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The Quick Guide To Survive  
in SavannaSurvival

# SAVANNA SURVIVAL

## SAVANNASURVIVAL PITCH DECK

Version 1.4



# CanVerse Asia's Ecosystem

Bringing experiences to life with our online to offline strategy.

Introducing elements of blockchain in our activations to create education experiences for the public and creating opportunities for collaborations.

Communities, Collaborations, and Social Responsibility are the key drivers to move CanVerse's ecosystem forward.

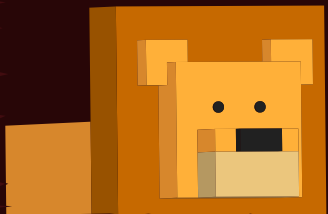


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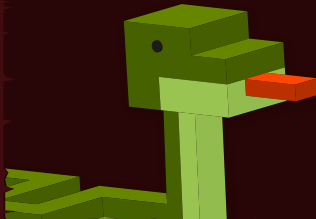


# SURVIVAL VERSE

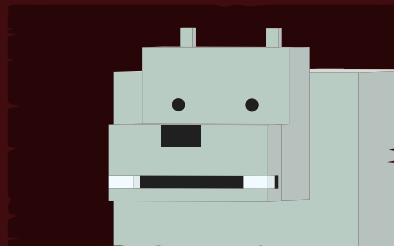
**SAVANNA**  
SURVIVAL



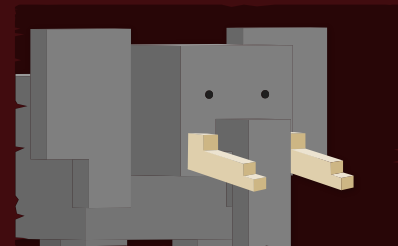
**AMAZON**  
SURVIVAL



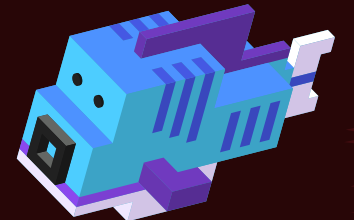
**ANTARCTICA**  
SURVIVAL



**PENINSULA**  
SURVIVAL



**ATLANTIS**  
SURVIVAL



# SURVIVAL VERSE

Aiming to become **the Largest animal Metaverse** that integrate experiences, players, economic, and tokenomic.





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# SAVANNA<sup>®</sup>

## SURVIVAL

DANGEROUSLY FUN  
GAMEPLAY

BRING SAVANNA  
SURVIVAL TO LIFE

## CAN YOU MAKE IT ?

### NEW EXPERIENCES . NEW WORLD . NEW ADVENTURES

Savanna Survival is more than just a **game**. It is a platform to **educate** and create **awareness** among its community through its online to offline strategies.

The Savanna Survival experience introduces Blockchain, NFTs and gaming characters to the real world through activations, campaigns, experiences and more.

DYNAMIC ACTIVATIONS FROM  
ESPORTS TO MKT CAMPAIGNS

CONTRIBUTE BACK TO  
WILDLIFE & NATURE



## FAVORITE CHARACTER DESIGN, & GAME PLAY

- UNIVERSAL FAVORITE CHARACTER DESIGN
- SIMPLY BUT FUN GAME PLAY (TURN BASED CARD GAME)
- FREE-TO-PLAY MODEL



## CROSS COLLABORATION WITH LIFESTYLE & CULTURE

- CROSS COLLABORATION WITH POP CULTURE
- COLLABORATION WITH BRAND, ARTIST, & COMMUNITY INFLUENCERS



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## EXPERIENTIAL ACTIVATION & CAMPAIGN

