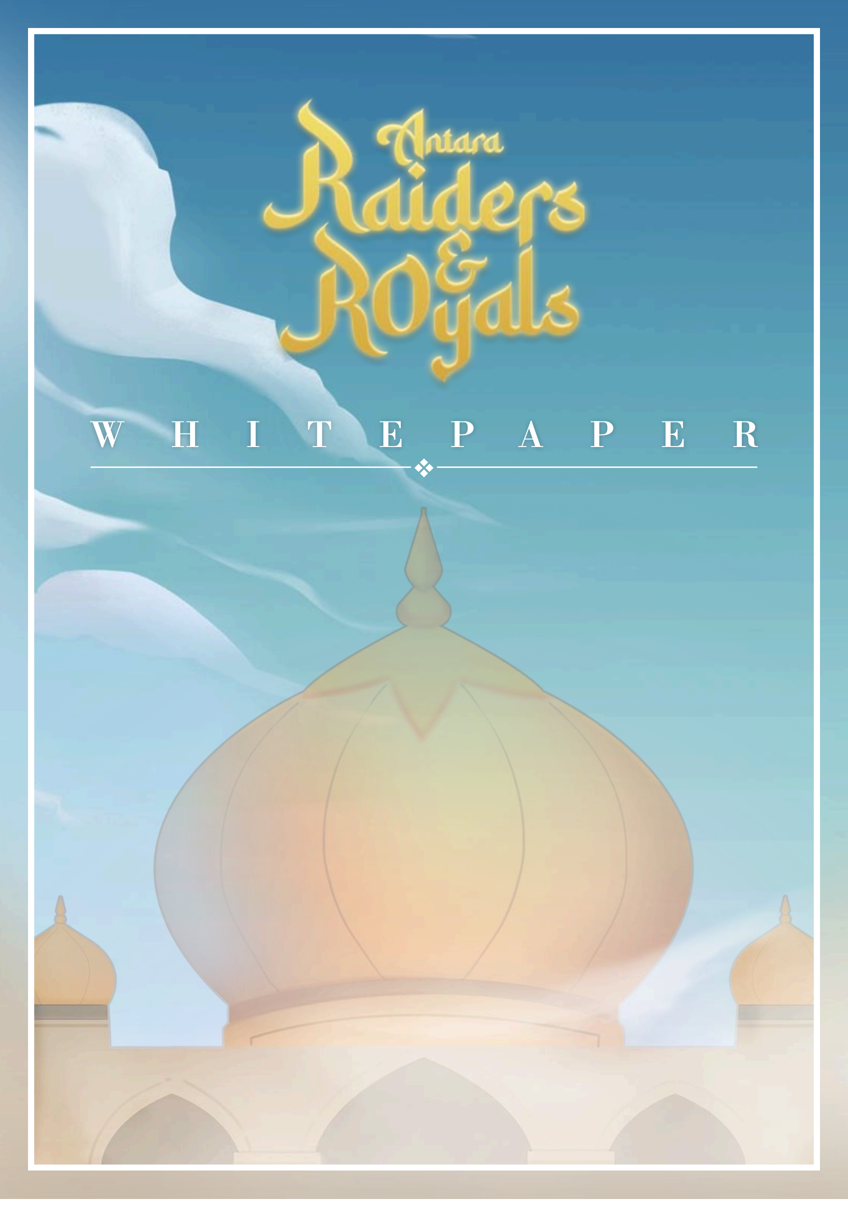


Antara Raiders & Royals

WHITEPAPER

INTRODUCTION

Antara Raiders & Royals is a blockchain-based base-building and combat game set in a fictionalized version of the pre-Islamic Arabian Peninsula. In it, players are placed in charge of a fledgling desert tribe with modest resources and structures at their disposal.

