



### **Overview**

Bit Hotel is an online social NFT game that will use Bit Hotel Coin as its in-game currency. Players collect NFT items and characters and are able to display them in their room or in mini-games. Each room and common room functions as a chat room where you can hang out, chat or trade with other players. Next to that players can battle it out in one of the minigames to earn token rewards, and redeem these for NFTs.



## **Meet, Chat & Compete with Other Players**

Purchase NFT Hotel rooms on different floors of the hotel - ranging from studio apartments, to penthouse condos and more. Whatever you decide, feel free to make it your own - decorate and display your NFT collection however you see fit! Residences can be purchased and sold, pre or post-construction, in the Bit Hotel marketplace!





Medium Penthouse 50 tiles – 800 USDT – Staking Multiplier 1.1x

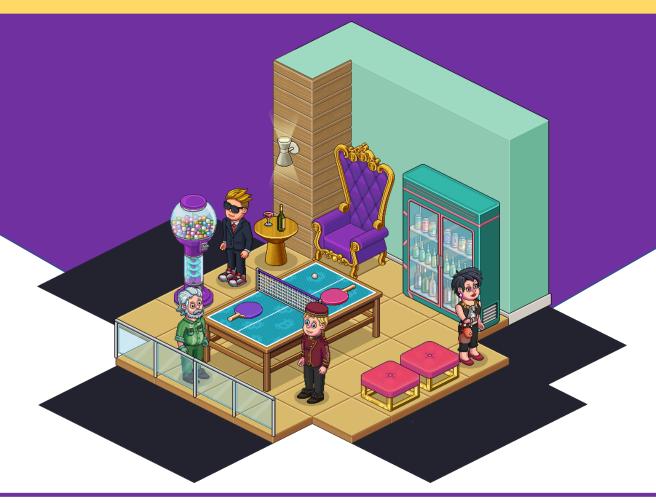
Medium Studio 25 tiles – 300 USDT – Staking Multiplier 1.05x

### **Collect Rare Characters**

Connect your wallet, play with your friends and socialize while making money. New playable character designs will be constantly developed and shared with the community. Different rarities and quirks will be added to be able to differentiate yourself from other players. Pre-sale starts soon!



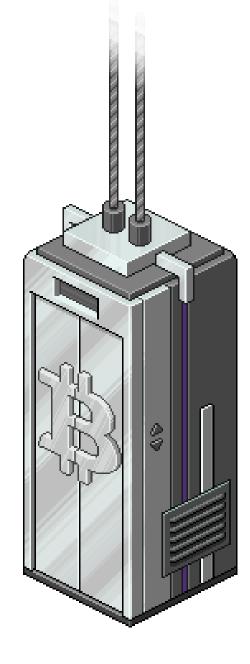
## **Show Off Your NFT Furniture**



Channel your inner interior designer; with a marketplace full of NFTs, decor & furniture to choose from. It's easy to make your space feel like home!

### **Explore the Hotel**

Travel and wander all throughout the hotel! Use the elevator to reach your friend's rooms and play minigames. New rooms and developments will be frequently released as Bit Hotel continues to evolve and undergo updates with new features. Don't get lost!



## **Meet, Chat & Compete with Other Players**

Meet your friends at the lobby and have a chat, spice things up with some Play-2-Earn minigames or hang out in your own private room and show off you NFT furniture.



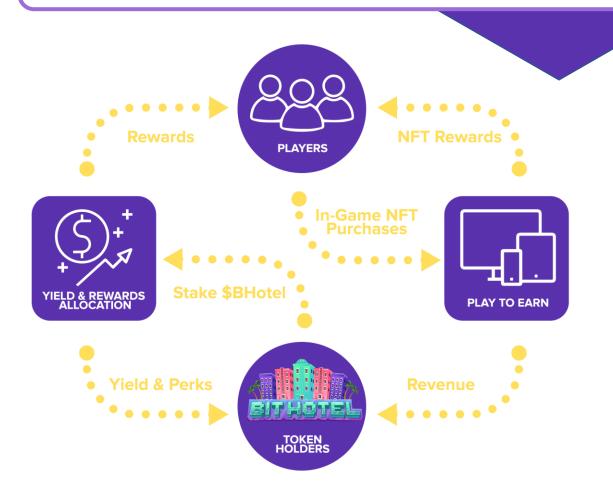
### **Browser and Mobile Compatible**

Whether you're at home, at work or on the go, Bit Hotel will be playable on the device you like best. So you can keep beating your friends in mini-games wherever you are.



