Overview
NFT Games

ASPO
WORLD

Core Team

Nguyen Ha Minh Thong - *Founder / Project Manager*

Nguyen Hong Nhat - *Co-Founder / Game Manager*

Giang Thien Phu - *Co-Founder / CTO*

Le Yen Thanh - *Co-Founder / Blockchain Advisor*

Le Anh Tien - *Co-Founder / TechLeader*

Pham Ngoc Minh Tu - *Co-Founder / Art Director*

Nguyen Ha Minh Khanh - *Co-Founder / Brand Manager*

Bich Nguyen - *Community Advisor*

Thi Truong - *Advisor*

Le Thanh Minh - *Game Advisor*

Nguyen Ha Minh Thong
Co-Founder / Project Manager

- Founder of Edubox, CaBo Capital.

- Nominated as a startup influencer by Ho Chi Minh City Department of Science and Technology.

- Top 4 Vietnam Ricebowl Startup Award in Vietnam (2019).

- Top 5 favorite projects in ho Chi Minh City Innovation, Startup and Entrepreneurship Week (2019).

- Top 20 Outstanding projects voted by Tuoitre News (2019).

- Top 5V3 Track-Vinacapital

- I-star 2019 award by Ho Chi Minh City Department of Science and Technology.

- TOP 60 startUp Wheel 2019.

Media

https://baodautu.vn/nguyen-ha-minh-thong-dong-sang-lap-edubox-ket-noi-day-va-hoc-bang-nen-tang-cong-nghe-d116244.html

https://vietnamnet.vn/vn/doi-song/gioi-tre/9x-lam-ung-dung-gia-su-cong-nghe-vi-khong-muon-sinh-vien-di-chay-xe-om-648671.html

https://kinhtedothi.vn/9x-thanh-cong-voi-ung-dung-gia-su-cong-nghe-390035.html

- Currently ICO of DUO Company

- 3 years experience in operating VNPT telecomunication system

- 10 years experience in managing and operating system, computer internet and company's software

- 6 years experience in managing internet system, video game server service

- 3 years experience in develop and build video games

- Researcher at Télécom ParisTech

Nguyen Hong Nhat
Co-Founder / Game Manager

Giang Thien Phu
Co-Founder / CTO

- CEO/Founder of Callio, known as "Bill Gates in Vietnam"

- Top 10 Vietnam Outstanding Young Faces in 2007.

- Used to be the Tech leader in well-known companies such as: Ebay Vietnam, Peacesoft (which is the precursor of NEXTTECH Group of Technopreneurs), Hotdeal, vincommerce before his decision to run his own company called Gadget (main product is Callio).

- In mid- December 2020, Gadget owned by Giang Thien Phu was awarded TOP 10 ICT Startups in the category of Software and IT services outsourcing companies by the Vietnam Software Association (VINASA)

Media

https://soha.vn/giang-thien-phu.html

https://vtc.vn/bill-gates-viet-nam-bat-mi-bi-quyet-thanh-cong-cung-sinh-vien-cong-nghe-ar198761.html

https://giaoduc.net.vn/giao-duc-24h/gap-bill-gates-viet-nam-bo-hoc-dh-di-mo-cong-ty-post15339.gd

https://tuoitre.vn/giang-vien-khong-bang-cap-602537.htm

https://tienphong.vn/nha-phat-minh-cua-lang-post858388.tpo

https://plo.vn/giao-duc/ky-3-theo-duoi-dam-me-va-hoc-o-truong-doi-625562.html

Le Yen Thanh
Co-Founder / Blockchain Advisor

Media

https://vietnamnet.vn/vn/giao-duc/guong-mat-tre/le-yen-thanh-goi-von-thanh-cong-1-5-trieu-usd-702014.html

https://vnexpress.net/tag/le-yen-thanh-561628

https://kenh14.vn/bo-luong-6000-usd-thang-cua-google-chang-trai-an-giang-ve-nuoc-lam-viec-thu-nhap-thap-hon-10-lan-20170519180121368.chn

https://baodautu.vn/le-yen-thanh-ceo-busmap-chon-lo-trinh-khoi-nghiep-tren-que-huong-d128829.html

