

SIGNIN

An Established Web3 Platform for
Metaverse Games



VISION AND MISSION

- The largest App store and Steam for GameFi



Vision

To be a leading integrated Web 3 platform to create, launch and play Metaverse Games with in-built social network features



Mission

To provide infrastructure to curate GameFi ecosystem by leveraging Web 3 technology

- to empower traditional games
- to enable social network and connection among game players

EVOLUTION OF GAMING INDUSTRY

Pay to Play

Console/PC

Mobile



Monetization Strategies

- Subscription
- Advertising
- Game Purchases
- Hardware Purchases

Free to Play

Console/PC

Mobile



Monetization Strategies

- ♦ In-Game Purchase Advertising
- ♦ Subscription
- ♦ Hardware Purchases ♦
- ♦
- ♦

Ownership

Blockchain Game




Monetization Strategies

- ♦ NFT Sales Token
- ♦ Appreciation
- ♦ Leasing
- ♦ Advertising
- ♦ Subscription

NFT sales surpassed \$15 billion in 2021, 20% from Blockchain Games Secondary Sales

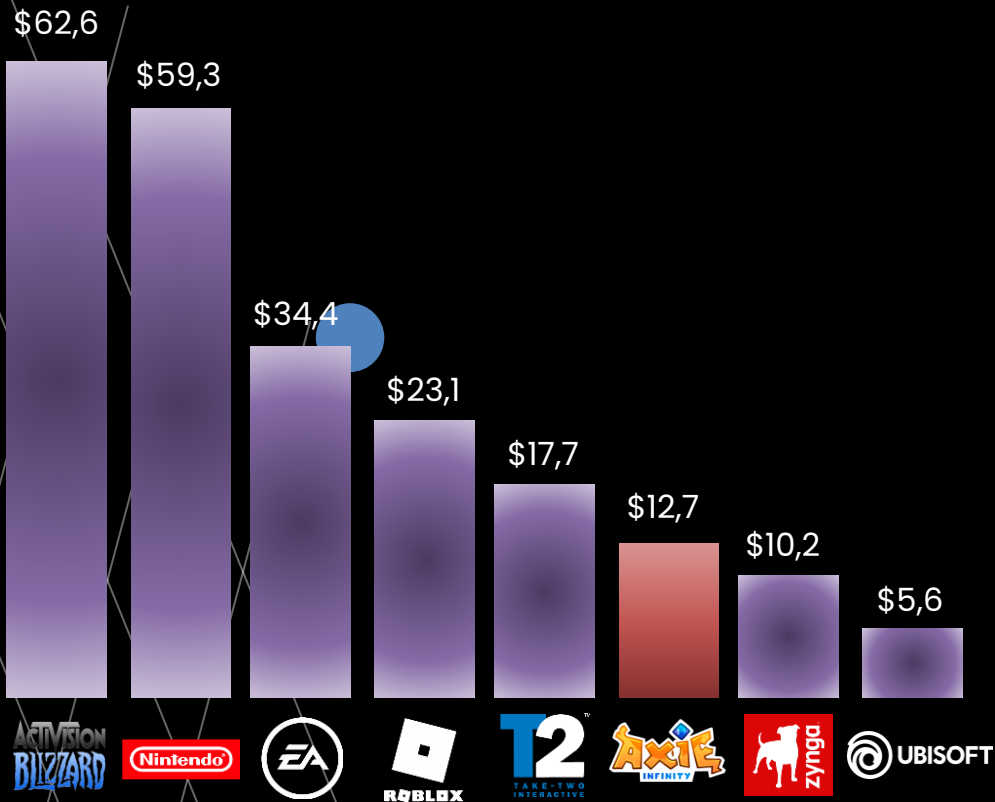
GameFi has garnered global adoption and particularly in 2021

Top 15 Country Using  METAMASK
Aug 2021



as of

Game Companies by Market Capitalization (\$ in Bn)