- ESPORT EVENT
- TRIVIA ESPORT
- EDUCATION EVENT & CAMPAIGN
- PROMOTIONAL ACTIVATION
- CROSS MARKETING CAMPAIGN



## FEEL GOOD WITH PAY-IT-FORWARD THEME

- CONTRIBUTE BACK TO WILDLIFE RESERVE & NATURE FOUNDATION
- COLLABORATE CAMPAIGN TO CREATE THE AWARENESS



## 🐾 NFT ASSETS 🐾



### COLLECTIBLE ART NFT

Benefits, Community, Collaboration



### PLAYABLE NFT

Play & Earn



## SURVIVING GAME EXPERIENCES





### MYSTERY BOX

Unique NFT Assets



### CLONING

Increase the population

## NFT UTILITY



### IN-GAME NFT ASSETS

Tiering , Benefits & Levels



### SKILL CARDS

Various skills for your NFTs



### FUSION

Level up & customize the skills

## 🐾 SNEAK PEAK : IN-GAME INTERFACE 🐾



### INVENTORY

View & manage your precious NFTs collection

### BAZAAR

In-game market to purchase items

## 🐾 SNEAK PEAK : IN-GAME ELEMENTS 🐾



### SAVANNA LIFE

Tame them and survive together with your favorite Savanna Life



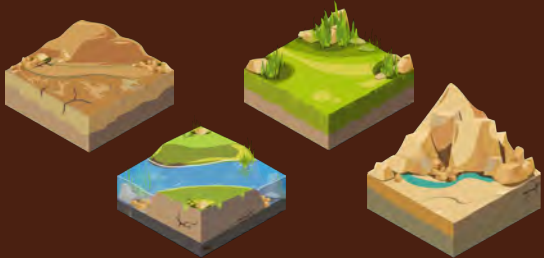
### SKILL CARD

Put your Savanna Life in action with 3 actions skill



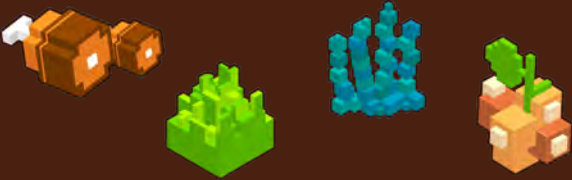
### CLONE ITEM

Form a newborn Savanna Life by Combining this with a certain number of meal items