- Currently the CEO/Founder of BUSMAP
- Dubbed " the golden boy in the informatics field"
- Former employee at Google
- Outstanding young Vietnamese representative Award in 2015
- Second Prize of Vietnamese Talent in 2015
- Outstanding young citizen of Ho Chi Minh City in 2014
- Ho Chi Minh City IT Award 2014
- Honda Yes Award for the top 10 young Vietnamese engineers and scientists in 2015
- National Young Innovation Award 2014
- Gold Medal in Application Design and Manufacturing Competition - City Creative Youth Festival. Ho Chi Minh in 2014
- First prize in the ACM/ICPC International Student Programming Competition for the academic year 2014 - 2015
- Silver Cup of the Vietnamese Student Information Olympiad Super Cup 2014.
- Hornorable Mention Prize of ACM/ICPC International Student Programming Competition 2014 World Championship (Ekaterinburg – Russia)
- First prize in ACM/ICPC International Student Programming Competition in Asia 2014 (Da Nang site, Vietnam).
- Bronze medal in ACM/ICPC International Student Programming Competition in Asia 2014 (site Phuket, Thailand)
- First Prize in the National ACM/ICPC International Student Programming Competition for the academic year 2013 - 2014
- 2013 Golden Globe Youth Science and Technology Award
- Creative Youth Badge
- First Prize in the Vietnam Student Informatics Olympiad Super Cup 2013
- Second Prize in ACM/ICPC International Student Programming Competition in Asia 2013 (Site Ha Noi, Vietnam)
- First Prize in the National ACM/ICPC International Student Programming Competition for the academic year 2012 - 2013
- Ho Chi Minh City Youth Informatics Special Prize in 2014
- First Prize in Youth Informatics in Ho Chi Minh City in 2013
- First Prize in Mobile Application Innovation Contest 2013.
- National Young Innovation Award 2013
- First prize in ACM/ICPC International Student Programming at The University of Science in the academic year 2013 - 2014
- Second prize in the Student Informatics Olympiad at the University of Science - Vietnam National University, Ho Chi Minh City in the academic year 2014 -2015
- First prize in Informatics Olympiad for students at the University of Science - Vietnam National University, Ho Chi Minh City in the academic year 2013 - 2014
- First prize in Informatics Olympiad for students, University of Natural Sciences - Vietnam

Le Anh Tien
Co-Founder / TechLeader

- CEO/ founder of BotBanHang (Chatbot)

  Chatbot Vietnam, one of the top five of the 400 companies taking part in the Startup Viet 2018 competition, grew by 400 per cent a year and reached its break-even point in its very first year of operation. Surpassing more than 500 projects globally, Chatbot Vietnam was ranked 10th and listed among the top 24 projects attending the 2019 GIST Tech-I Competition finals hosted by the American Association for the Advancement of Science.

  Chatbot Vietnam also carved out a spot among the top 5 projects in the E-Business category at the World Summit on the Information Society (WSIS) Prizes Contest 2019 which was hosted by the International Telecommunication Union (Geneva, Switzerland) under the patronage of the United Nations Development Program.

- Top 10 Vietnam Outstanding Young Faces of 2009.

- Top 10 Forbes under 30.

Media

https://thanhnien.vn/gioi-tre/chang-trai-9x-voi-cong-ty-trieu-usd-1313721.html

https://vietnamnet.vn/vn/doi-song/gioi-tre/hanh-trinh-tu-cau-be-thich-sang-che-toi-start-up-nhan-500-000-usd-dau-tu-619692.html

https://baodautu.vn/le-anh-tien-dong-sang-lap-chatbot-viet-nam-ky-sinh-tren-nguoi-khong-lo-d97574.html

- Leader Design Department Playground Ltd.

- Motion Graphics, Animation 2D / 3D

- Skill : AI, Ae, An, Au, Pr, C4D

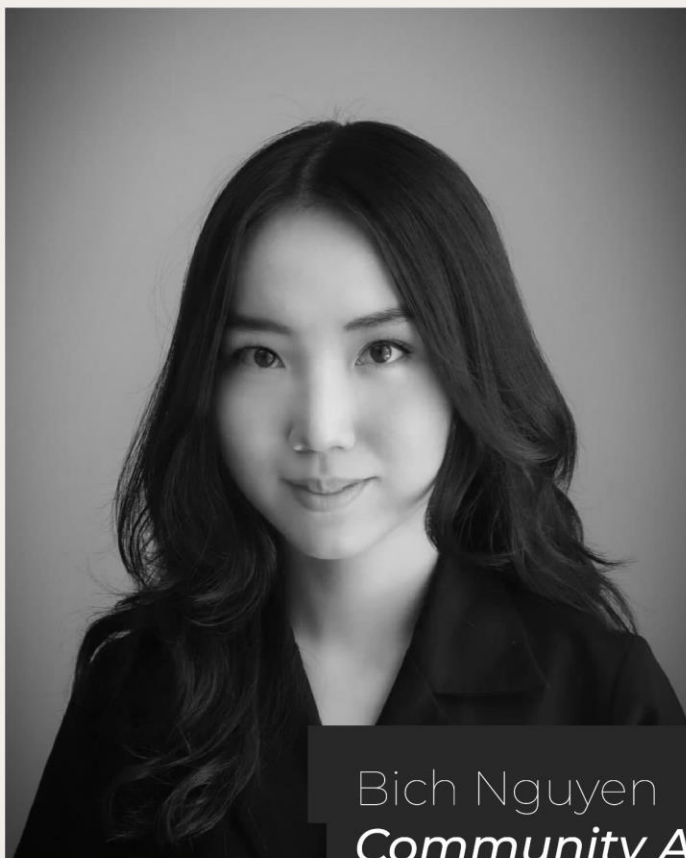- Full scholarship in Digital Design at RMIT Vietnam

