

Magic BEASTIES



About Magic Beasties

Magic Beasties, built in BNB Chain, is a game about cute monsters.

Players can collect ultra-rare digital NFTs i.e., Beasties, Talismans and Potions, and send them to Adventures and Dungeons to get rewards. There are different types of activities within the game and use-cases for tokens. In future updates, we plan to make our game even better, add properties and items, PVP, mini-games and many other activities. The project was launched in June 2021. Since then, our team has done a lot, but there is still more to be done.

Magic Beasties

Achievements

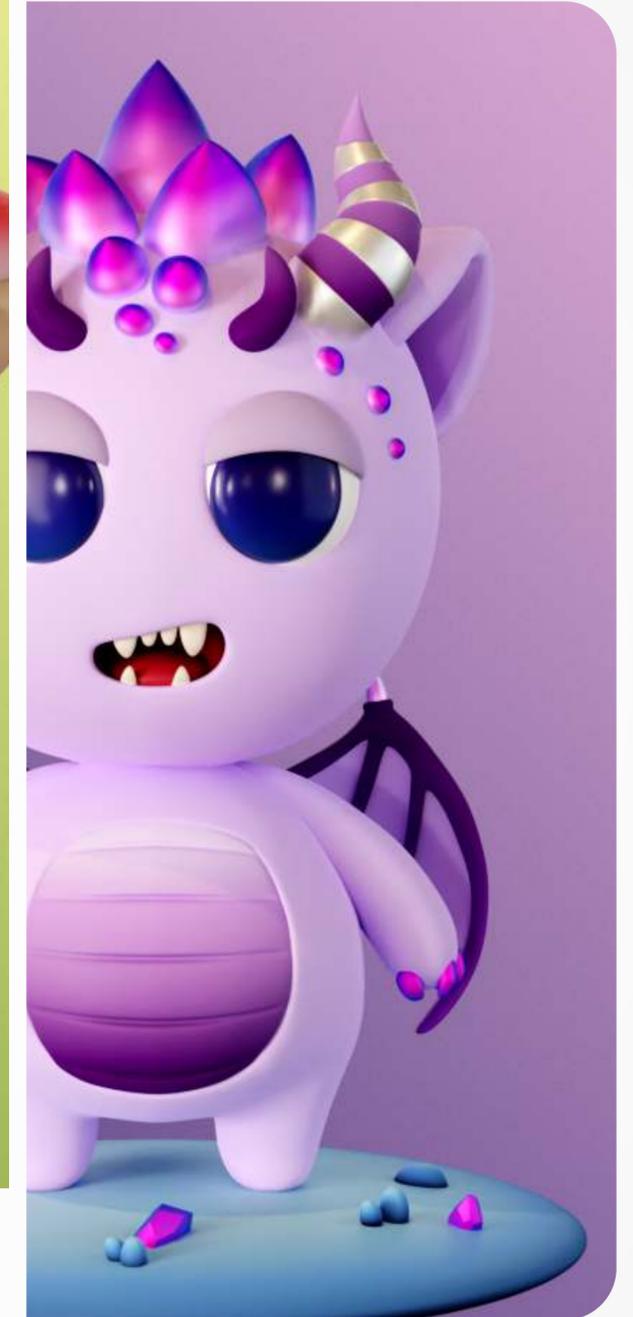
Stunning Design

At the beginning of our project we had only 3 types of Beasties NFTs. And as for now, we have 24 exclusive Beasties NFTs and 13 Talisman NFTs! Each NFTs are created individually with attention to every detail. Our unique style is what makes us different from any other projects



Visit Marketplace

<https://beasties.online/dapp/market>



Developed **Technologies**

Frontend

Trully Accessible

Accessibility is one of the most important qualities of our product. Players can access the game from **any device** at any time. There is no need to download the application and pass through a long registration

Blazing Fast

We use rest-api technologies, compression and caching techniques, so that players are able to play the game from anywhere in the world and get an unforgettable experience