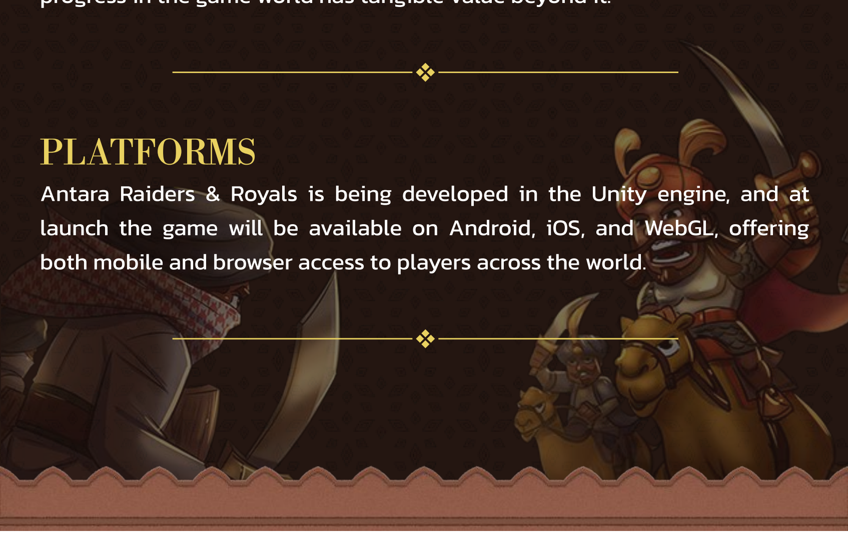
From there, progress comes from building and upgrading facilities, training armies, and developing their tribe's defenses. Battles against other players provide essential loot and medals, while defenses must be arranged carefully to withstand raids from others, even when the player themselves is offline.

But what sets Antara apart from other traditional base-builders is its blockchain foundation. Key aspects of the game, like Chiefs and Camels, are powerful in-game assets that also exist as NFTs outside of it. Kingdoms on the other hand expand gameplay to a larger scale, offering collective battles opportunities.

This fusion of gameplay and economy creates a strategy experience where progress in the game world has tangible value beyond it.

PLATFORMS

Antara Raiders & Royals is being developed in the Unity engine, and at launch the game will be available on Android, iOS, and WebGL, offering both mobile and browser access to players across the world.

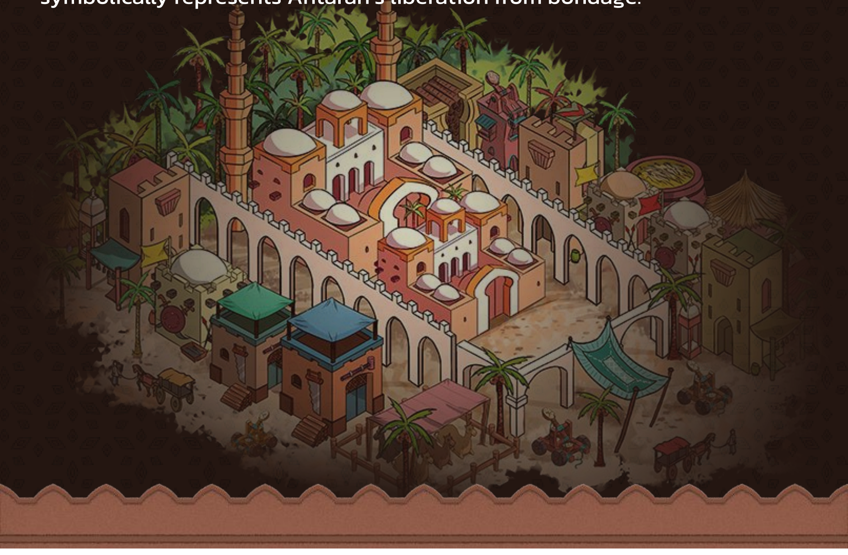


STORY

The story is inspired by the life of the legendary warrior-poet Antarah ibn Shaddad, and unfolds within what is known as the Antara metaverse. The game's narrative brings to life Antarah's origins, struggles, and triumphs, weaving them directly into the themes and progression of play.

