



BEMILL COIN



**THIS IS NOT ANOTHER
NFT GAME**

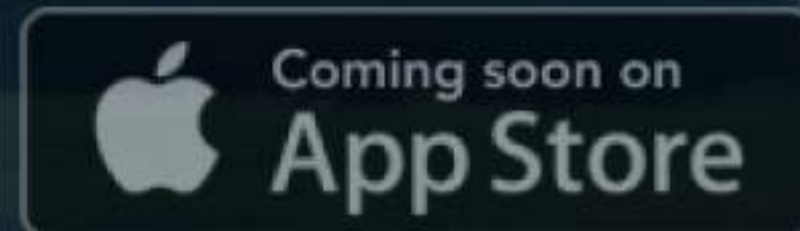


Introduction

Bemil is an entertaining game with a Play to Earn feature, in which players can engage in battle modes with each other, build party & clan, explore the minigames and other features of the game. Their main aim is to mine the valuable Becoin and make other earnings via gameplay activities.

Created in the pandemic period, the aim of Bemil is to create a world where people can have fun and make earnings at the same time - two factors that haven't seemed to be available in these last 2 years.

The product is already available on:





How we are growing

By August 31th 2021



15,000

Active Users



\$400,000

Average revenue per month



5.7%

Growth rate per day

1 MONTH AFTER GAME RELEASED



Social Network Growth - Facebook





Social Network Growth - Influencers

Ann B. Mateo August 11 · 🌐

Hello! 🎮 Are you looking for a new entertainment in your time? Mine, trade BeCoin and upgrade your mining system to the newest gaming craze BeMil Coin! Check out this game at this link <https://bemil.xyz/>



26K 1.2K Comments 272 Shares

Boss Keng July 26 · 🌐

Hello sa inyo, mga bossmadam!
May bago akong sinusubukan na mining game at siguradong magugustuhan niyo ito: ang 'BEMIL'!



1.1K 418 Comments 138 Shares

Alodia Gosiengfiao August 13 · 🌐

Hey guys! If you're looking for a mining game then eto na yun! Say hello to Bemil, a game where you can mine and trade BeCoins while upgrading your mining system. Ride the wave of this game! Learn more about this game here: <https://bemil.xyz/>



5.7K 451 Comments 277 Shares

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LOGIN TO THE BECOIN WALLET

bewallet.com










Active users forecast



July 2021:
4,000 users (achieved)

August 2021:
15,000 users (achieved)

September 2021:
32,000 users

December 2021:
1,000,000 users

Fund raised will be mostly used for market expansion as Bemil has already finished building the whole platform.



Game concept

The purpose of the game is to participate in wars to mine/get Becoin using your whole mining system, which is based on three factors:

- The damage your system received
- The level of the core
- The number of gears the player has

Each gear has their own skill. For example, the Fire Gear has the ability to double the mining speed. However, for these abilities to be activated, a player needs to have gears of 5 different colors.

To improve these factors, players need to participate in different game modes.





Game modes



Spin & Attack: Each user has a certain number of spin within a limited time, they can use this to get gold, items or go on wars with other players to get Becoin & gold.



Prison: A player can catch and imprison another player and make them mine gold.



Tower defense: Defense against bots using NFT heroes & weapons to get gold.



World boss: Players from different clans fight a boss together. Becoin will be given as rewards based on damage dealt. The gold, gems & items will be dropped during battle.



Clan war: Players of a clan explore the galaxies and conquer planets. Each planet has their own skill which affects the result of the players' activities. There's also a planet renting system.



Becoin & Play 2 Earn mechanism

Bemil's ecosystem enables players to make their stable earnings with Becoin by:

- Using in-game mining system
- Attacking other players' bases
- Participating in clan wars, world boss fight
- Exploiting crystals to get rare items to sell on marketplace
- Becoin Identifier Function (SSI) - permanent income
- Referral system: The referrer gets 10% value when a referee makes an item purchase & gets 5% of the mining value which the referee makes per day.





Becoin and \$BEM

Becoin is an existing coin within Bemil's internal ecosystem, users trade it with USDT within the game. USDT can be deposited & withdrawn normally from/to other blockchain wallets. \$BEM is a token created to replace Becoin - USDT trading with Becoin - BEM.



Total supply of Becoin: 100,000,000,000

- Play To Earn: 80%
- Liquidity & Ecosystem: 20%
- Mining effort doubles every 10,000,000,000 tokens mined

With this system, investors' roles and players' roles are separated.