Backend

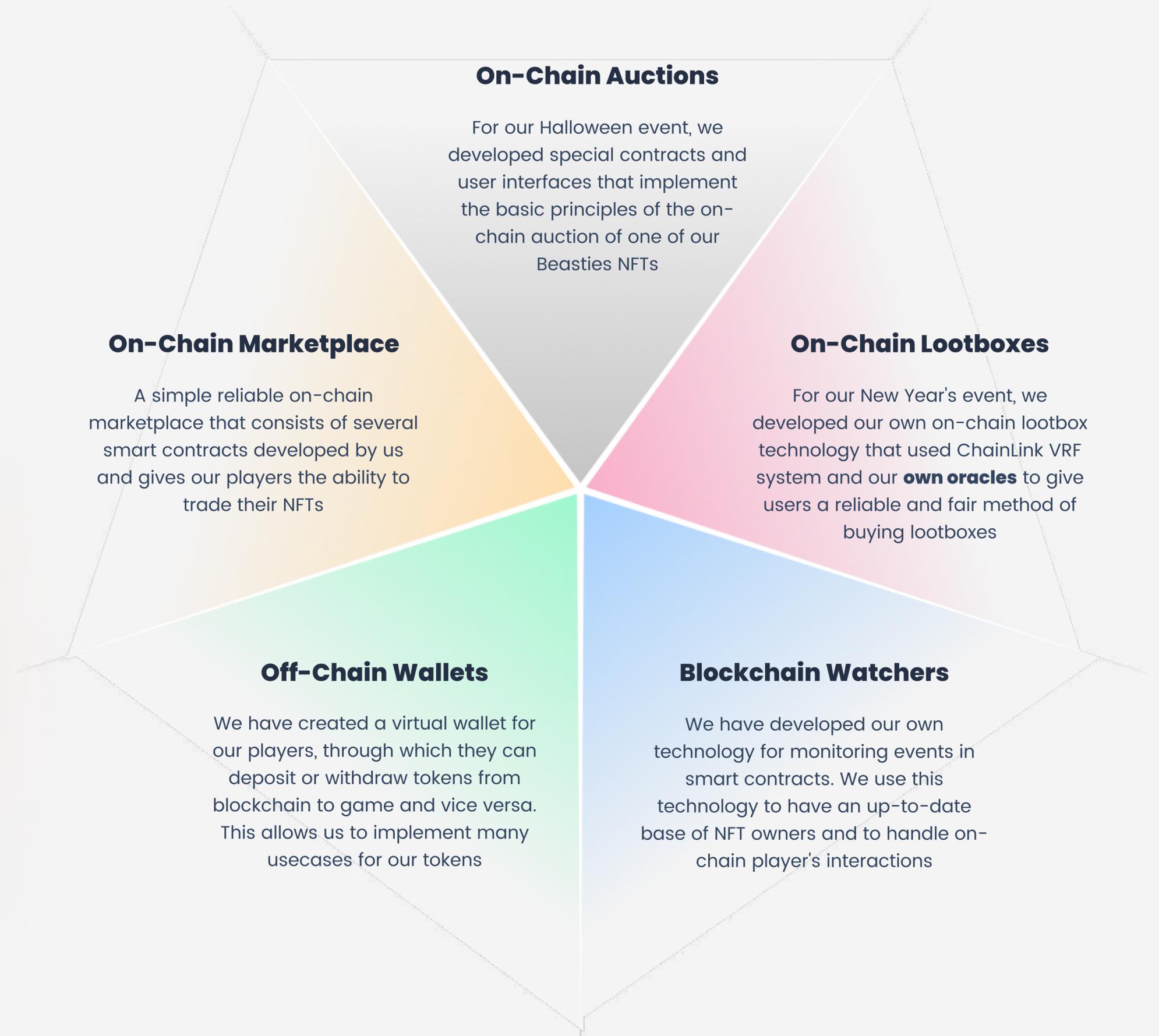
Enterprise-Grade Solutions

We use CI/CD principles, github actions, docker containers, digital ocean apps, automated tests, many API servers behind load balancers, complex monitorings and much more to cover all needs and provide **99% uptime** for our users.



Blockchain Infrastructure

In half a year of the project's existence, we have achieved some successful results in the area of blockchain integration:



Community

We have built a strong and solid community. Currently, the total amount of wallets that holds our Token is more than **50,000**. We often host mini-events to appreciate our community such as meme contests, fan art, mini-games. Our community is also active in participating in discussions of the game by sharing their ideas, suggestions and recommendations to our project.

We believe that the foundation of a strong project is a strong community. We have experiences to build a solid community and we are ready to expand it to new regions.