Pham Ngoc Minh Tu
Co-Founder / Art Director

2012 - 2019: Brand Manager Asian Food, SG Food

2019 - 2021: Founder BullArt
               Group Brand Manager: Lotus Group

Nguyen Ha Minh Khanh
Co-Founder / Brand Manager

Bich Nguyen
Community Advisor

- CBO, Co-founder Phenikaa MaaS

- Operation manager at VCC exchange

- Business Developer at Unilever

- VietNam representative at: MIT innovation and leadership bootcamp, Harvard project for Asian and International relations, World Bank Youth Summit

- Winner of: ITU digital award from United Nations, Qualcomm Innovation Challenge, AI hackathon

Media

e27.co/a-woman-among-women-27-female-led-startups-in-sea-that-are-going-places-20210913

Thi is the founder and CEO of PolkaFoundry and Icetea Labs, advisor of Genesis Shards and PolkaRare. He started as a Software Engineer, then Solution Architect, then a Director at FPT Corp. After leaving FPT, he joined Kyber Network, one of the most successful blockchain projects in Asia, as a Product Manager..

Thi Truong
Advisor

Le Thanh Minh
Co-Founder / Game Advisor

- Chairman of the Board, CEO of GOSU Game.

- More than 20 years working in PC and Mobile gaming industry.

- Owner of 4 STUDIOs in Indonesia, China, and Vietnam.

- Owner of nationally popular games such as: Age of Wushu Dynasty 3D, Cuu Duong Truyen Ky, Poke league, Ngao Kiem Vo Song, Three Kingdoms AFK.

Media

https://otc.gsscorp.vn/-tin-tuc/otc-chuong-trinh-gap-go-va-doi-thoai-nha-dau-tu

http://gosu.vn/tin-tuc/giftcode/lien-quan-poke-tang-vip-code-mung-top-1-game-thinh-hanh-tren-google-play.html

Right at the launching period:

- We already have the kind of game we needed in mind.
- We also integrate the blockchain technology into the game
- We, at the same time, introduce the marketplace for the game we've developed.

All of the above are done at once without any wait

- We're proud to run our own game studio and have in our hands a collection of games waiting to be released any time in ASPO Universe
- We're abundantly confident in organizing a unique tournament, and an ASPO tournament is on top of our priority list.

Our ambition is to turn ASPO tokens into a commonly-traded token not only for one but for all of our upcoming games

Token Distribution

500.000.000 Token, distribute as below:

- 9% Private Sale
- 1% Public Sales
- 15% Liquidity, listing, Marketing
- 15% Ecosystem
- 20% Play to earn
- 14% Treasury
- 5% Advisor
- 21% Team

Private Sales (9%)

45.000.000 Token

Anonymously offering to individual investors or sharks who want to own tokens before the launch of the project
Expected sale period is within 1 month

Public Sales (1%)

5.000.000 Token

Publicly offered on IDO platforms, creating attraction for the project

Liquidity, Listing, Marketing (15%)

75.000.000 Token

Used for creating liquidity, listing tokens, and used for marketing purposes for the project, helping the project develop more solidly

Ecosystem (15%)