### SAVANNA LAND

Get enough experiences to earn the right to own the land



### MEAL ITEMS

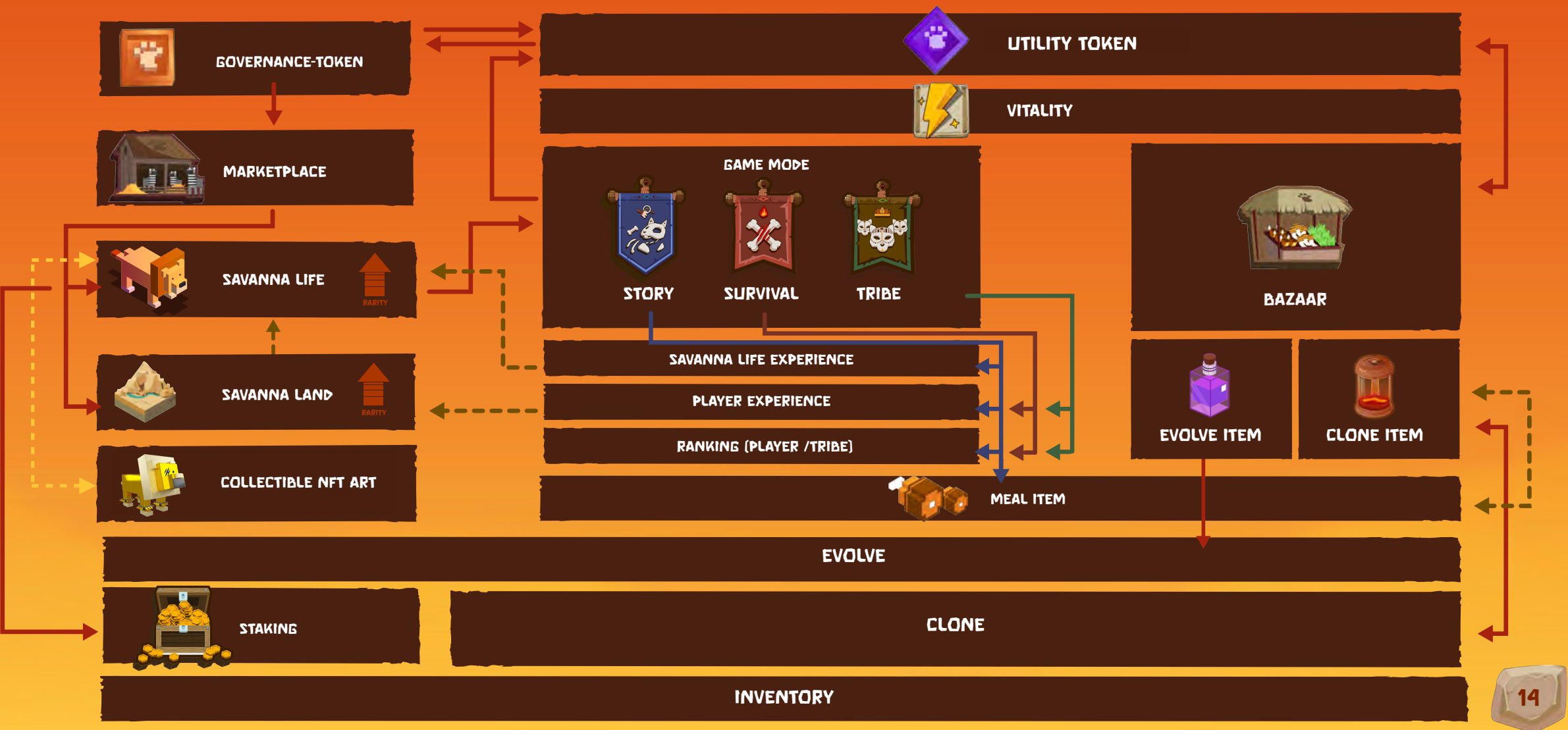
Feed your Savanna Life to get more vitality to play



### EVOLVE ITEM

Use the items to upgrade your Savanna Life to the next level

# ECOSYSTEM



# TOKENOMICS

## GOVERNANCE TOKEN



SAVANNA



## UTILITY TOKEN

SURVIVAL

- 🐾 PLAYABLE NFT TRADING  
(SAVANNA LIFE, SAVANNA LAND)
- 🐾 STAKING
- 🐾 EXCHANGE FROM UTILITY TOKEN
- 🐾 LUCKY DRAW



**SAVANNA**  
SURVIVAL



- 🐾 GAME PLAY  
(PVE, PVP, MULTI-PLAYER)
- 🐾 DAILY QUEST
- 🐾 IN-GAME ACTIVITIES  
(CAMPAIGN, EVENT, REWARDING)



## TOKEN ALLOCATION

| ALLOCATION             | \$ TOKENS            | %           |
|------------------------|----------------------|-------------|
| PRIVATE SALE           | 150,000,000          | 15%         |
| MKT & PARTNERS         | 50,000,000           | 5%          |
| PUBLIC SALE            | 25,000,000           | 2.5%        |
| TEAM & ADVISOR         | 150,000,000          | 15%         |
| STAKING REWARD         | 100,000,000          | 10%         |
| PLAY-TO-EARN           | 300,000,000          | 30%         |
| RESERVES               | 175,000,000          | 17.5%       |
| LIQUIDITY POOL         | 50,000,000           | 5%          |
| <b>SUPPLY IN TOTAL</b> | <b>1,000,000,000</b> | <b>100%</b> |