50k

BSTS
Holders



3k

Cookies
Holders



14k

Telegram
Members



38k

Twitter
Followers

Core Metrics

BSTS stats

Presale price: **\$0.0000002141** 31 Aug 2021

Current price: **\$0.000001207** 1 May 2022

ATH price: **\$0.00005843** 15 Nov 2021

Unique addresses
that play every day now:

2k+

Amount of COOKIES
holders:

3k+

Amount of BSTS
holders:

50k+

From PreSale to ATH

WE'RE READY TO DO IT AGAIN!

x272

Presale page: <https://dxsale.app/app/v3/defipresale?saleID=57&chain=BSC>

Coinmarketcap: <https://coinmarketcap.com/currencies/magic-beasties>

Magic Beasties **Future** Plans

Economic Rework

Tokenomics Rework

Current Fees:

- BSTS transaction fee - **5%**
- Market fee - **3%**

Rework Plans:

- We plan to add staking feature for BSTS and COOKIES tokens
- In-Game Wallet withdrawals limitations
- New in-game resources to balance the economy

In-depth economic analysis

We have recently set up a process for exporting and analyzing data using Jupyter Notebook.

In the future we will be able to use machine learning technology to make more detailed economic forecasts and calculations.

In-Game economy

"Gold Sinks"

To ensure the growth of the economy we need players to spend in-game currency.

Users can now spend their cookies on such services:

- Beasties feeding
- Talismans enchanting

We also develop minigames in which the user can gamble by betting cookies.

Cookies Lucky Wheel in Witch House.

We approached the question of development of this game carefully and calculated a mathematical model to provide our users with a fair fixed RTP of more than 90%



Social Platform

We want to create not just a game, but a social platform for people. Magic Beasties should be a place where people have fun and enjoy spending time.

Appealing to the user's sense of competitive spirit is necessary to get them to spend more time with the product and invite other members to jump in to the project.

The main features that we are going to implement:



Personal Profiles,
Avatars and Ranks



In-Game Chats



Achievements and
Daily Tasks



Votings



Guilds

Continuing **Adventures**

We are already working on expanding the current game map. In the next version of the game, players will be able to see the entire continent and visit two locations.

Players will see such new objects on maps:

1. More Dungeons
2. More Adventures
3. Properties (Housing)
4. Towers (new PVE object)
5. Fortresses (for Territorial Wars)
6. Arenas (for PVP)



Housing

The main vision is to give players the opportunity to invest in items on which they can earn. Players will be able to buy items that have the functionality of production of consumables, as well as sell services to other players (buffs, paid crafting) or even host a poker tournament. It's like an investment in manufacturing