Players experience the challenges Antarah faced from birth. His father, Shaddād al-ʿAbsī, was a respected warrior of the Banu Abs clan, while his mother, Zabībāh, was an Ethiopian slave from the Kingdom of Aksum. Because of this, Antarah was born into slavery and denied full recognition by his tribe. The game reflects this duality of strength restrained by status.

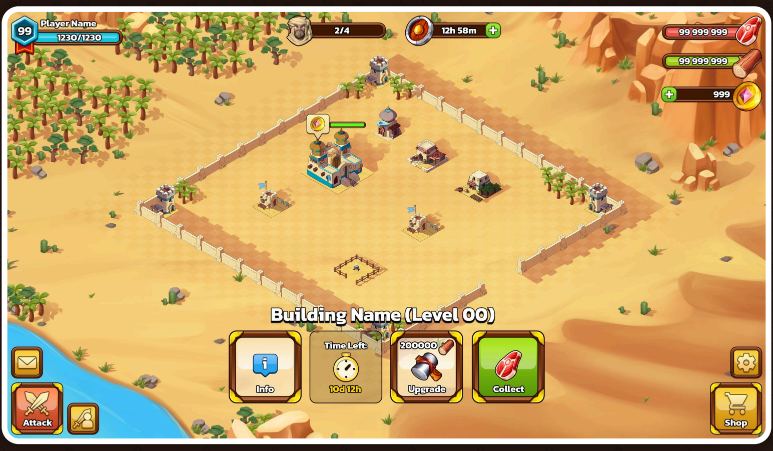
As the story unfolds, Antarah's natural strength, skill, and loyalty come to the forefront. The game mirrors his journey by rewarding persistence and courage in the face of adversity. When the Banu Abs are attacked, the narrative recreates the pivotal moment when Antarah's father demands that he defend the tribe. In-game, this becomes a dramatic test of both mechanics and story, where victory not only advances progression but symbolically represents Antarah's liberation from bondage.



GAMEPLAY

At its core, Antara is a Strategy Simulation experience with an emphasis on resource management and tower defence. It's also a Play-to-Earn game, where players are rewarded for their time with monetary incentives.

The inclusion of NFTs and tokens deepens this experience, providing both gameplay benefits and marketplace value.



CORE GAMEPLAY LOOP

The core gameplay loop in Antara is based around the management of your Tribe. It's a cycle of gathering resources, upgrading the Chief's Hall, training troops, preparing defences, and engaging in battles against other players and their Tribes. Victories provide essential resources and medals, while losses hinder your tribe's growth.

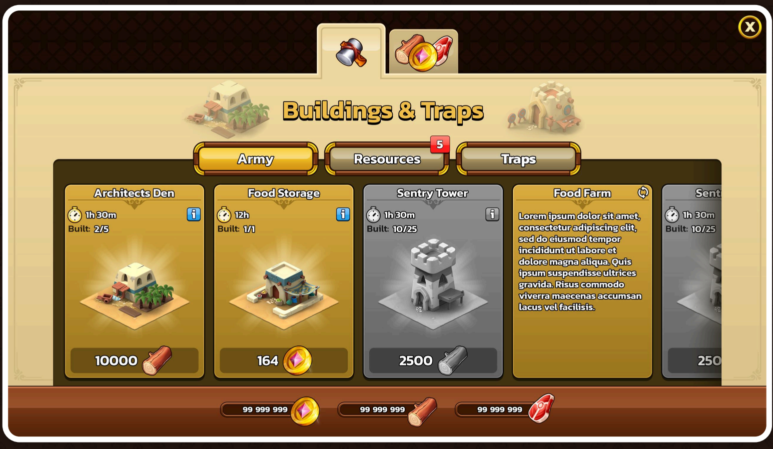
The Kingdom system also adds a larger gameplay loop beyond individual battles, as players can mint or join a Kingdom and gain access to group rewards, buffs, and Kingdom Wars.