GameFi: gaming + blockchain = earning digital assets

Gaming is more native to Web3 than any other industry in the world and **we expect the next billion of crypto users will come from gaming**

> Bn Gamers Exist Today Globally



GameFi

=

Play to-
Earn (P2E)

Asset
Ownership



CHALLENGES & OPPORTUNITIES

Challenges

- Difficult to find high quality GameFi projects
- Does not have a platform for friends to socialize and play together
- Tough for different game projects to collaborate with one another



Opportunities

- A place/platform where people can socialize, and spend time together
- A platform where different game projects can easily collaborate, gain exposure to an existing user base
- All-in-one platform for entertainment, marketing, and socializing exposure

Zion

- Bachelor Degree in Computer Science & Technology, Beijing University of Post and Telecommunication, China
- Energetic CTO with experiences more than a decade dealing with Machine Learning, Software Application, and Blockchain Development
- VFX artist for Activision's all cross platform action game production REX, completed most awesome VFX in the game using a node-based VFX editor

Producing a 360 interactive movie for HMD's launcher app on Windows platform;

Independent development of pipeline tools for Need For Speed 16's art asset, using Ironpython and wpf;

Management of artists' tool pipeline for EA Sports games production

Developing Maya tools for Lucas's ILM film and Xbox360 avatar project

Mavis

- Bachelor Degree of Management, Peking University, China
- Chartered Accountant Singapore
- ASEAN CPA
- Tax advisor
- Singapore licensed Board Secretary
- 15 years of experiences in Finance and Capital Market

Preparing initial public offering in HKEx and SGX for a number of companies

Providing strategic advisory for merger and acquisition,

Executing Financial Planning and management for big MNCs

Performing Legal compliance in capital market

Andrea Falcinelli

- Bachelor Degree of Economics and Management, University of Bologna, Italy
- A seasoned communication strategist with 20 years of experiences in Marketing and Public Relation

Enthusiastic, creative marketing campaign curator;

Close collaboration with media, Journalist, Governments, Key Opinion Leader (KOL) and Influencers in many kind of platforms of area and expertise;

Well versed in brand creation/ refinement and management of product portfolio with his diversified background in East and West, traditional and the new world

More than 4 years experiences in Crypto industry

Kevin

- Master Degree of Software Engineering in Digital Media, Arts, Peking University, China
- A veteran in Technical Art and Computer Graphics industry of Metaverse with 20 years' experience in gaming.

Leading the creative developer team for a number of reputable gaming companies, including Shanda Games and Tencent;

Product portfolio including “Deesse”, “Moonlight Blade”, and “Kill Zone 3”

Implementing vast projects involving deep learning on face recognition with VR HMD

Proficient in AR, VR, unity, cocos and other technologies for metaverse

With in-depth knowledge of developing games on web 3 blockchain technology.



WHAT IS SIGNIN

Web 3 games platform with integration of YY、Steam、 and OpenSea



YY

Livechat Apps for Games with mobile MAU of YY exceeds 41m



Steam

The ultimate destination for playing, discussing, and creating games. Top PC games launchpad with MAU 130m+, DAU 69m.



OpenSea

NFT marketplace where user can mint, list, trade and auction NFT

WHY SIGNIN

In-game voice chat and streaming



Marketplace for in-game and Metaverse NFT



Web3 wallet as DID to access different application

High quality GameFi launchpad



VALUE PROPOSITION

SIGNIN's in-built voice chat, video-chat, as well as game live stream etc



Participate in high quality projects from SIGNIN through SIGNIN tokens



NFTs, and in-game assets earned from game are able to trade on the marketplace (Listing, and Auction etc)

