

SEP 2021 Edition

GODS UNCHAINED WHITEPAPER

The trading card game that pays to play.

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EXECUTIVE SUMMARY

About Gods Unchained

Gods Unchained is a free-to-play trading card game where players compete in epic duels using fantasy cards. The game is built to fundamentally change how games work; using Ethereum technology to bring true digital ownership to players, as well as provide the means to earn items that actually matter.
The $GODS token is designed to be the core currency of Gods Unchained, fuelling the ecosystem that empowers players to earn and sell Non-Fungible Tokens (NFTs).

What makes us different?

- **Exciting gameplay, a world-class team**
  Helmed by Chris Clay, former game director of Magic: The Gathering Arena, Gods Unchained provides a dynamic and competitive experience with a strong focus on strategy. Over 3 years of engineering and development has been put into Gods Unchained by a talented team with career experience from gaming giants such as EA Games, Riot Games, Wizards of the Coast, and more.

- **True digital ownership**
  Gods Unchained provides real ownership over in-game items by turning them into ERC-721 tokens/NFTs. Players gain the right to sell their items for real money, use them in Gods Unchained, and even embed them in third-party games and tools. This separates Gods Unchained from what's offered in mainstream games.

- **Play to Earn**
  To catalyze competitive play and stimulate engagement, players can earn meaningful currencies and items, including the ERC-20 $GODS token, by simply playing the game. The ability to earn tangible rewards serves as the key ingredient to supercharge our future growth.

- **An epic game economy**
  $GODS tokens are designed to exist at the heart of the economy, being used by players to purchase new card packs and chests, craft their own NFT cards, and earn staking rewards. By including $GODS in the key facets of the Gods Unchained experience, it creates a sustainable ecosystem where players have the economic freedom to earn from, and contribute to the economy.

- **A titanic community**
  With over $34M worth of NFTs sold and traded so far, Gods Unchained has established a passionate community of evangelists. The game has over 450,000 registered players despite only being in beta.

- **Built to scale on Ethereum**
  Gods Unchained digital assets live on Immutable X, Ethereum's first zero-knowledge rollup (zk-rollup) for NFTs. Immutable X allows for gas-free NFT minting and trading at scale with instant trade confirmation. This creates a massively improved user experience and enables the high volume trading of low cost assets, a key feature of Gods Unchained. Over 650,000 Gods Unchained NFT secondary trades have been made since migrating to Immutable X in late June 2021. In contrast, the entire Ethereum mainnet NFT trading volume amounted to 420,577 trades (source: nonfungible.com). Importantly, Immutable X does not compromise the security of users' assets, ensuring that players truly own their assets on Immutable X.

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Our game in numbers



Why $GODS tokens matter

$GODS tokens are ERC-20 tokens designed to become the core in-game currency for Gods Unchained. Similar to existing in-game currencies, $GODS tokens will be rewarded to users through play, however unlike existing currencies $GODS will be scarce and tradeable. True digital ownership is an important foundation, but to truly change the way games are viewed, it needs to be paired with a sustainable Play to Earn system. $GODS tokens are the key to unlocking this, providing the basis for an economy that will empower players to earn through play, creating a continued demand for the token, and growing Gods Unchained by attracting more and more users.

The token is created, issued, and distributed by Gods Unchained Corporation and will have multiple applications that will make it an essential part of the game's Play to Earn ecosystem.



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$GODS token summary

As the core currency within Gods Unchained, $GODS is designed to enrich the Play to Earn loop, which holders can use to craft new NFTs, make in-game purchases, and vote in governance decisions. One of the unique aspects of the Gods Unchained economy is the Staking Rewards Pool. Any $GODS used in the game (e.g. using $GODS to craft new in-game NFTs) will be sent to this rewards pool.

In addition, 20% of all primary sales and 20% of secondary trading fees in Gods Unchained will be paid for in $GODS. If the user opts not to use $GODS for a payment, or doesn't have enough tokens for the purchase, the user can choose to pay entirely in the currency they choose. In this instance, 20% of this purchase will be automatically swapped for $GODS on the open market and sent to the rewards pool, from which it will be distributed proportionately to all token holders who actively stake $GODS.

$GODS Token supply summary

The token has a fixed total supply of 500,000,000. Below is a summary of how this supply is allocated.



Previous Backers

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APEX CAPITAL Partners

coinbase

Continue Capital

GALAXY DIGITAL

NASPERS

Nirvana Capital

OKEx Blockdream Ventures

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GAME INTRODUCTION

What is Gods Unchained?



Gods Unchained is a free-to-play trading card game where players compete in epic duels using fantasy cards. Led by Chris Clay, the former game director of Magic: The Gathering Arena, the game focuses on competitive play, which means players must strategically outsmart their opponents by building decks that are able to combat a wide variety of tactics. In Gods Unchained, players can completely own their digital items, giving them the freedom to trade, sell, and use their cards within or beyond the game – just like owning real, tangible cards.