This creates a second layer of play where a player's daily actions feed into collective goals and competitions. Whether free-to-play or connected through the blockchain, every player progresses through these same loops of building, battling, and contributing to their tribe and Kingdom, with token rewards upgrades serving as long-term incentives.

TRIBES (HOME BASE SYSTEM)

The Tribe serves as a player's home base, and is the core pillar of the entire Antara experience. Built on a fixed 40x40 grid, buildings constructed within it can be arranged freely, allowing for both practical and aesthetic layouts.

And at the center lies the Chief's Hall, the most important building in the game, which governs progression by unlocking new units and upgrades. A wide variety of other buildings can also be built within this grid to serve a number of different functions.



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BUILDINGS

Buildings within Antara fall into four distinct categories.

Economy Buildings: These include Food Farms and Lumber Mills which produce resources for your Tribe, supported by their respective Storage facilities. The Architect's Den also falls within this category, and is used to unlock further construction slots.

Military Buildings: Training Grounds, Encampments, Elite Training Grounds are used to train and house your units, while the Tactical Chamber governs your use of abilities during battle. The House of Wisdom then allows you to upgrade these troops and abilities. And the Kingdom Castle connects players to Kingdoms.

Defensive Buildings: Defensive structures range from walls to towers and siege weapons. Buildings like Sentry Towers, Catapults, Air Ballistas, and Fire Towers provide layered protection, while late-game options like the Hwacha offer devastating stopping power. Defensive structures also include traps that disrupt or mislead enemy troops, such as Killing Pits, Bee Swarms, Sticky Nets, and Mirages.

UNITS

There are a large number of unique units you can train within the game, each of which serve different purposes.

Normal Units like Bedouins, Bowmen, Nephilim, Plunderers, Team Rams, Fire Throwers, Giant Vultures, Djinn, and Assassins, each of which serve specific roles such as melee combat, tanking, wall-breaking, eliminating defenses, or aerial attacks.

Elite Units on the other hand add greater depth to combat, with options like the agile Prince, the armored Champion Bedouin, the disruptive Wasp-Thrower, the Komodo Cart's immobilizing effects, and the Jaeger, which is specifically trained to target enemy Chiefs.

x4
1
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ABILITIES

During a battle, players can also make use of powerful game changing abilities that can turn the tide of battle in a moment. These are unlocked through the Tactical Chamber, and offer a wide variety of effects.

Abilities like Thunderbolt and Earthquake are used to unleash destructive power, while War Cry and Mobility strengthen troops. Others provide control, such as Quick Sand disabling enemy defenses, Tunnels bypassing walls, or Poison Jars inflicting lasting damage. Healing and summoning options like Mercy, Slither, and Scourge add further variety and strategic choice.

COMBAT

Battles are fast-paced encounters that last a total of three minutes. These consist of Players raiding opponents for resources and medals, earning up to three flags based on destruction thresholds. Chiefs, Camels, and abilities all play critical roles in turning the tide of combat.

Kingdom Wars elevate this to larger-scale conflicts, as teams of players coordinate to capture flags, donate troops, and defend against organized assaults. Victories here provide resources, tokens, and leaderboard placement.

Matchmaking also ensures fair competition by pairing players with similar medal counts and Chief's Hall levels, while combat outcomes are governed by simple but effective stats of damage and health.

RESOURCES

The economy relies on two resources: wood, produced in lumber mills, and food, generated by farms. Both are stored in dedicated facilities and consumed when constructing buildings, training troops, and performing upgrades. The Chief's Hall governs overall progression, as higher levels unlock more structures, units, and abilities. Construction is managed by architects housed in Architect's Dens, limiting the number of simultaneous projects unless expanded with DNR.

VISUALS

Antara employs a stylized 3D art direction with an isometric camera view. The atmosphere emphasizes a desert survival theme, with sandy landscapes, fortified structures, palm groves, and Arabian-inspired architecture. A colorful vibrant tone balances out the otherwise harshness of the setting, creating a world that feels both alive and accessible while reflecting the theme of tribal conflict.