75.000.000 Token

Used to develop the game ecosystem as well as players, making the project more sustainable in the eyes of the community
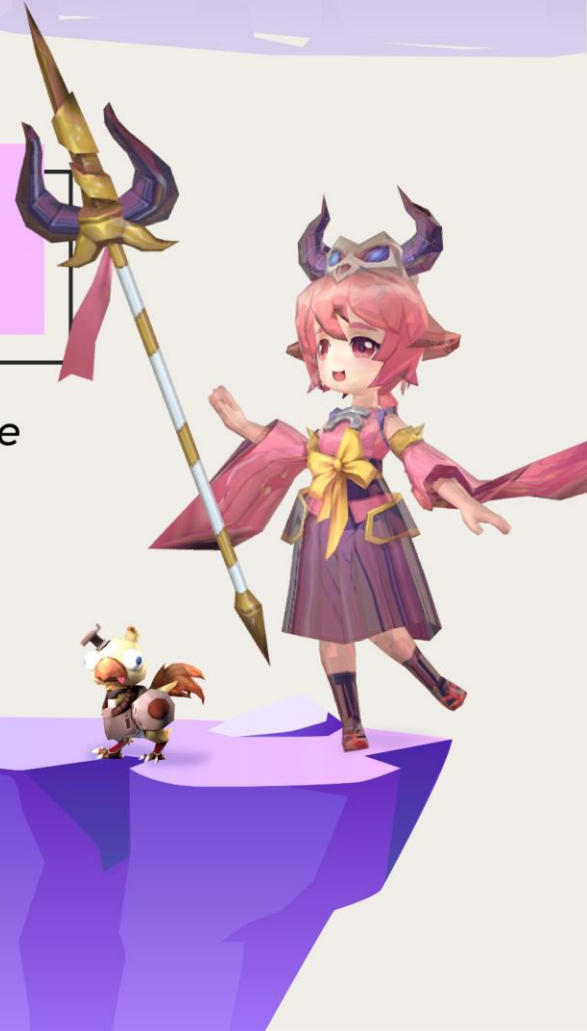
Ecosystem Fund

Initially, the ecosystem fund will be managed by the core team of ASPO and its purpose is to grow the ASPO community. To maintain the completeness of the fund, the ASPO team will prepare annual reports that include a high-level overview of what the funds are used for. The spending framework is currently being drafted and is expected to be ready by the end of 2021

Play to earn (20%)

100.000.000 Token

Awarded to players participating in events and activities:
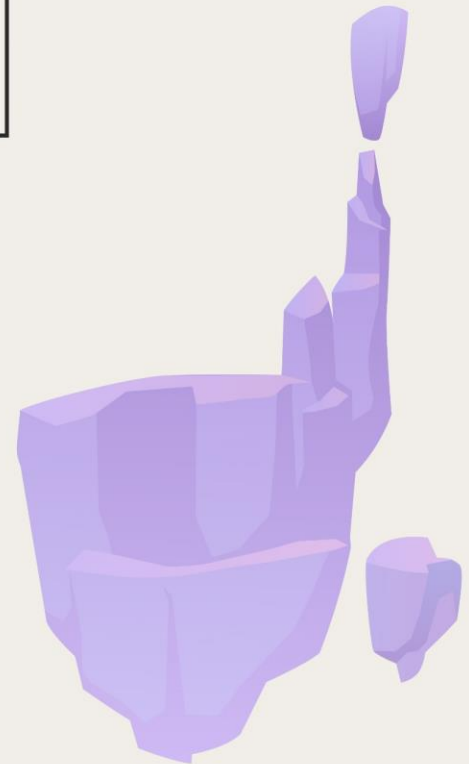
- Daily attendance
- Daily Quests
- Main Quests
- PvPs

Treasury (14%)

70.000.000 Token

Work as a reserve for the project and will be distributed appropriately, depending on the circumstances

Advisor (5%)

25.000.000 Token

1 months fully locked, then linear vesting over the next 24 months

Core Team (21%)