PVP



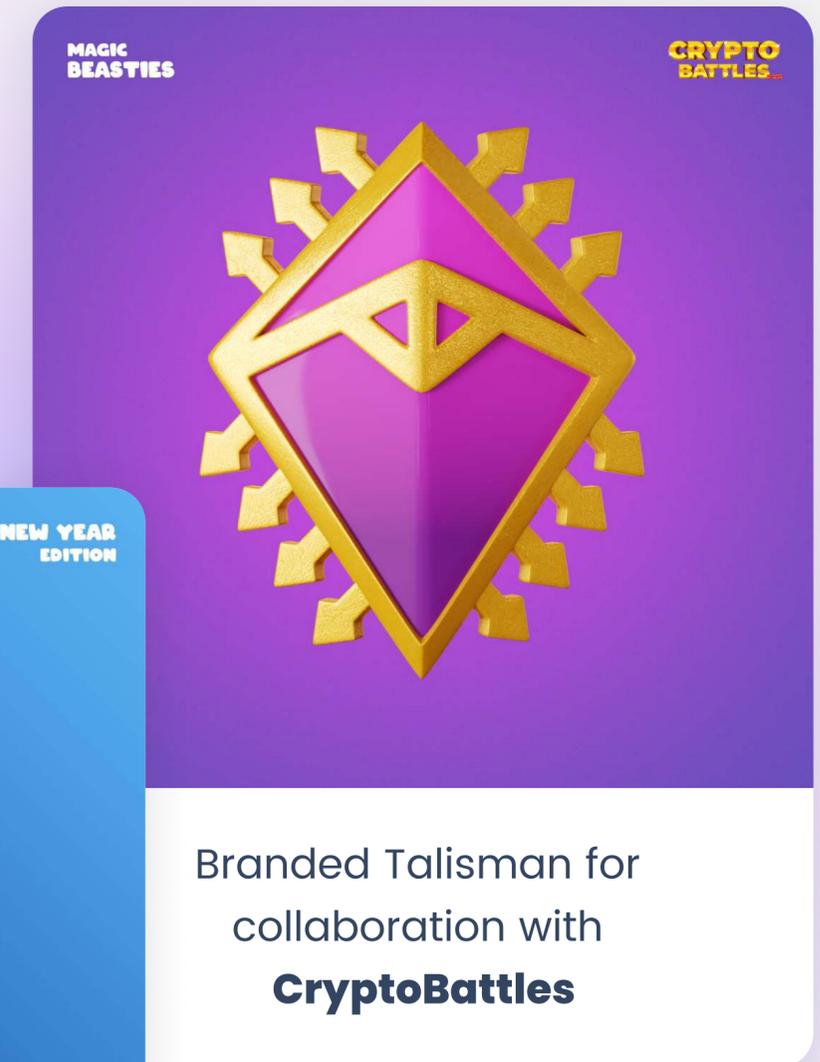
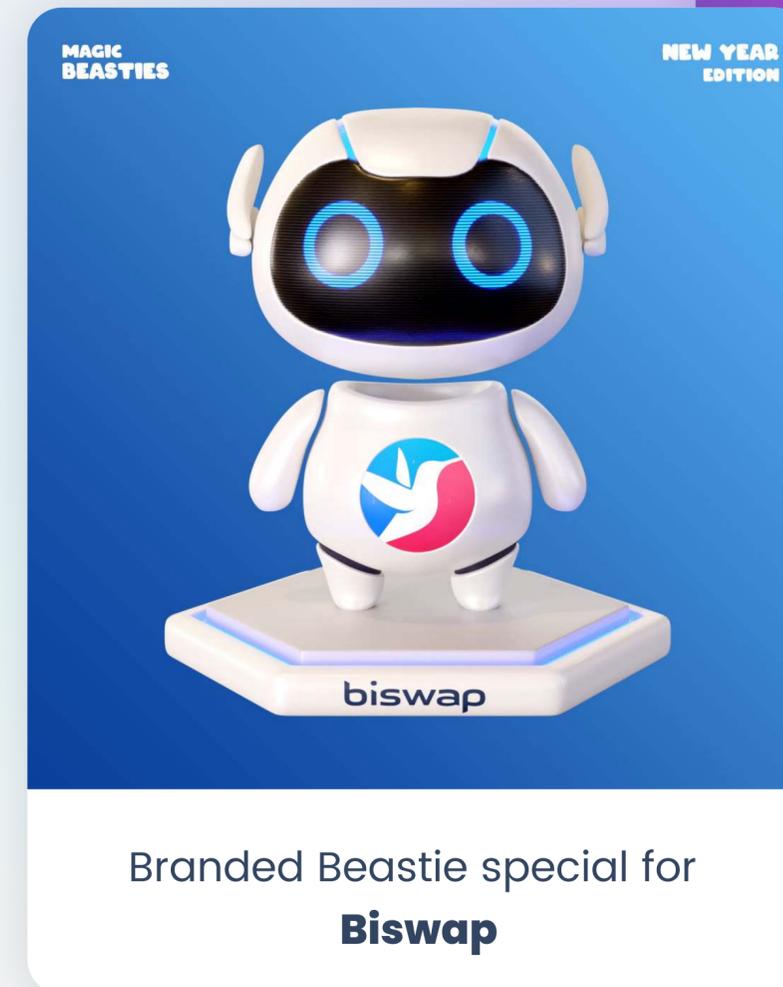
We believe that PvP is the main priority in the online game! We plan to develop a system that is easy to learn, but hard to master!

Growth and Revenue

Cross-promotion, B2B

We've already had an experience and had a few collaborations. However, we believe that we can fully explore this topic and allow other companies the opportunity to showcase their project within our game.

We can also provide branded Talismans, branded Beasties, ads on the map, special buildings, quests, tokens from other projects as rewards, and more...



