖBOX•	\$0.71	\$634 mn	892 mn SAND	Not yet Released	16 Aug 2020	\$0.051	1,392.2%	ETH	
GALA GAMES	£0.08	\$586 mn	7.0 GALA	n.a.	18 Sep 2020	\$0.0015	5,333.3%	ЕТН	
YG	\$6.39	\$440 mn	67 mn YGG	n.a.	27 July 2021	\$1.8	355.0%	ETH	
Illuvium	\$617.71	\$399 mn	624k ILV	2022	31 Mar 2021	\$68.3	904.4%	ETH	
мовох	\$4.21	\$270 mn	64 mn MBOX	Not yet Released	08 Apr 2021	\$1.6	263.1%	BEP-20	
Luc i	\$11.20	\$258 mn	23 mn ALICE	2022 Q1	15 Mar 2021	\$23.6	8,960.0%	ETH	
WEMIX	\$1.70	\$212 mn	123 WEMIX	n.a.	30 Oct 2020	\$0.36	472.2%	Klaytın	
STAR ATLAS	\$0.09	\$193 mn	2.1 bn ATLAS	Not yet Released	02 Sep 2021	\$0.068	132.4%	SOL	

AXIE INFINITY IS THE PRIME EXAMPLE OF SUCCESS IN P2E, WITH A \$7BN VALUATION SINCE THEIR COIN LAUNCH ONLY 18 MONTHS AGO



\$7BN

Valuation since coin launch only 18 months ago

118,306%

ROI for initial investors

1,000,000+

Daily active players

700+M

YTD revenue generated

90,000+

ETH traded in marketplace

300 ETH

Most expensive Axie ever sold

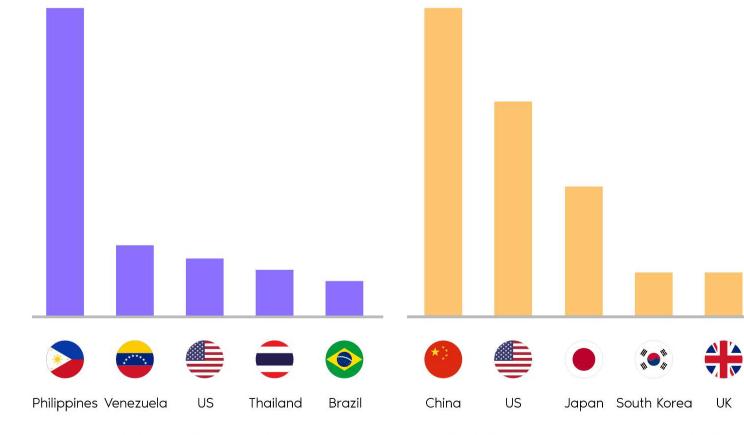
DESPITE ITS PHENOMENAL SUCCESS, AXIE'S LOW ENTERTAINMENT QUALITY MEANS THAT THE TRADITIONAL USER PAYING MARKETS REMAINLY VASTLY UNTAPPED

Axie is a turn-based game with very simplistic gameplay and therefore limited entertainment value...

... resulting largely in a player base who are playing only to "earn", largely from developing countries and with limited means to pay







Axie's top 5 countries by users

World's top 5 gaming markets by revenue

THE LOL, DOTA, AND DIABLO FRANCHISES ARE A PROVEN ENTERTAINMENT MODEL THAT HAVE BUILT A FOLLOWING OVER 200M PEOPLE, DESPITE NOT HAVING P2E

MMORPG and MOBA games have proven entertainment value, achieved without the P2E aspect...

REVENUE: 300M
MAU: 3M

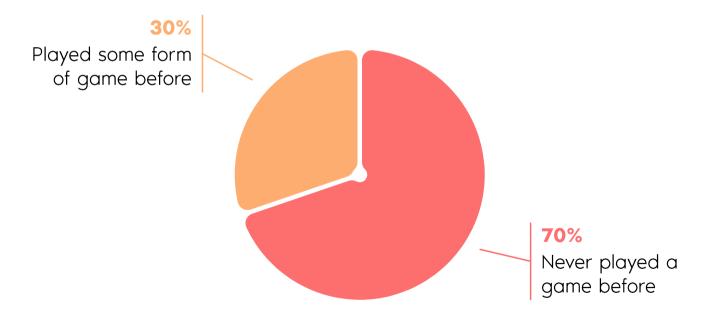
REVENUE: 2.1B
MAU: 180M

REVENUE: 406M
MAU: 11M

Note that Axie still has a 1% penetration of users vs LoL's 180m DAU users

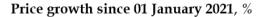
... we believe that replicating this proven method of creating entertainment value with an additional P2E element will result in an addressable market magnitudes bigger than the traditional gaming markets...