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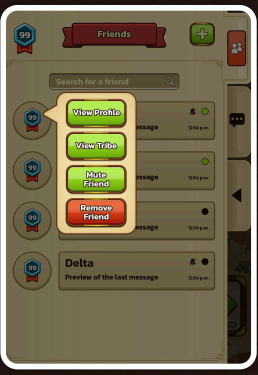
SOCIAL ELEMENTS

A robust Social system within the game allows players to connect through chat, add friends, and coordinate strategies. Players can join other player's Kingdoms, participate in Kingdom Wars, and even visit each other's Tribes.

The game's Leader-boards track the most successful players and Kingdoms, displaying medal counts and seasonal rankings. And depending on those rankings, rewards are distributed to top performers, ensuring that social and competitive engagement are central to the experience.



TOKENOMICS (MARKETPLACE)

Antara Raiders & Royals operates on a dual-currency architecture built around the $ANTT (Antara Token) and DNR (Dinar).

$ANTT

With a fixed supply of 120 million, $ANTT is Antara's Governance Token. It represents ownership in the Antara metaverse and grants the holders governance rights, including voting on roadmap decisions. It's also required to purchase high-value NFT assets such as Chiefs, Camels, and Kingdoms.

Every $ANTT token spent on NFT mints or premium actions is cycled back into the liquidity pool, ensuring a sustainable balance between $ANTT and the in-game currency DNR. This mechanism maintains ecosystem stability while enabling players to freely convert between the two tokens or withdraw $ANTT externally as real-world income, bridging in-game activity with tangible value.

DNR

As the Utility and Play-to-Earn off-chain currency, DNR has unlimited supply. It is earned through battles, Kingdom Wars, daily quests, achievements, and leaderboard rankings, and can be spent across nearly every gameplay system. These include:

- Speeding up construction and training.
- Instantly upgrading buildings, units, and NFTs.
- Purchasing Wood and Food when resources are scarce.
- Customizing Tribes and upgrading Chiefs.

As a sink, DNR balances its inflationary issuance by being tied to constant in-game consumption. It also serves as the bridge to $ANTT, since players can convert their earned DNR into governance tokens, linking utility-driven play with long-term investment.

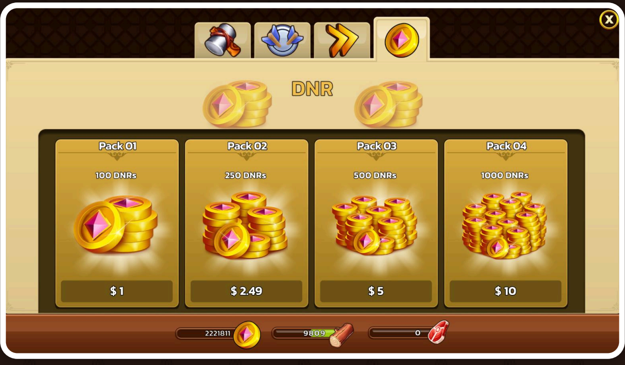
CONVERSION & TRANSACTION

Players can freely convert between the DNR and $ANTT tokens through the WebGL build, with a small fee (0.000005 SOL) applied to each transaction. This creates a direct bridge between gameplay utility and governance. So for EXAMPLE, if 100 DNR equals $1 and $ANTT is trading at $1 = 5 tokens, then 100 DNR converts to 5 $ANTT minus the fee.