# TOKEN SCHEDULING

| ALLOCATION        | \$ TOKENS     | %     | PRICE          | TOKEN UNLOCKED @1D0 | TOKEN UNLOCKED @1D0 | VESTING PERIOD (MONTHS) | CLIFF (MONTHS) | MONTHLY UNLOCK RATE |
|-------------------|---------------|-------|----------------|---------------------|---------------------|-------------------------|----------------|---------------------|
| PRIVATE SALE      | 150,000,000   | 15%   | \$0.0175-0.021 | 3%                  | 4,500,000           | 12                      | 3-6            | 8.3%                |
| MKT & PARTNERS    | 50,000,000    | 5%    | \$0.0245       | 3%                  | 1,500,000           | 24                      | 0              | 4.2%                |
| PUBLIC SALE (1D0) | 25,000,000    | 2.5%  | \$0.035        | 3%                  | 750,000             | 4                       | 0              | 25%                 |
| TEAM & ADVISOR    | 150,000,000   | 15%   |                | 0%                  | 0                   | 15                      | 9              | 10%                 |
| STAKING REWARD    | 100,000,000   | 10%   |                | 2.0%                | 2,000,000           | 48                      | 0              | 2.1%                |
| PLAY-TO-EARN      | 300,000,000   | 30%   |                | 2.0%                | 6,000,000           | 48                      | 0              | 2.1%                |
| RESERVE           | 175,000,000   | 17.5% |                | 0%                  | 0                   | 36                      | 12             | 2.8%                |
| LIQUIDITY POOL    | 50,000,000    | 5%    |                | 100%                | 50,000,000          | 0                       | 0              | 0%                  |
|                   |               |       |                |                     |                     |                         |                |                     |
| SUPPLY IN TOTAL   | 1,000,000,000 | 100%  |                | 6.48%               | 64,750,000          |                         |                |                     |

## 🐾 TARGET GOALS 🐾

TO REACH 3 - 4M PLAYERS



### AGE

15 – 40 YEARS OLD

### DEMOGRAPHIC

FRIENDLY FOR ALL  
MEMBERS IN FAMILY

### GEOGRAPHY

ASIA PACIFIC + OTHERS

### SOCIAL CLASS

THE GAME WELCOMES  
**EVERYONE**  
TO ENJOY THEIR LIFE IN SAVANNA.