### **Token Utility & Revenue Models**

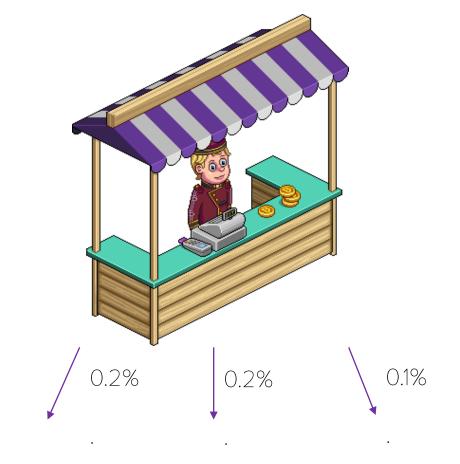
Demand for \$BTH is driven by its gaming experience and attractive NFT rewards. Inflows of major new NFT assets also fund the ecosystem without \$BTH sell-pressure.



- 1. Gamified Yield Farming & Staking
- 2. In-game NFT investments
- 3. Leaderboard Rewards & Perks
- 4. Mini-Game NFT Rewards
- **5. New NFT Drops & Content**
- **6.** Token Transaction Fee revenue

## **Key Features: Marketplace**

Within Bit Hotel all in-game assets are placed on the blockchain. To give players the chance to acquire new NFT's after they mint an open marketplace will be launched. Players can place bids and put up ask prices for the NFT's and start trading. Bit Hotel will take a small royalty on each transaction. All transactions on the marketplace will be made in the Bit Hotel token.









### **Key Features: Leaderboards**

Within Bit Hotel players are able to compete and win redeemable tokens to get rare NFT's. Every game has winners and losers and this will be saved in global leaderboards. Each week the top positions on the boards will be rewarded legendary items and tokens. There will be new incentives added gradually to motivate you to beat your friends more often.



## **Key Features: Events**

Inside of the Bit Hotel metaverse frequent events will be hosted to mingle and meet new people, earn limited edition NFT's and decide on new features for the game through discussion with the team. Players will also be able to host their own events inside of their rooms and invite players as they see fit.



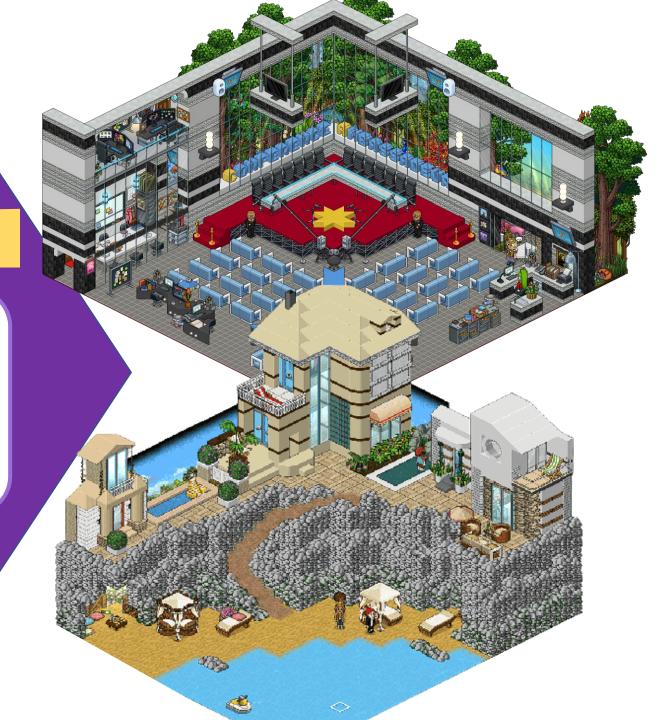
### **Key Features: Rooms**

Players will be able to acquire land inside of the Bit Hotel metaverse that can be used for a multitude of things. With different sizes and many options to furnish every room can be made to one's liking. Next to that, rooms can be used to host events and mini-games to collaborate and earn passive income.



## **Key Features: Conference Rooms**

In order to incentivize existing communities to set gatherings and meet up in the Bit Hotel metaverse there will be custom pieces of land available. These conference rooms will be locations that are owned by leaders of communities and can be used for group activities such as hosting AMA's, discussions, etc.