105.000.000 Token

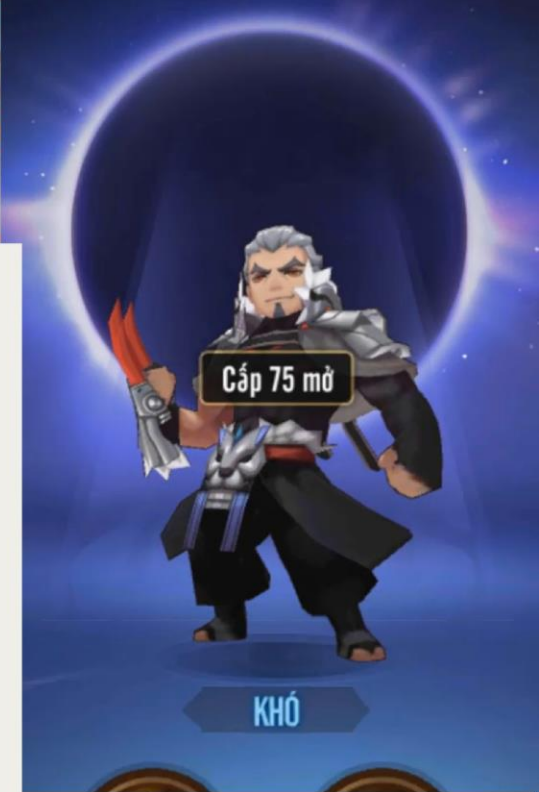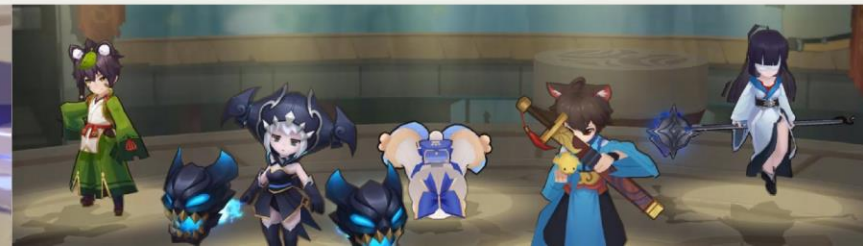*1 months fully locked, then linear vesting over the next 36 months*
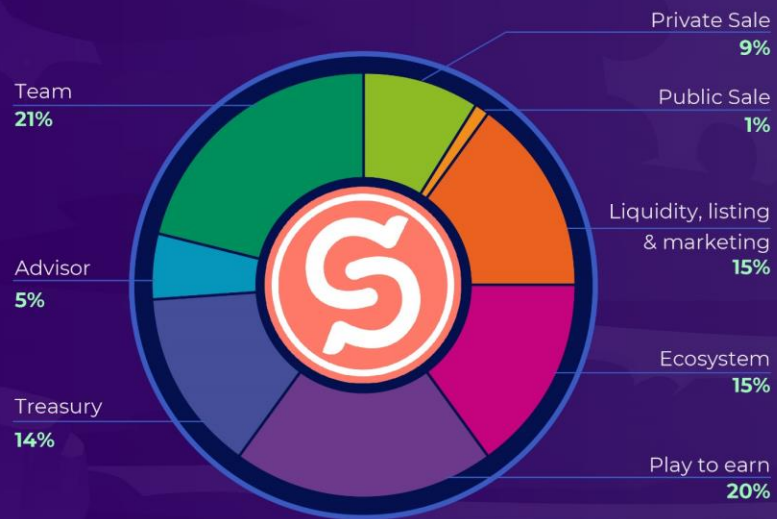
ASPO Shards

ASPO Shards (ASPO) is an BEP-20 governance token for ASPO World. ASPO holders will be able to claim rewards if they stake their tokens, play games and participate in important governance votes. Players will also be able to earn ASPO as they play various games within the ASPO Universe and through user-generated content .

Our goal with ASPO is to tie up offers between game players and developers in new and exciting ways. The mechanics described above have two main goals: To reward players who interact with ASPO World while also incentivizing them to retain their tokens so they can get more rewards. We also decentralize ownership and administration of ASPO World. We want ASPO to be the first game that is actually owned and operated by the community that plays it. This opens up unlimited possibilities but also requires developers to be careful in approaching . In the past, many projects have been abandoned and become stagnant using the term "decentralization" as a trick. The transition to a truly Decentralized organization will happen gradually over time.

Token ASPO Allocation

Private Sale
9%

Team
21%

Public Sale
1%

Liquidity, listing
& marketing
15%

Advisor
5%

Ecosystem
15%

Treasury
14%

Play to earn
20%

Allocation	Vesting schedule
Private Sale Round 1	Cliff 1 month, 10%, then quarterly over 4 quarters
Private Sale Round 2	10% at TGE, then quarterly over 4 quarters
Public Sale	25% each month
Liquidity, Listing, Marketing	3% at TGE, cliff 2 months, then over 36 months
Play to Earn	Use as rewards for users during game playing
Team	1 months fully locked, then linear vesting over the next 36 months
Advisor	1 months fully locked, then linear vesting over the next 24 months
Treasury	Cliff 3 months, then over 60 months
Ecosystem	5% spread over the first month, then linear vesting over the next 36 months

Staking and Staking Rewards

Since early 2022, players have been able to deposit their ASPO to earn weekly rewards. These rewards have a high starting price to incentivize user growth then it will decrease as ASPO World grows. ASPO staking bonuses will be deposited for 1 year from the time they are claimed and can be awarded after the escrow period ends.

Encourage contributors to add value to ASPO. Those who bet to make a profit in ASPO will be able to receive weekly rewards if they stake their tokens over a period of time (3, 6 and 12 months).
Granted the privilege to participate in administrative voting when asked to Play the Game.

Play to earn

Money-earning games represents 20% of the total ASO supply. The goal of the game is to attract more players to join the ASO ecosystem to hunt for token rewards and give ownership and stakes to the most active community members.

Why play for money? A game needs players. Just by playing the game, the community members are adding value to the network and will be rewarded accordingly. It's simple, but revolutionary.