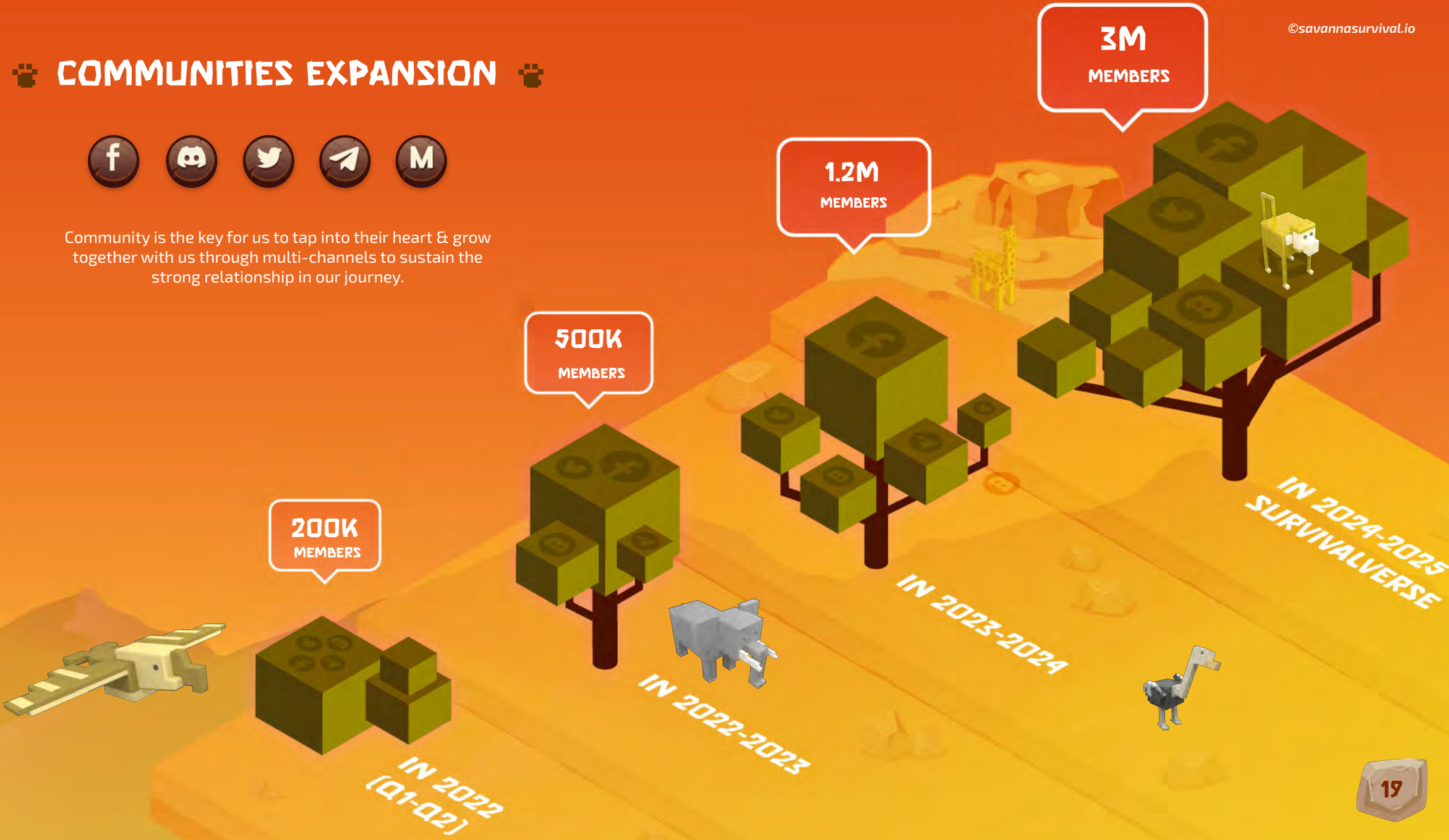
### LIFE STYLE

FRIENDLY  
CONNECT TO THE  
REAL WORLD EXPERIENCES

# COMMUNITIES EXPANSION



Community is the key for us to tap into their heart & grow together with us through multi-channels to sustain the strong relationship in our journey.



## OUR FOOTPRINT







## MANAGEMENT



**BM Rojanarowan**

**CEO / COO**

An experiential marketer with a leading regional award-winning agency in Asia with over 15 years of experience, with the passion to create and deliver creative solutions to a wide range of audiences. From a regular blue collar with big dreams, working his way to a leading regional role. The next chapter is to build & deliver a new legacy in blockchain technology & communities.



**James Koo**

**CTO**

James-Over 18 years experience with GIC, Singapore's sovereign wealth fund, and was also pivotal in leading all aspects of technology needs for the US, Korea, Japan, China and India. Following which, joined Guardtime, a global enterprise blockchain company as a President in Singapore. MBA from Kellogg-HKUST. Master of Technology Management from University of Queensland.



**Jeffrey Tan**

**CFO**

A Chartered Accountant with a breadth of business management and corporate finance experience spanning across Asia, including various head office, regional and sub-regional appointments with Havas between 1996 - 2011, and group CFO for amcasia! since 2011.

### Advisory Board



**Roland Ong**

Roland Ong is the founder and CEO of IAHGames, one of Southeast Asia's top electronic games publishers, which has attracted 35 million gamers in 5 years, operation of titles like Grand Theft Auto V, Granado Espada, Counter-Strike Online, FIFA Online and more.



**Bernard Oh**

Bernard Oh is the Founder and Group CEO of The Audience Motivation Company Asia (amc asia!), an award-winning regional experiential marketing agency. Headquartered in Singapore, the company has offices in key Asian cities such as Kuala Lumpur, Bangkok, Shanghai, United Arab Emirates & Seoul.

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