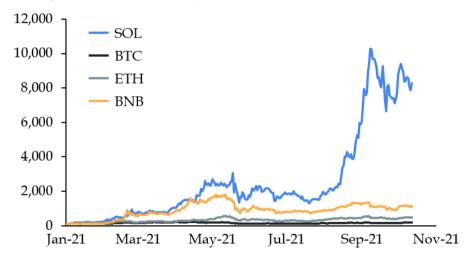
CATEGORISATION OF AXIE GAME USERS (ESTIMATED)



... given P2E will introduce a new generation of users attracted by the economic incentive who would otherwise never have played a game before

WE ARE FIRM BELIEVERS THAT SOLANA WILL BECOME THE LEADING BLOCKCHAIN GIVEN ETHEREUM ISSUES REGARDING SCALING CAPABILITY AND NETWORK CONGESTION





2k transactions per second

32+ bn total transactions to date

\$0.00025 cost per transaction

Solana, a blockchain platform followed by top crypto investors, says it's far faster than Ethereum

Connie Loizos @cookle / 11:49 AM GMT+10 • May 15, 2021

Is Solana the real Ethereum killer?

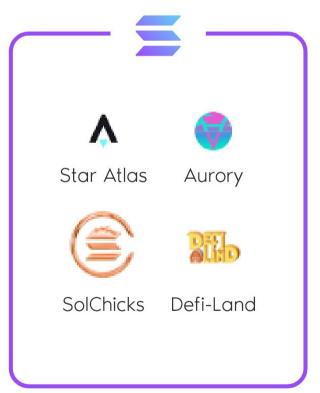
Its price is up an extraordinary 40 times over 12 months, and it's not all hype. There's some brilliant technology behind this exceptional surge.

Solana: What you need to know about the skyrocketing cryptocurrency

Ethereum has some competition.

SOLANA P2E GAMING IS STILL IN ITS INFANCY COMPARED TO OTHER BLOCKCHAINS





Representative only, does not show all games available

WHAT IS SOLCHICKS?

Our mission is simple: to be the fastest growing play-2-earn game built on the Solana blockchain with real entertainment value. We want to recreate a MMORPG / MOBA game with real and proven entertainment value in as short of time as possible.

We want to be first to market in the next 6 months and build significant first mover advantages as soon as possible. With the quality of our team and prove evidence of our ability to scale quickly, we are the best positioned company to be the #1 dominant player in the next 6 months.



A COLLECTION OF 10,000 UNIQUE SOLCHICKS WITH 5 RARITY TIERS



Common

>60% chance

Just your everyday average SolChick which to be fair, isn't bad at all!



Uncommon

>40% chance

Not as common but still easily differentiable in a crowd of SolChicks



Rare

>15% chance

Now this is a real looker, standout amongst the coop



Epic

>2% chance

They say these are hot but crazy... rare. You may see a SolPig fly before you stumble upon one



Legendary

>0.1% chance

Creatures of such grace and perfection don't exist... Also called SolUnicorns

The supply of SolChicks is limited to 10,000 unique SolChicks, each with its unique design and rarity tiers based on traits

4 WAYS TO EARN EXPERIENCE POINTS AND EVOLVE YOUR SOLCHICK









HOW OWNERS EARN FROM SOLCHICKS

Earning SolCoins (our in game currency) that could be used in-game



Earning in game rewards which can be traded on real world exchanges

Earning \$CHICKS tokens through weekly leaderboard / MMR rankings Spending \$SLC and \$CHICKS to breed new SolChicks and selling them

WE STARTED SOLCHICKS ON 3 SEPTEMBER 2021. THIS IS WHAT WE HAVE ACHIEVED ALREADY



5,000 NFT's



20+ Launchpads (A World Record!)