Game : ASPO World

- Game genre: Short combat, tactical cards

- Player mechanism: Will use metamask wallet to create an account -> 1 wallet 1 account P

- Players are required to buy ASPO coins to create a character (of normal quality) equivalent to 400 coins

ASPO World

● *Inspired by the open world of the game Tien Hiep, where anyone can earn tokens through skilled gameplay and ecosystem contribution. Players can fight, collect spirits, capture points and build their own mansion.*

● *All ASPO art and data assets are easily accessible by 3rd parties, allowing community developers to build their own tools and experiences within the ASPO universe*

● *The main difference between ASPO and a traditional game is the Blockchain economic design used to reward our players for their contributions to the ecosystem. This new gaming model is dubbed "play for money"*

● *Players can earn money by: Compete in PVP battles for leaderboard prizes. Collect good quality characters, equipment, and materials to exchange for ASPO. They can be sold on exchanges.*

● *Players can earn ASPO tokens that represent a real part of the game universe as it has governance and fee sharing built into it. Since the player can earn this token by playing, doing quests the player can actually acquire ASPO part of the ASPO universe. However, these missions are not all winners and rewards each player based on their effort and skill. We believe in a future where work and entertainment become one. We believe in empowering players and giving them economic opportunity. Above all, we have a dream that fighting and collecting cute creatures can change the world. Welcome to our revolution.*
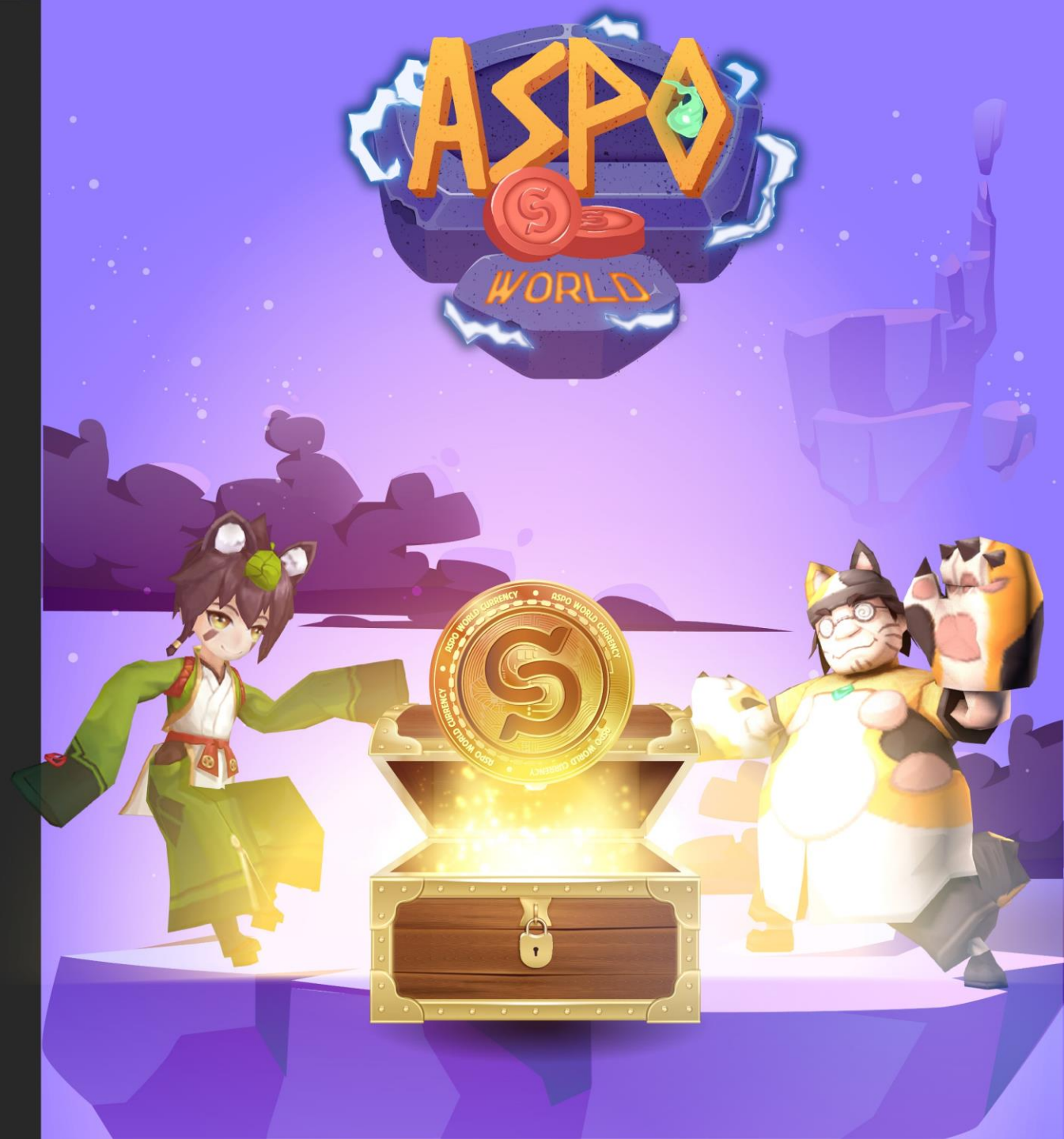
Gameplay