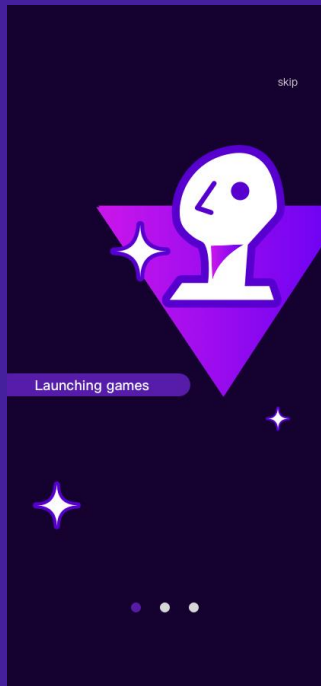


Serve as a wallet where consumers use SIGNIN to store their tokens. SIGNIN token can be reward live streams, NFT transactions, purchase of different items from events, and other awesome scenarios

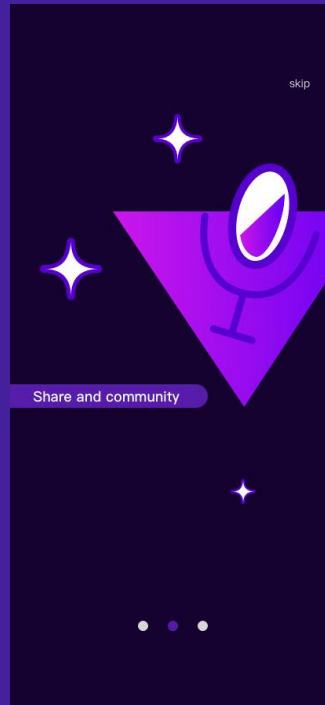
SIGNIN DEVELOPMENT STAGE



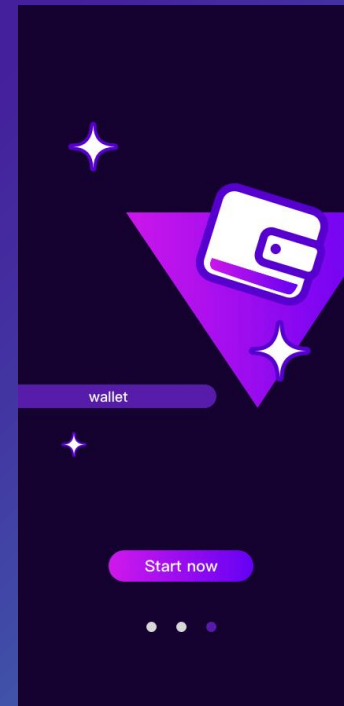
SIGNIN DISPLAY



Launching games

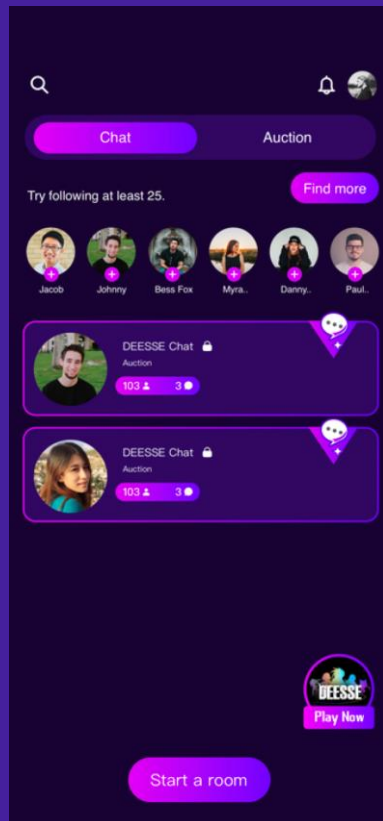


Share and community