55,000+ Discord Members



50+ Partnerships



55,000+ Twitter Followers



19+ Countries



30,000+ Telegram Members



Playable Demo



70+ Doxxed Team



Game Mechanics Paper



120+ VC/KOL Investors



Trailer Launch

EXTENSIVE PARTNERSHIPS WITH LEADING BLOCKCHAIN INSTITUTIONS AND RECORD NUMBER OF INVESTORS ENSURING BROAD SCALE AND REACH





























































































and many more...

SOLCHICKS' INVESTOR AND PARTNERSHIP BASE COVER A WIDE RANGE OF MARKETPLACES, BLOCKCHAIN TECHNOLOGY, VENTURE CAPITAL INVESTORS, NEWS MEDIA, KEY OPINION LEADERS, AND OTHER IMPORTANT GROUPS.

SOLCHICKS HAS HIRED A BLUE-CHIP GAME DEVELOPMENT TEAM (OXPLAY) FROM KOREA

DAVID

Head of Game Dev. / Founder of 0xPlay 10+ years' experience

RYAN

Game Design Director +20 years' experience

TONY

Technical Director +10 years' experience

BRIAN

Creative Director +10 years' experience

LEO

Technical Artist

JESSICA

UX Designer

CHLOE

Project Management





KRAFTON





























*Team has not been doxxed

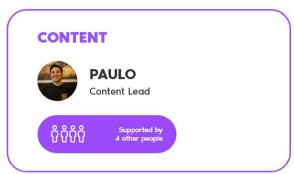
We are proud of this result, having spent significant time searching for a blue-chip team who share our values for moving quickly while retaining high quality

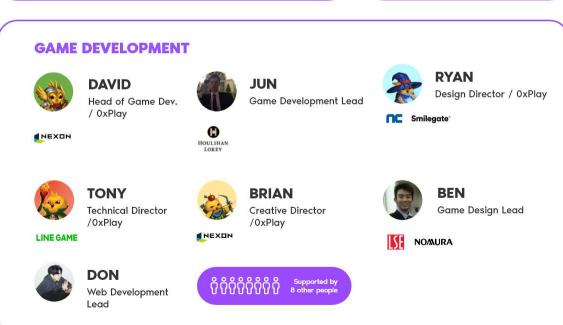
SOLCHICKS NOW HAS A COMPREHENSIVE TEAM ACROSS ALL KEY VERTICALS

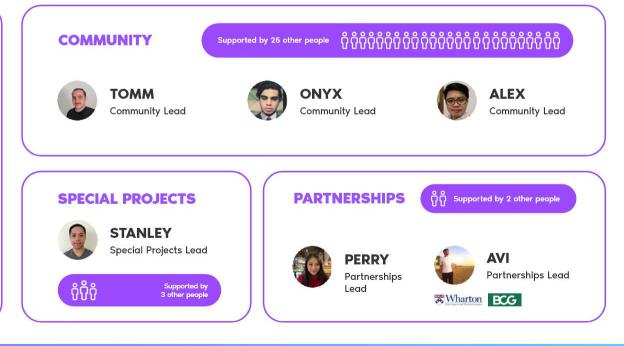












RELEASE ROADMAP











ACCOMPLISHED MILESTONES UP TO DATE

- Initial minting launch (2,500 NFTs)
- NFT listing on five secondary marketplaces
- Partnership with blue-chip developers (ChainLink, etc.)
- Partnership with major advertising platforms (Brave, etc.)
- Launch of fully revamped website with gameplay snapshots
- 2nd wave NFT Minting
- Launch of the playable game demo
- ✓ VC Fundraising
- Launchpads