ASPO is structured as an open digital card-collecting, duel universe. The ASPO core team will build functionality for the game assets associated with the ASPO brand as agreed by the community. The ASPO universe must be fun, and only by having a rich gaming experience can the ecosystem attract enough participants to accumulate value for the network.
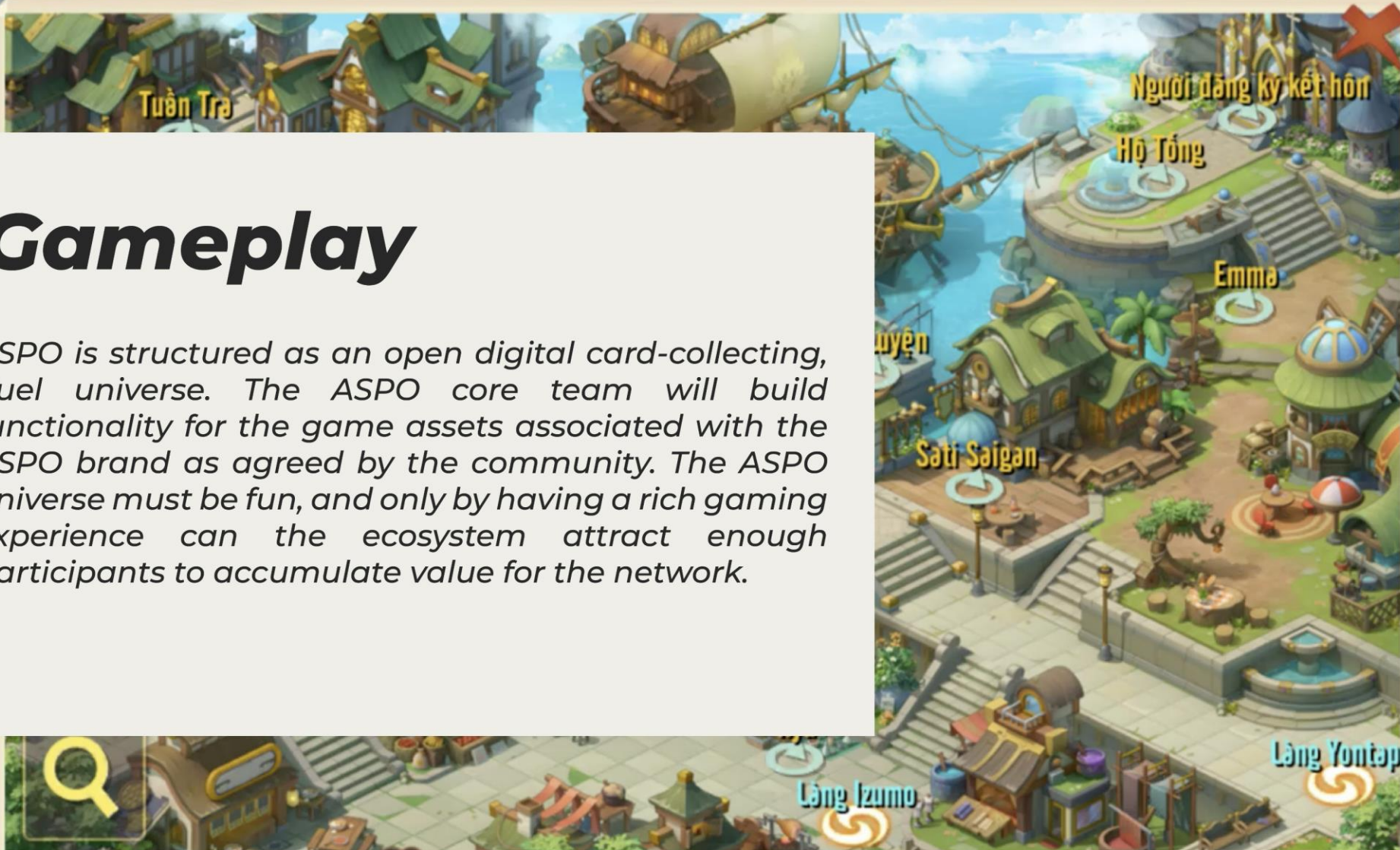
Battling

Right at the time of launch, the ASPO Team released the first combat system built on top of the ASPO game assets. Like some card games, which go through many repetitions and types of combat systems, we also expect ASPO to have many variations of battles in the coming years.