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Our mission

The gaming industry is immense but flawed, being built on one-sided models that limit user ownership and stifle player-driven economies . We believe players should truly own their items in any game; more than that, we believe players should be rewarded for the time and effort they invest in playing a game and contributing to that game's community.

This is why we are building Gods Unchained. We know games can be more, so we've been busy building a game where every card pack you open, every battle you fight, and every item you craft is built to be part of a sustainable, real-value economy. The items you own are set up to have greater utility beyond just playing the game as you can trade them with anyone, even outside the game. No one – including us – should be able to take away what belongs to you, a concept made possible thanks to Ethereum's technology.

Changing the game with non-fungible tokens (NFTs)



Non-fungible tokens (NFTs or ERC-721 tokens) are unique digital assets that can be owned, sold, or traded. Ownership is tracked via the Ethereum blockchain, ensuring trustless asset security.

In Gods Unchained, this technology is applied to select in-game cards and items. Like a bridge between the virtual and physical world, NFTs provide us and our users with a transparent and immutable way to assign, verify, and maintain ownership. The result? The ability to create a vibrant game that rewards both the developer and the player, building functional relationships between game and player that were not previously possible.

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Scaling with Immutable X

While Ethereum's security tech provides the perfect foundation for Gods Unchained, its ability to scale is hampered by a few critical issues. Previously, NFT projects and developers have struggled to grow due to the limited capacity of the Ethereum blockchain (known as Layer 1). Long transaction times and high gas fees held games back, providing an environment that meant NFT trading was unable to thrive.

That's why we chose to use Immutable X, the first Layer 2 scaling solution for NFTs that solves critical problems within the NFT space. The platform provides better value to users and products with instant trade confirmation, massive scalability (up to 9,000 trades per second), and zero gas fees – all without compromising security.

Since moving to Immutable X in late June 2021 (complete migration), over 650,000 Gods Unchained NFT secondary trades have been made. In contrast, the entire Ethereum mainnet NFT trading volume amounted to 420,577 trades across the same period (source: nonfungible.com). The migration to Immutable X enabled Gods Unchained alone to achieve NFT trading volume that is 1.5 times greater than Ethereum mainnet, while consuming 99% less energy to perform those transactions. Thanks to Immutable X it is economically and technologically feasible for players to conduct high volume transactions of low value NFTs.

All Gods Unchained NFTs are designed to live on Immutable X, providing fast, affordable and secure trading. This ensures Gods Unchained is hyper-accessible to all players and collectors, removing the frictions and barriers that previously plagued blockchain products to truly unlock the growth potential of Gods Unchained.

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Gods Unchained by the numbers



Since launching the beta in 2018, our game has garnered a community of over 450,000 registered players and collectors. This community fervor has translated to more than $10 million USD in revenue to date, with over $23 million USD traded from play to player. We've compiled a world-class team, and laid down the foundations of a game with the tools necessary to bring blockchain technology to the masses, introducing mainstream players to a new type of game in turn.

The key to a sustainable Play to Earn economy

In layman's terms, Play to Earn means you can earn money, or assets with meaningful utility, just by playing the game. In Gods Unchained, this is seen through the ability to earn in-game items that you can sell for real-world cash, or use to help you become more competitive in-game.

Providing players with assets they can own, places they can trade, and rewards for their time is – to us – the natural future of gaming. NFTs and virtual currency tokens have provided us the tools to pave the way for this future, and Immutable X the means to scale it, the final piece of the puzzle is to implement truly rewarding and sustainable Play to Earn mechanics.

The $GODS token is our solution to this – designed to form the cornerstone of Gods Unchained's Play to Earn economy.

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REVENUE STREAMS



Revenue streams

Gods Unchained is built using a Games as a Service model. Instead of relying on a one-off purchase, we provide a game that is free to play, releasing optional monetized content and features that work to enrich and expand the game, without being a requirement to play the game. Below is an explanation of how in-game purchases work in Gods Unchained:

- **NFT “expansion set” sales (sold via the Gods Unchained store)**
  The main in-game purchase in Gods Unchained is NFT card sales. While users can unlock core cards through play, our team is constantly designing new sets of cards (known as “expansion sets”) in order to keep the game exciting and provide users with new content.

  Expansion sets are made up of a series of NFT cards (ERC-721 tokens) that can be found in card packs (purchasable items that hold five randomized cards apiece) and chests (ERC-20 tokens that bundle together multiple card packs).