IN-APP PURCHASES

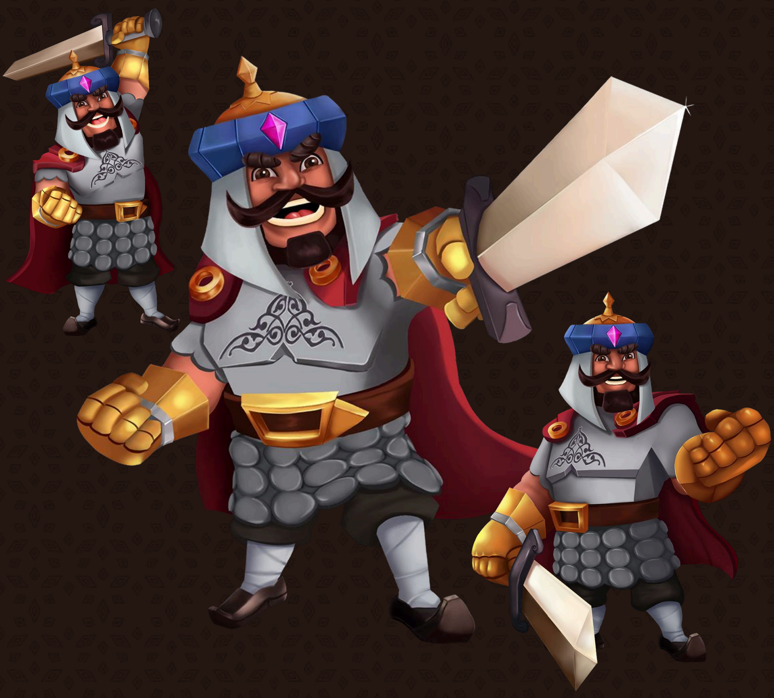
Purchases in-game can be made with either fiat currency or tokens (WebGL build). Fiat revenues will support development, liquidity, and buybacks, while token payments flow a bit differently.

Since DNR circulates within the in-game economy, and $ANTT payments are cycled back into the liquidity pool, this ensures liquidity and ecosystem balance.



CHIEFS (COMING SOON)

Chiefs are hero units and NFTs with powerful combat stats and unique abilities. Each Chief comes with unique abilities and stats that define their playstyle, with characters such as Shaddad, Abla, Zabeebah, and Antarah embodying roles from frontline tanks to high-speed attackers.



They are also classified into four rarities (Common, Rare, Epic, and Legendary), with higher rarities offering greater power. As NFTs, Chiefs can also be upgraded with DNR, enhancing both their in-game power and long-term value. A player with a high level Chief is a force to be reckoned with, and can single-handedly turn the tide of a battle.

CAMELS (COMING SOON)

The Arabian Camels on OpenSea are also NFTs within Antara, and act as mounts for the Chiefs. They provide critical buffs such as increased speed, higher attack damage, or increased health, and some can even apply debilitating debuffs to enemy units.

As NFT assets, Camels are also fully tradable on the marketplace, giving them both in-game utility and external value beyond Antara. This makes Camels not only powerful companions on the battlefield, but also valuable long-term assets within the Antara ecosystem.

KINGDOMS

Kingdoms in the game function as NFT-based lands and organizations, enabling large-scale collaboration and competition. Players can join a Kingdom by paying DNR and gain access to Kingdom Wars, troop donations, private chat, and seasonal rewards.

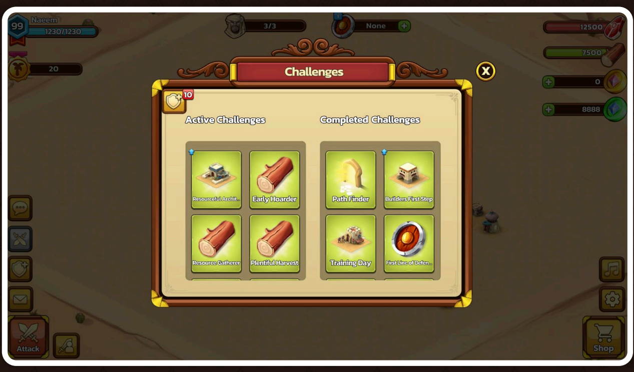
And apart from being a place where friends can gather and socialize, they also come with other key benefits:

- Rarity: Kingdoms come in multiple rarities, each with different capacity and potential buffs.
- Player earnings: Kingdom Wars serve as earning venues for their members, gained from Kingdom Rankings as well as every participation in Kingdom Wars.
- Owner Earnings: Kingdom NFT owners receive 5% of all member transactions in DNR, creating a stream of passive income for them.