Demand for \$BEM

- Starter pack - 100% users need this item
- Buying in-game items such as Auto-pilot system (99% users are using this), Shield (70%), etc.
- Opening up gacha
- Buying gem & gold to upgrade infrastructure
- Buying NFTs
- Owning identified coin (SSI) for permanent income
- Access other features of the game





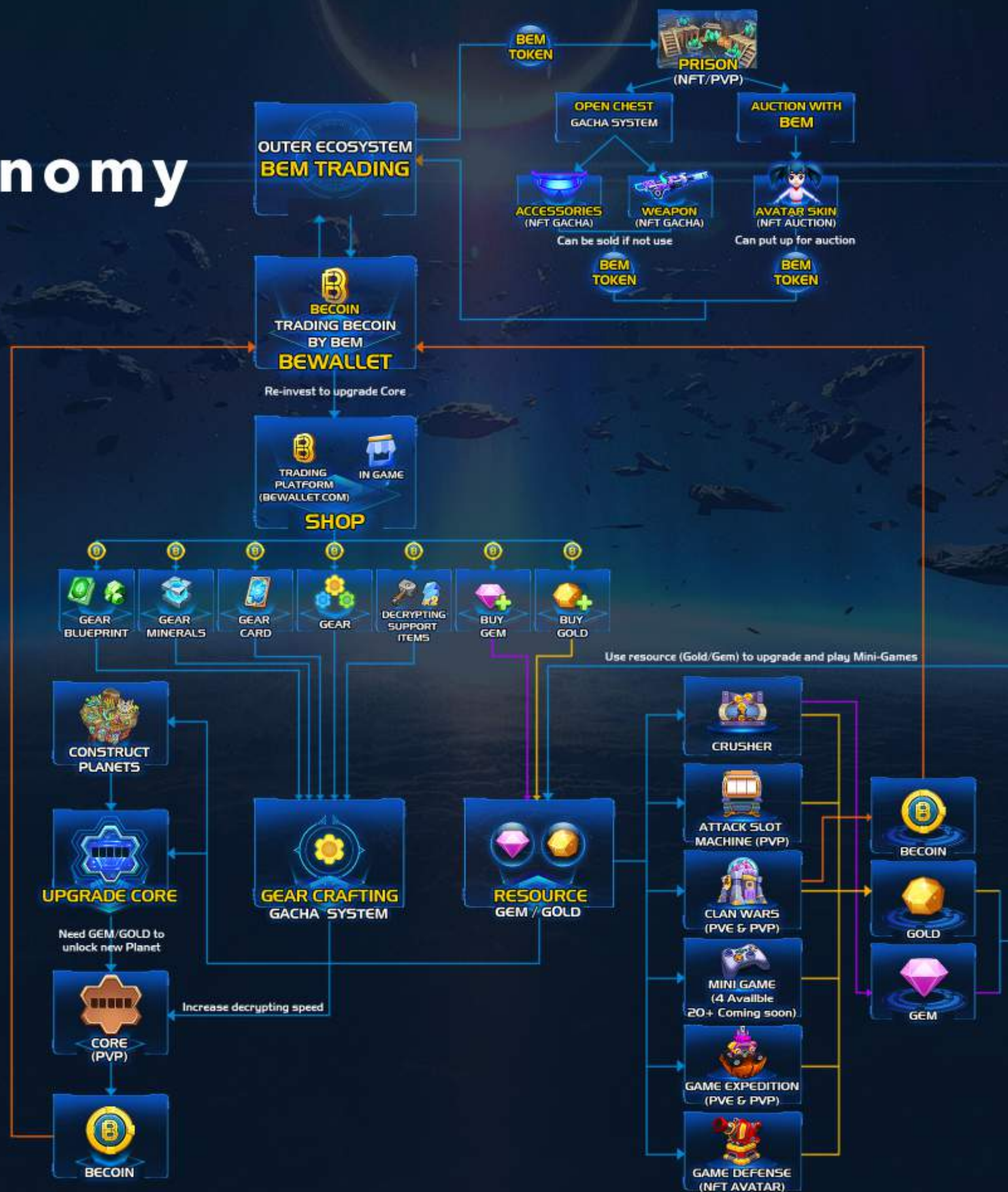
NFT in Bemil

- There are 2 types of NFTs, NFT heroes & NFT weapons. The NFTs are used for Prison Mode & Tower Defense mode
- NFT heroes can equip NFT weapons.
- NFT heroes can learn skills (non NFT - 2 active skills and 1 passive skills)."





Game Economy





Why Bemil will success?

- Proven track records: 15,000 active users as of August 28th with the highest growth rate of over 6% per day.
- Low barrier of entry: A starter pack only costs 761 Becoin.
- Stable earning: Income is not influenced by whale investors or by others' activities.
- Scalable system: Anti-ponzi system plus new gameplay modes are constantly being developed.
- Strong community: 15,000 users in Facebook group & 8,000 followers on fanpage by August 2021.
- Non-crypto participants: Has been working well with the back up of macro KOLs from backer companies, with a total of 50 millions followers."





Team



CEO: Han Nguyen

Founder and CEO of Thudo Multimedia

The first chief software engineer to successfully launch HANEL brand products such as CRT flat screen TVs, digital TV receiver. Over 10 years as CEO of online gaming projects with hundreds thousands of CCUs.

Lead one of the 20 global companies that owns digital content copyright protection solution with the trade name Sigma DRM.



CTO: Chinh Ngo

CTO at SkyAds for over 5 years.

He leads a dev team of 20 men in a 200 employee company. Mr. Chinh developed applications for different social platforms including Facebook, YouTube, Zalo on both mobile and PC. He is also an expert in managing and operating tech system of different companies.



CPO: Lam Son

3 years as Game Production Consultant for Chinapost.

2 years as Project Leader for SkyVu - an American Game Studio, top 2 in American market 2015.

5 years as Art Leader for different Vietnamese mobile game studios.

2 years as Art Leader for Vietnamese branch of Studio Ghibli.

Award: First prize in BlueBird 2017 for independent game developers.



CMO: An Ly

Mr. An has 7 years of experiences in communication and ad-network industry, being certified partner with major platforms: Google, Facebook. Out of those, he has 5 years as Project Manager at Netlink Online Communication.

He's got exceptional know-how in community development and understand cultural aspects of the targeted market, on a global term.



Advisors



Nguyen Tuan Hung
Executive Advisor

Co-Founder & CEO of Faraland.
CEO of Felizz.
CTO of Merctrans - Leading localization and translation in Vietnam.
5 years experience in dapp and blockchain.
Over 10 years in software engineering.



Thi Truong
Executive Advisor

Founder of Icetea Labs, Polka Foundry & RedKite Launch.
He is also the incubator of a couple of blockchain projects such as Faraland, GameFi, Bunicorn, Kaby Arena etc.



Son Ho
Co-Founding Advisor

CEO of FaraStarter.
CMO of VCC Exchange - A portfolio of BitMEX and Signum Capital.
Owner & Co-Founder of several Crypto Trading & Investing channels.
10 years in Business Growth & Operation for several businesses.



Roadmap

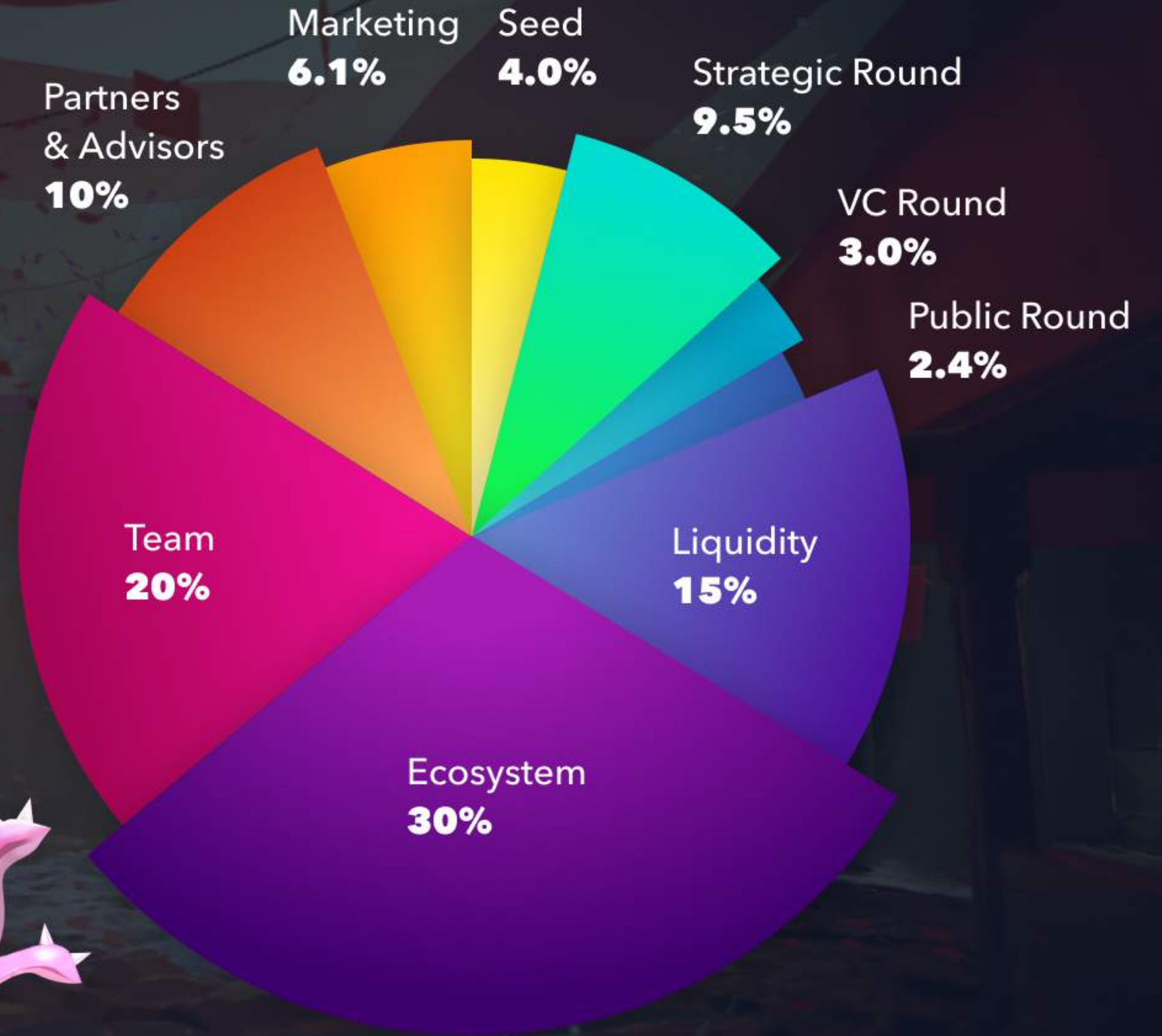
- Q4 2020**
Ideas & basic features developed
- Q1 2021**
Beta v1.0 released
Exchange & trading system within game
- Q2 2021**
Bewallet system
Partnerships with macro influencers formed
- Q3 2021**
Private sale
Upgrade Tower Defense mechanism
Installment system
- Q4 2021**
NFT heroes & weapons
Clan war system released
Prison Mode
IDO & Listing
- Q1 2022**
Island advertising feature
World Boss Fight system
African Market expansion
- Q2 2022**
Galaxy mode
Global market expansion





\$BEM Tokenomic

		Amount
Seed	\$0.0075	\$300,000
Strategic	\$0.0100	\$950,000
VC	\$0.0135	\$405,000
Public	\$0.0100	\$240,000





\$BEM Tokenomic



	Amount	Proportion	Vesting period
Total Supply	1,000,000,000		
Seed Round	40,000,000	4.00%	20% unlocked at TGE, cliff 2 months. The rest 80% will be unlocked monthly in the next 20 months.
Strategic Round	95,000,000	9.50%	20% unlocked at TGE, cliff 2 months. The rest 80% will be unlocked monthly in the next 20 months.
VC Round	30,000,000	3.00%	20% unlocked at TGE, cliff 2 months. The rest 80% will be unlocked monthly in the next 16 months.
Public Round	24,000,000	2.40%	34% unlocked at TGE. The rest 66% will be unlocked on the 3th and 5th month since TGE (33% each).
Liquidity	150,000,000	15.00%	20% unlocked at TGE. The rest 80% will be unlocked monthly in the next 20 months.
Ecosystem	300,000,000	30.00%	Cliff 01 month. Tokens are unlocked monthly for the next 49 months.
Team	200,000,000	20.00%	Cliff 12 months. 20% will be unlocked on 13th month. The rest will be unlocked 16% quarterly from 16th month.
Partners & Advisors	100,000,000	10.00%	Cliff 01 month. 15% will be unlocked on 2nd month. The rest will be unlocked 17% quarterly from 13th month.
Marketing	61,000,000	6.10%	15% unlocked one week after TGE, then 2.5% per month for the next 34 months.



Backers