## **Key Features: Relationships**

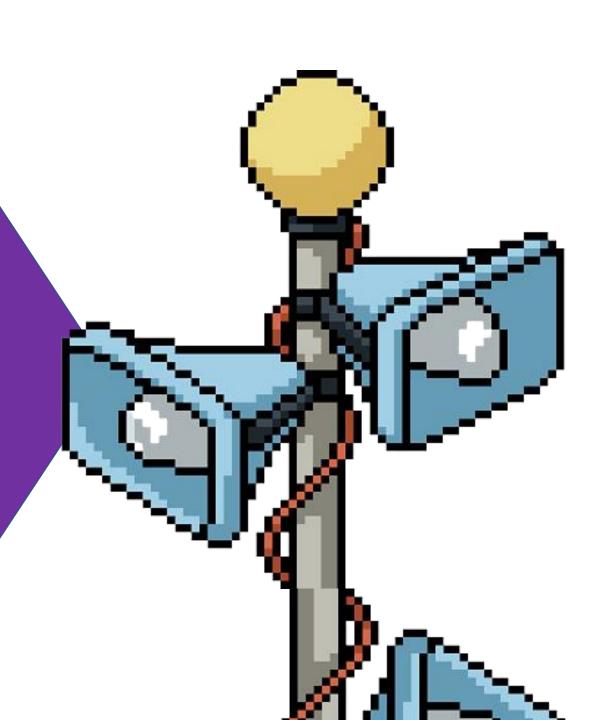
In order to provide the best experience to players inside of the Bit Hotel metaverse players will be able to proclaim in-game relationships. Being in a relationship will have perks and provide unique rewards to players. Similar to breeding in other blockchain games this can become a lucrative endeavour to invest time in.





### **Key Features: Governance**

Inside of Bit Hotel players can gain voting rights to choose which events, mini-games and rewards players will encounter in the future. The decentralized voting model for future content will be based on staking allocations and in-game achievements. We're super excited to have you build the Bit Hotel metaverse with us.







### **Reach a Massive Audience Cross-Platform**

With over 150.000 Hotel Guests waiting to log in for the first time, your in-game assets will be frequently visited and shared by users that are open to transact for items you offer.



**120.000 Guests** 



**78.000 Guests** 



**30.000 Guests** 



**11.000 Guests** 



300.000 v/Month



# **User Acquisition**

# Launch

# **Growth**

# **Maturity**

#### **Building Online Presence**

- Monthly NFT Drops
- NFT Ranking Sites
- Crypto Influencer Campaigns
- NFT Whitelist viral loops
- Building E-mail Lists

#### **Search Engine Optimization**

- Organic search
- Optimized page markup
- Back-links & Content

#### **Distribution Partners**

- Paid articles:Coinbureau, Coindesk, Forbes,Techcrunch, Cointelegraph, etc.
- Affiliate Networks
- Mutual Linking Sites

#### PR

- Company blog / Medium
- PR Tactics
- Cross-promotions & E-mail

#### **Online Advertising**

- Facebook & Instagram Ads
- Twitch Ads
- Google Search Ads
- Youtube Ads
- Native Ads

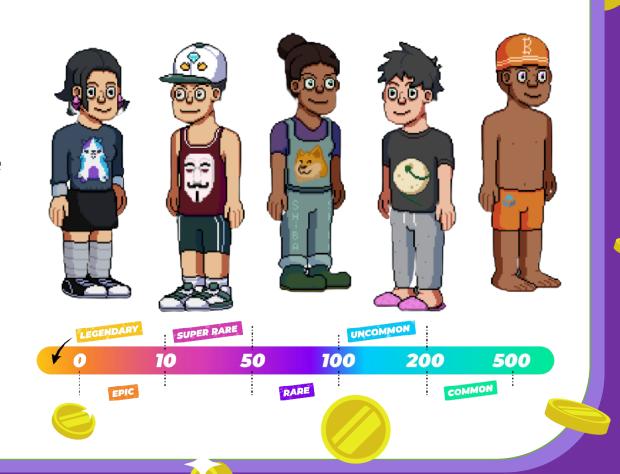




## **Monthly NFT Drops**

The Bit Hotel universe is an ecosystem where every NFT is 100% usable. The Characters are playable, the rooms (land) is interactable and the furniture placeable.