In addition, we will organize a number of tournaments dedicated to ASPO World so that gamers can conquer the titles.

Đấu Trường Sinh Tồn
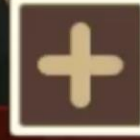
Tournaments & Esports

Due to its competitive and skill-based nature, its combat system is well-suited for competitive plays and Esports. We believe this is an important aspect to the future growth of ASPO World and we have seen how players become engaged when it comes to digital money. Players can earn thousands of dollars in crypto through a variety of tournaments organized by us or third party sponsors.

Asakura Yohken   PonChi

Tỷ Thí

Đấu Xếp Hạng

Song Đấu

Đấu Công Bằng

Cửa hàng Vinh Dự

290

Hạng

Thưởng

Xem chiến

Phát lại

Chiến đấu

EXP

Game play

There will be 4 main characters

Stamina -> Strength -> Agility -> Intelligence

Each character of each system will have different stats to help players arrange the squad to counter the enemy squad.

-> General collection gameplay, arrayed to fight

Commissions

Attendance (0.2-0.5-2)

Daily quests

Village guard quests

Map quests

PVP Competition

Daily Quests (0.2-0.5-2)

- Characters will take attendance to be rewarded with 0.2 tokens every day. On Saturday, they will get 0.5 tokens (0.2) Attendance for 1 month, they will receive 2 tokens at the end of the month
- Daily Quests
- Village guard quests: 30 times to get 1 token (1)
- Map quests: Get 0.05 tokens for Easy maps; 0.1 token for Large maps . The more difficult the quest is, the more tokens players receive (8)
- The quests will not give more than 8 tokens per day.

PVP competition

Each player will deposit 0.5 tokens for 1 combat, the winner will receive the loser's deposit after deducting the gas fee. The winner will bear the gas fee. Unlimited combat p2p is considered as a form of tactical investment, whoever wins the mind game will win. Players can also earn tokens by completing the quests and wait for sale.

The person who climbs to the top of the server monthly/ quarterly/ yearly will randomly draw for a reward. The rewards depend on period. It can be stones, champions, or tokens.

Players can join in clans (clan combat mechanics will be soon updated)

Rare NFT items

Character

Fragments of spirit

Lucky charm

Equipment

Character

Characters are divided into three qualities: normal, rare and elite. After each stage, the player will be rewarded with spirit spheres, spirit stones, and amber. Players can use this material + 0.5 token to upgrade the quality of the character (with success rate). Doing so will make the coin become rare and push the coin's value higher

The quality of the character and the fighting strength will be correspondingly strong so that the stronger character can conquer the maps with more difficult battle strength, thereby earning more tokens according to the difficulty of the map)

Therefore, if players want to have rare or elite characters, they must collect materials and squeeze out good qualities, **players can sell good quality characters on NFT Marketplace.**

Spirits

Spirits will have 2 qualities: rare and elite. After each small map , there will be a large map and a boss of great power, there will be a high chance of getting spirit souls. Players earning every 60 spirits with the same quality will be able to summon champions of the same quality (random). Players can buy lucky charms at the store to attach them to increase their odds

- **Players can sell spirit pieces at the market place.**

Lucky charms

In each certain time of the week, the Store will allow players to buy lucky charms with a limit of 1000 charms in 1 week. Players who are quick will be able to buy lucky charms. After 1000 charms, all servers will no longer be available.

Players can resell lucky charms at the market place

Costumes

In addition to the quality for the general to have a high combat power to overcome the stage, the player will have to upgrade their weapons from the normal quality to the normal, rare, and elite qualities to increase the battle strength.

Weapons can be purchased in the elite stone shop to upgrade the quality of the item. Each attribute will have +15 for each skin. The final upgrade will increase the quality of the next bounce and then continue until the quality is at the elite level. Of course there is a success rate, and upgrading will cost 0.1 tokens for 1 turn and having a lucky charm will increase the success rate by 5%.

Players can sell good quality items on the market place.

Plan

ASPO World is a serious project
dedicated to NFT games.

Once released, We plan to organize
a professional tournament and
besides, We will launch many other
attractive games in the ASPO game
universe.

ASPO will be the currency
throughout the future ASPO game