Reaching The Audience

Despite the fact that our project is more than half a year old, we believe that we have not yet reached the bulk of our audience. Below is the list of our strategy to reach out to a wider audience:

Social Marketing:

- Viral SMM
- Referral & Ambassador programs
- Influencers Collaborations

Media Coverage:

- Online press medias
- Real life billboards
- Other media platforms

Targeting:

- Facebook & TikTok ADS
- Crypto ADS networks
- Other crypto-related platforms



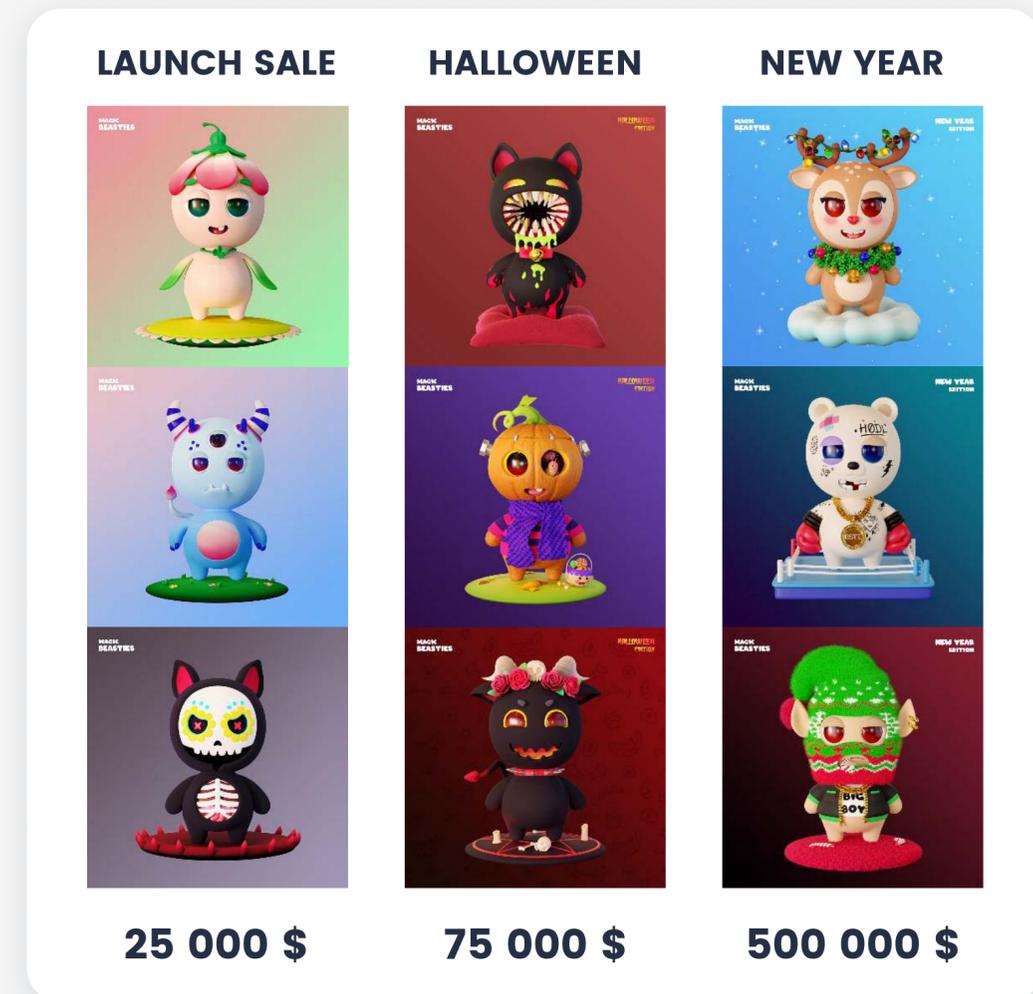
Growth Strategy

- Economic Rework
- Balancing Updates
- New Continent and Maps
- Housing Update
- Major Marketing



Revenue streams

- Token Transactions fees
- Market Fees
- In-Game & PVP Fees
- B2B Services
- New Beasties collections
- Properties and items sales



Growing **Beyond The Horizon**



Cross Chain

While the BNB Chain is actively evolving, the entire blockchain ecosystem is not standing still either. Many more promising networks are appearing and we think that in the future we should be able to adapt quickly and expand our game to several new networks. We can gain new markets and provide users with a long-running and well-established project

Merchandise & Franchise

From Knitty Katie's plush toy to a Horny Tony T-shirt. Our ideas are limitless and our design is in line with the design of leading corporations.

Our Beasties attract people, and we're willing to monetize that. Endless options for earning additional franchise profits: merchandising, printing, new games, etc.





Thank you!

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