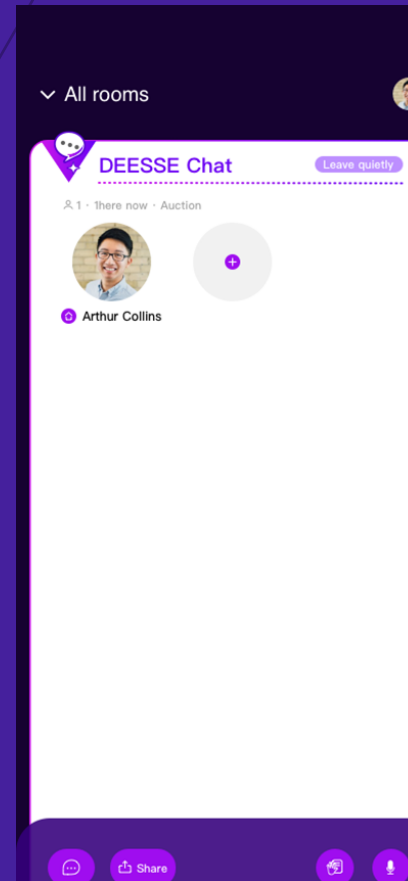


Wallet

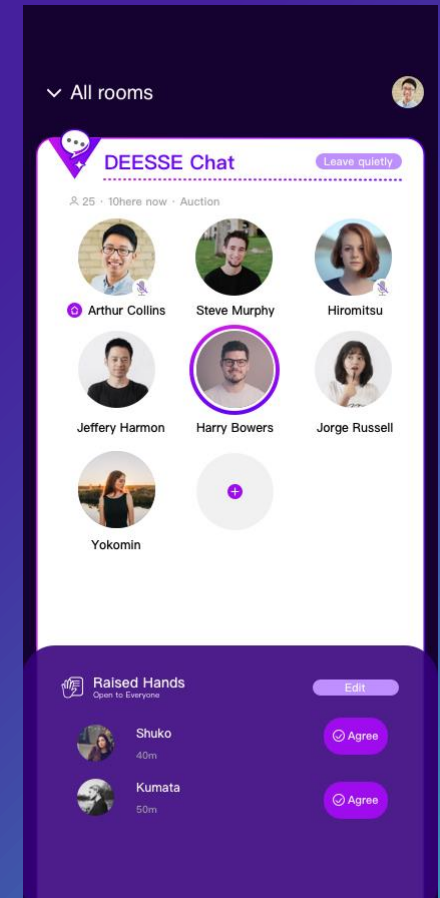
SIGNIN CHATROOM DISPLAY



Clear and straightforward design to prevent user from unable to find chatroom

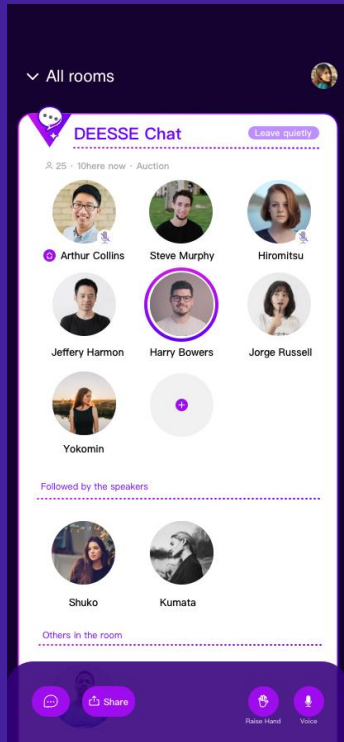


Signin's chatroom allows users to add others as friends

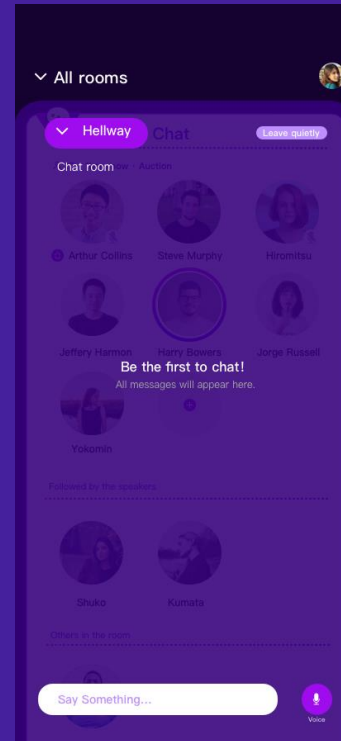


Signin's chatroom provides invitation link for users to invite others into the same chatroom