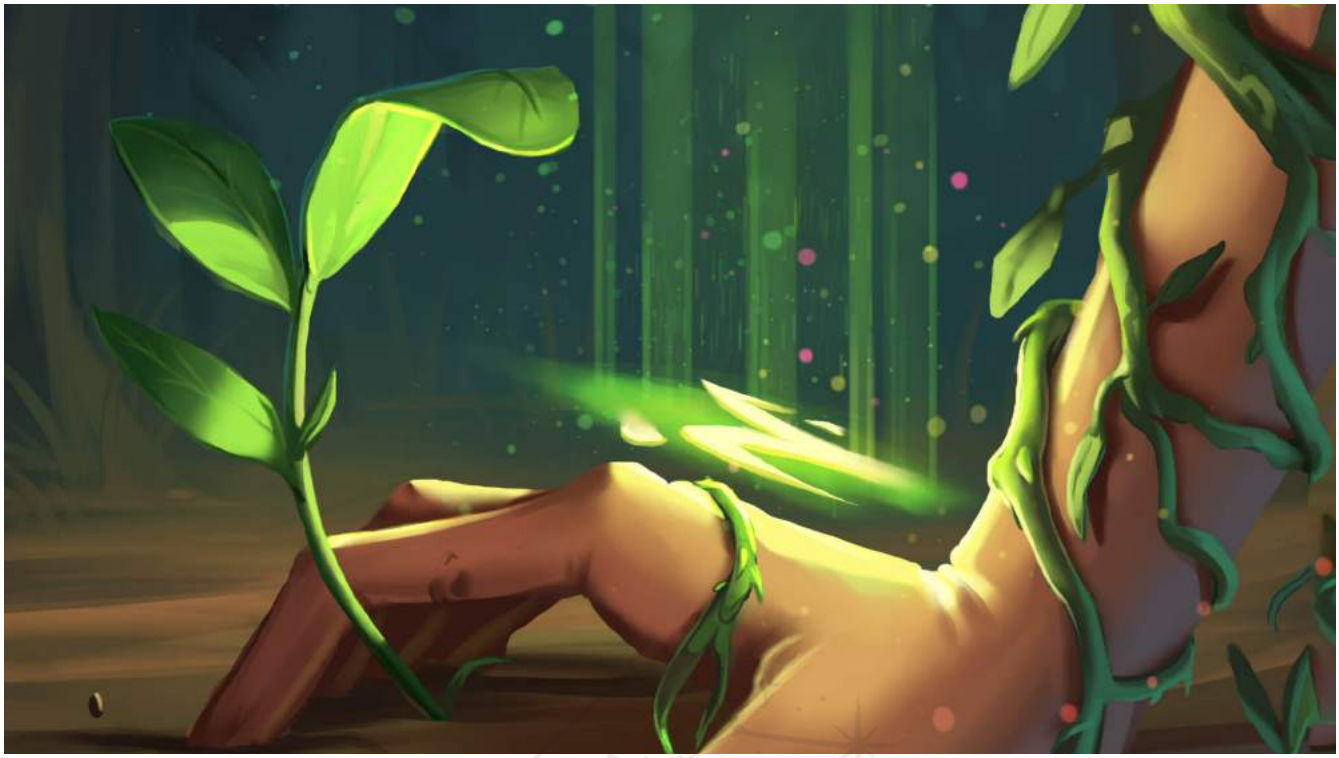
  Once purchased, these items can be used by players within Gods Unchained to build competitive decks and play the game, or traded with other users outside the game like any other token.

  Expansion sets consist of a finite amount of NFTs, making them more scarce than the core game’s cards. Since the launch of the game, we have released and completely sold through two expansion sets, the Genesis set and the Trial of the Gods set, with the total revenue generated by both sales exceeding $10 million.

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- **Secondary market royalty fees (***Development completed - Coming soon)*
  A royalty fee is to be introduced to all Gods Unchained trades in any Immutable X powered marketplace: such as TokenTrove, OpenSea or the official Immutable X Marketplace. As our trading economy grows, our revenue in royalty fees will grow alongside it. We foresee this becoming a primary source of revenue in the not too distant future. The development of this feature is completed and will be implemented within the ecosystem very soon.

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User Engagement

Gods Unchained is primed to supercharge its growth. Here are upcoming catalysts:

1. Set up to scale

Gods Unchained uses Immutable X technology to provide mainstream scalability and gas-free transactions for users, allowing for near-instantaneous peer-to-peer trading. Because of this technology, Gods Unchained can create user experiences that are far more superior than other Ethereum-based solutions in the market. Ultimately, this technology allows our game to access the mainstream gaming market by simplifying the purchase, trade, and minting experiences of any Gods Unchained NFTs.

2. Ownership and earn driven retention

One of the key drivers to growth is retention – the less players who leave the game the faster it grows. Peer analysis shows that NFT gaming can increase D30 retention from a typical 8% (“D1 Retention - