

NinetwoLabs Inc.



Year Established : 2021

Country / City : South Korea (Seoul) and Singapore

Business Category : Game Studio & Blockchain/Smart Contract Development

CEO : Bullisay Park (Manager : Hoony Jung)

Capital Investment Attached : Pre-series A Round (USD 4M)

Website : <https://ninetwolabs.com>, <https://drawshop.io>



Company Information

Business Item

We build next-generation games that are powered by blockchain. Drawshop Kingdom Reverse (<https://drawshop.io>) creates a new horizon for blockchain games that connects Web 2.0 and Web 3.0 seamlessly. Through our patented blockchain technology, we enable everyone to take part in blockchain activities, receive rewards, and share earnings together with the game studio. We strive to create a gaming industry where both gaming studios and the players profit through the game.

Acquired Technology/Competitiveness

“Patented” Smart Contract “Gacha Contract” :

- Specialized smart contract that enables players to create their own lucky draw powered by blockchain. Through this technology, any player can create fair lucky draws powered by virtual random functions and make a profit out of “games of chances.”

“Patented” Smart Contract “NFT Rental Service/Platform” :

- Specialized smart contract that enables users to lease/rent out NFTs they own to another person. While physical NFT is rented out, ownership remains with the original holder. Through this, we power NFT scholarship, profit sharing between players (Lender and Borrower) and thus enabling any players to onboard the game for free without any cost.

Delicately designed Tokenomics and in-house development:

- Highly complex and delicate Tokenomics to support the blockchain ecosystem.
- We build the entire game and blockchain in-house fully.
- We utilize veNomics incorporated into our game, one of the most well-designed solutions for Token circulation.

Strategy for Enter the Global/SEA/Singapore Market

Our product (Drawshop Kingdom Reverse Game and Hypermarket NFT Marketplace) is in English as the base language.

We intend to penetrate Singapore as the primary market to enter, and leverage from SGP market to the rest of the ASEAN markets. We will be cooperating with marketing specialists based in SGP to tackle ASEAN Markets.

Business Models/ Targets

We provide fun and sustainable blockchain game where we provide and share profits with the players (and not Pay to win).

We provide educational content to onboard players to the web3.0 ecosystem.

We provide AAA gaming content with an extremely sustainable blockchain ecosystem.

Our target audience for the business is, therefore, gamers, and blockchain/tech savvy users globally.