NOVEMBER 2021

O \$CHICKS IDO



Q1.2022

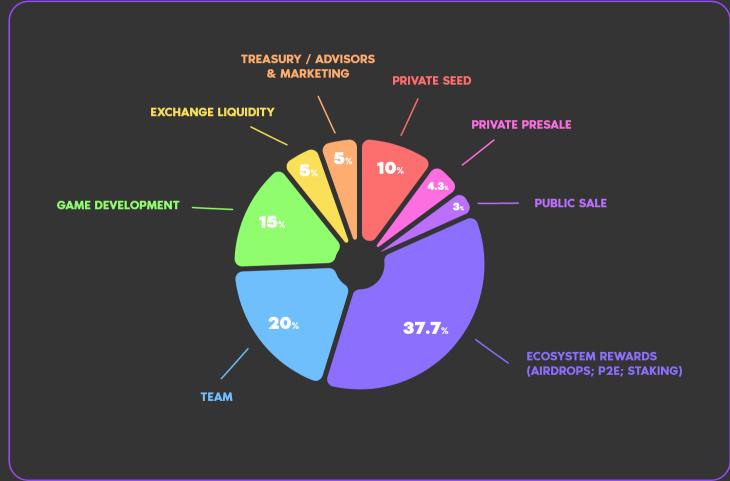
O Release of SolChicks Alpha



- **JUNE 2022**
- Release of Full Game
- O Institutional Capital Raise

\$CHICKS TOKENOMICS

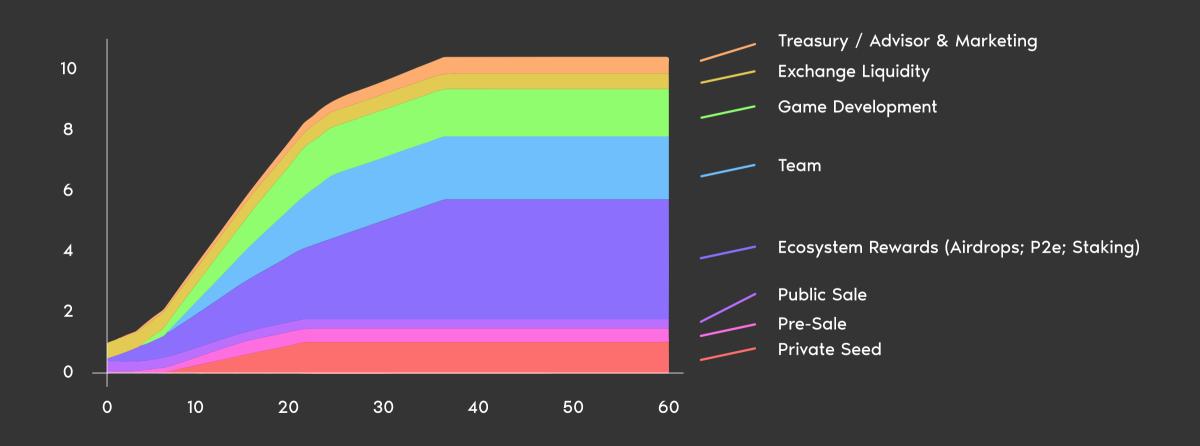




VESTING SCHEDULE

	TGE UNLOCK	1	2	3	4	5	6	9	12	15	18	21	24	36
PRIVATE SEED	5%			CL	.IFF			LINEAR VEST - 15 MONTHS						
PRIVATE PRESALE	10%	CLIFF				LINEAR VEST - 12 MONTHS								
PUBLIC PRESALE	25%	LINEAR VEST - 3 MONTHS												
ECOSYSTEM REWARDS (AIRDROPS; P2E; STAKING)	2.5%	LINEAR VEST - 36 MONTHS												
TEAM	-	CLIFF						LINEAR VEST - 18 MONTHS						
GAME DEVELOPMENT	-	CLIFF MILEST					TONE AND TIME-BASED VESTING							
EXCHANGE LIQUDITY	100%	VESTED AT TGE												
TREASURY / ADVISORS & MARKETING	1.5%	LINEAR VEST - 36 MONTHS												

CIRCULATING TOKENS



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The information in this deck is not complete and may be changed. This is not an offer to sell or purchase securities. The securities being discussed here have not been registered under any federal or state securities laws. This deck is confidential and meant only for select accredited investors. This deck contains (and our officers and directors may make from time-to-time) forward-looking statements. Forward-looking statements can be identified by words such as: "anticipate," "intend," "plan," "goal," "seek," "believe," "project," "estimate," "expect," "strategy," "future," "likely,", "may," "should," "will," and similar references to future periods. Forward-looking statements are neither historical facts nor assurances of future performance. Instead, they are based only on our current beliefs, expectations, and assumptions regarding the future of our business, future plans, and strategies, projections, anticipated events and trends, the economy and other future conditions. Also, certain features and products discussed in this deck have not been developed yet. They are currently planned, but plans may be changed. Because forward-looking statements relate to the future, they are subject to inherent uncertainties, risks, and changes in circumstances that are difficult to predict and many of which are outside of our control. Our actual results, functions, features, and financial condition may differ materially from those indicated in the forward-looking statements. Therefore, you should not rely on any of these forward-looking statements.