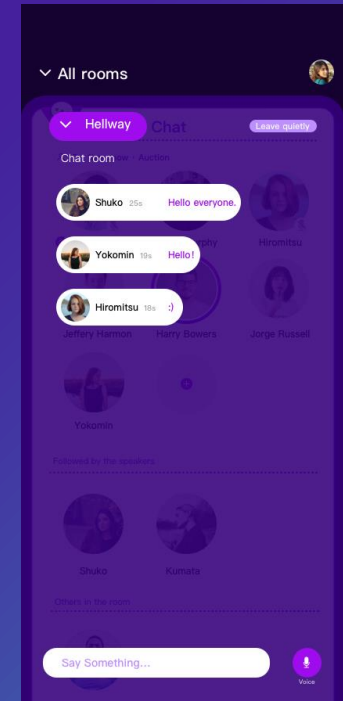
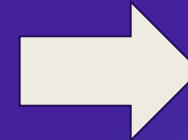
SIGNIN CHATROOM DISPLAY



Click on “Chat” icon

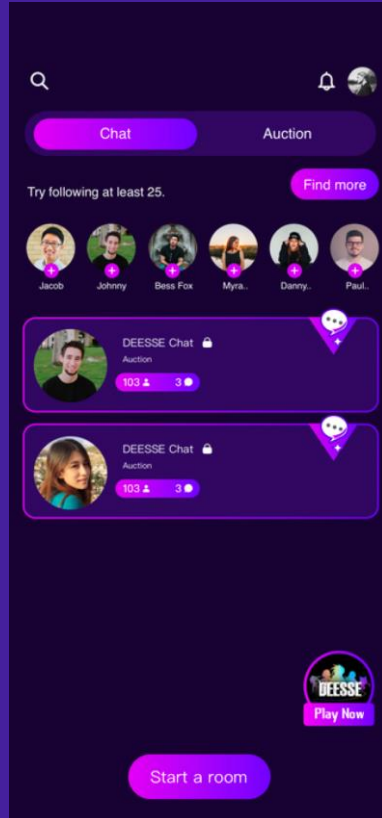


SIGNIN chat room supports text and voice chat

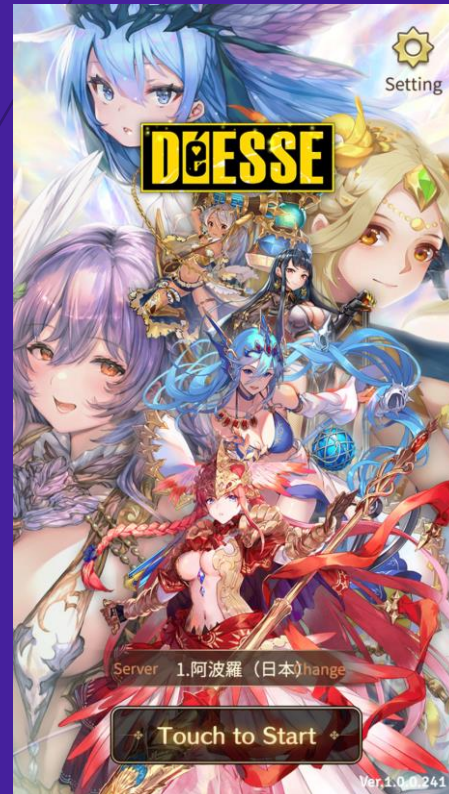


Text and voice chat between friends

SIGNIN GAME ENTRY



Click on “Game”



Enter the game



Enjoy to earn