Every month there will be a new set of NFT's launched building up to the launch of the game. Prior to every launch there will be a whitelisting process to build momentum and anticipation.

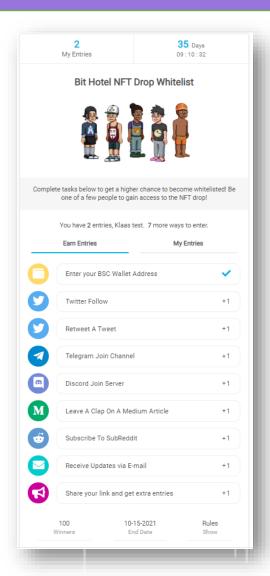




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Leon L. – Operations Lead



Bram H. – Tech Lead



Kaspars P. — Back-end Dev



Jesse P. – All-Round Developer



Kareem V. – Community Leader



Huub H. – Content Marketeer



Aykut B. – Lead UX Designer





## **Advisors**





Faouzi D. – Owner DutchGameStudio



Sten L. – Blockchain Marketing
Firm Owner



Sandesh – Founder Long-Term Ventures



Shashwat Gupta. — Owner AltcoinBuzz & Partner Enjinstarter



Zowie L. – CTO Bux Crypto



Ian Friend - Ferrum CEO



Prakash S. – Founder Enjinstarter



## **Founder Background**

#### **Business Studies**

Studied international business administration in Netherlands, Singapore & Beijing.

#### **Growth Year**

A year full of growth & challenges. With 15 employees & 3M+ in revenue created immense momentum.

#### **New Opportunities**

Attracted new talent and built out new ideas, aiming bigger than in previous ventures. Time to start creating at scale.

#### First Company

After working at a top-notch marketing firm decided I could do it myself:

Bootstrapped
Telesto Media

#### **Branching Out**

Successfully sold my stake in Telesto Media and started a marketing & software company. Building web automation tech & advertising.

2017

2018

2019

2020

2021













#### Wakeboarding

In 2017 I ended my five years of professional wakeboarding for the dutch national team.

## **Founder Background**

#### **First Company**

In 2017 I co-founded my first company Social Audify. Social Audify is a SaaS tool that allows marketers to create audits of prospects, consisting of graphs and analytics, helping to turn prospects into clients.

Co-founder(Full-stack Dev) - Social Audify

#### **New Opportunities**

At this point, I want to focus my time and acquired knowledge into a new exciting project.

#### **Computer Science**

I studied computer science at the UvA. I did my research in distributed ledger technologies.

# **DLT** research and development

In 2020 I started researching and developing both public and private DLTs guided by professionals in this field.

2017

2017/21

2017/21

2020/21

2021













## Roadmap

Q3 2021

Q3/4 2029

Q4 2021

Q1 2022

Q2 2022



Release Whitepaper Initial Concept Art Fundraising



Monthly NFT Offerings NFT Airdrops Community Building



On-platform Marketplace Release Game Beta Listing Pancakeswap





#### **Milestones Reached**

In the last 4 weeks our team has added new people, overcome technical challenges and found great advisors. Here is a short overview of our progress.

- Launch Website

August 2021

- Finished Smart ContractsNFT Drops

August 2021

Initial Concept-Art
 Character Designs

September 2021

- Finished Whitelisting Process NFT's

September 2021

- Build a Kick-Ass initial Team

September 2021







Total supply: 1.000.000.000 BTH

Tokenomics Distribution	Percentage	Token Supply	Vesting schedule
Private Investors	20%	200.000.000	Released 5% every month. Locked for first 2-4 months.*
Development	20%	200.000.000	Released 5% monthly. Locked for first 12 months.
Marketing	20%	200.000.000	Released 5% monthly. Locked for first 4 months.
Team / Operations	20%	200.000.000	Released 5% monthly. Locked for first 6 months.
Advisors	5%	50.000.000	Released 10% monthly. Locked for first 6 months.**
Partnerships	5%	50.000.000	Released 10% monthly. Locked for first 4 months.
Staking	5%	50.000.000	
Initial DEX Offering	5%	50.000.000	Used for public IDO, market making and listing. Can later be reallocated for CFX.

<sup>\*</sup> Find the private round vesting details on the next slide

<sup>\*\*</sup> Advisors will receive 10% of their tokens monthly after lock-up ends.