EARNINGS

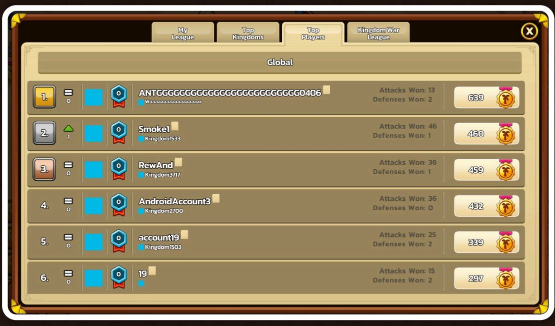
Progression in Antara is reinforced through a wide variety of Daily Activities, Achievements, and competitive events, with pools adjusted accordingly based on their scope.

Daily Objectives and Login Bonuses can encourage consistent play, while long-term Achievements can celebrate milestones in combat, collection, and base defense. Leaderboards on the other hand can reward both individual players and Kingdoms as a whole, where DNR can be distributed to players based on their performance and contribution.



LEADERBOARDS & KINGDOM INCENTIVES (COMING SOON)

Leaderboards highlight both individual and collective achievements. Top players earn DNR based on their PvP medals, while for top Kingdoms in each rarity tier, pool rewards are distributed among their members. Even non-ranking participants benefit, as the Kingdom Wars guarantees proportional earnings. In addition, Kingdom NFT owners earn 5% of all member transactions in DNR, creating a reliable stream of passive income and incentivizing long-term investment.



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2.	1	Smoke1 Kingdom1533	Attacks Won: 46 Defenses Won: 1	460
3.	0	RewAnd Kingdom3717	Attacks Won: 36 Defenses Won: 1	459
4.	0	AndroidAccount3 Kingdom2700	Attacks Won: 36 Defenses Won: 0	432
5.	0	account19 Kingdom1503	Attacks Won: 25 Defenses Won: 2	339
6.	0	19	Attacks Won: 15 Defenses Won: 2	297

ECONOMIC SUSTAINABILITY

The system balances scarcity and utility by combining $ANTT's fixed supply with DNR's constant circulation. Players generate DNR through gameplay and spend it on progression, while $ANTT is required for NFTs and premium actions and is continuously cycled back into the liquidity pool.

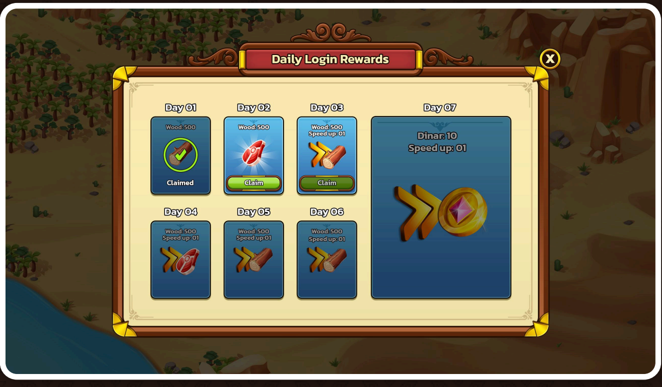
This interplay sustains demand for both tokens, stabilizes conversion between $ANTT and DNR, and discourages speculative dumping, while Kingdom earnings and rewards keep players engaged.

REWARDS DISTRIBUTION

Some examples of how rewards will be distributed in the game can be seen below:

- Achievements (one-time): $50 worth of DNR.
- Daily & Monthly Quests / Logins: Around $14 worth of DNR per month.
- Kingdom Wars: $1,000 in DNR split 80/20 between winners and losers.
- Player Rankings (Top 50): $1,250 monthly, with $500 going to Rank 1.
- Kingdom Rankings (Top 25): $1,250 monthly, scaled by rarity.

All rewards are automatically distributed at the season's end. Pools are fixed for now but may scale with the growth of the Antara ecosystem.



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