

# Pitch Deck



# RAMB

## FIRST ESPORTS GAME

**Face to face with your rivals  
Expand your capabilities!**

**online  
tournaments**

# 1. About the Project

ROMB is the world's **first hybrid esports game** on the Solana blockchain that merges **online PvP battles** with **real-world offline tournaments** in a physical arena. Players train NFT fighters, compete in 4v4 battles, earn tokens — and the best earn the right to fight in the real-world ROMB Arena.



**Format:** Free-to-Play + Play-to-Earn



**Core Idea:** Online strategy → Real-world action



**Mission:** To build a new kind of sport and community-driven ecosystem

## 2. Problem & Solution



### Challenges in Sports & Gaming:

- Gen Z is losing interest in traditional sports
- Limited engagement and no real ownership in mainstream games
- Centralized game economies offer no transparency or freedom
- No connection between gaming and real sports experience



### ROMB's Solution:

- Merges esports with real combat sports events
- True ownership of assets (NFT fighters, coaches, equipment)
- Players can fight in the ring themselves or send an avatar
- Transparent and decentralized economic model with DAO

## 3. Model & Mechanics



### Gameplay:

- PvP fights (1v1, 4v4), training, monthly tournaments
- NFT fighters with upgradable attributes and roles
- Strategic team-building and coaching mechanics
- Real-world tournaments for online winners



### Economy:

- ROMB Token (Solana) for in-game transactions, upgrades, entries
- NFT Marketplace: fighters, gear, trainers, avatars
- Revenue: staking, entry fees, sponsorship, betting, streaming
- Dual model: Free-to-Play + Play-to-Earn

## 4. Market Potential

Sector	Projected Size by 2030
Sports Industry	\$680B
Esports	\$12.1B
Blockchain Gaming	\$614B



ROMB is positioned at the intersection of all three — creating unique opportunities.

## 5. Feature

	ROMB	Others
Online & Offline Integration	✓	✗
NFT Fighters, Coaches, Equipment	✓	Partly
Real-world Tournaments	✓	✗
DAO & Decentralized Economy	✓	✗
Registered Patents (US + EU + EA)	✓	✗

## 6. Core Team

- **Dennis Drobushau** — CEO & Founder,
- **Siarhei Kushner** — CFO,
- **Vyacheslav Tishkovets** — CTO,
- +10 experts in blockchain, esports, design, development & legal

## 7. Roadmap Highlights

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**2025:** Token launch, NFT drop, athlete partnerships



**2026:** ROMB FIGHT game release, DAO, mobile app



**2026:** International tournaments, metaverse avatars, ROMB Sports Federation

## 8. Why Invest in ROMB

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First-ever hybrid of esports + real combat sports



Scalable, multi-layered monetization model



Huge appeal: gamers, athletes, Gen Z, crypto users



Proven concept: patented system, MVP, experienced team



Positioned to lead in blockchain-based competitive sports