# Tokenomics

Specification	Percentage Price per	1.000 USD P	Price in \$	Number of tokens for sale	Vesting schedule
Private Angel Round	5% 1.000 BUS	SD = 111.000 BTH	0,009\$	50.000.000 BTH	Released 5% monthly, through daily linear vesting. 5% unlocked at TGE. Locked for first 4 months.
Private Seed Round*	10% 1.000 BUS	D = 83.000 BTH	0,012\$	100.000.000 BTH	Released 5% monthly, through daily linear vesting. 5% unlocked at TGE. Locked for first 3 months.
Private A Round*	5% 1.000 BUS	SD = 71.000 BTH	0,014\$	50.000.000 BTH	Released 5% monthly, through daily linear vesting. 5% unlocked at TGE. Locked for first 2 months.
DEX Listing / Public Round IDO**	3-5% 1.000 BUS	SD = 57.000 BTH	0,017\$	550.000 BUSD/ 32.000.000 BTH	33% unlocked at TGE, remainder being unlocked 33% monthly (via DLV)

<sup>\*</sup> Max allocation of 20% per round per partner

<sup>\*\* 3%</sup> raised at launch, with 2% extra reserved to add liquidity on PCS.

Allocation of Raised Funds	Amount
Total Raised Funds	\$2.900.000
Development	\$1.550.000
DEX Liquidity & Market making	\$350.000
Marketing	\$400.000
Legal	\$200.000
Operations	\$400.000

# **Financial Projections**

To cover some of the initial costs and grow online presence NFT offerings will be done monthly. After a few months, ideally sooner, the NFT marketplace will generate revenue through TxFees.

Earnings projections 12 months (\$)	Oct	Nov	Dec	Jan	Feb	Mrch	Apr	May	Jun
Projected sales (NFTs)	180.000	180.000	250.000	250.000					
Projected Revenue per NFT Transaction in Marketplace (10% fee)	0	0	0	100.000	100.000	200.000	200.000	300.000	300.000
Projected Transactions / Token Holders	0	0	0	8.000/2.000	8.000/2.000	20.000/5.000	20.000/5.000	30.000/8.000	30.000/8.000
Projected costs (variable*)	220.000	250.000	250.000	250.000	300.000	300.000	220.000	220.000	220.000
Projected costs (fixed**)	180.000	180.000	180.000	180.000	180.000	250.000	250.000	250.000	200.000
Unprojected Costs Reserve	50.000	50.000	50.000	50.000	50.000	50.000	50.000	50.000	50.000
Projected revenues (gross)	180.000	180.000	250.000	350.000	100.000	200.000	200.000	300.000	300.000
Projected Profits in USD	-270.000	-300.000	-230.000	-130.000	-380.000	-350.000	-270.000	-150.000	-120.000
Fund raising rounds (Angel-Seed-RoundA)	650.000		1.500.000		1.000.000				
Cash flow position	380.000	80.000	-150.000	1.220.000	1.090.000	1.740.000	1.470.000	1.320.000	1.200.000

<sup>\*</sup> Variable costs include: Marketing, Graphic Design, Web Content, Servers, Misc.

<sup>\*\*</sup> Fixed costs include: Payroll, Development (Platform & Game Content), Operations, etc.







The rationale behind the revenue model, the tokenomics and the game design.

#### Why the 8 Bit Design?

This design choice is made to invoke nostalgia. With this old flash-game look-n-feel players will be transported to their childhood. The pixel-art graphics are also in high demand when paired with NFT's.

### Why not do a public ICO?

By raising funds solely through private investors the token value and mechanics (vesting) can be more tightly controlled. By offering the token through an IDO people will not be able to dump their investments at listing.

#### Why put a fee on Tx's?

After the NFT Marketplace trading functionality is live, all transactions on the marketplace will be taxed in order to maintain marketing efforts and stabilize liquidity on exchanges (market making).



#### FAQ



The rationale behind the revenue model, the tokenomics and the game design.

#### Why Raise a Round A?

The first to rounds of funding are needed to build launch the game and market it. The third round of funding, Round A, is practically only used for IDO liquidity and underbudgetted expenses.

### Why this liquidity \$?

Adding Liquidity into a Dex is finding the right balance between high volatility and fast possible returns (low liquidity) or more stable price action and a steady rise in price (higher liquidity). We chose the latter.

#### **More questions?**

View the next page to get in touch.



## **Other Questions?**

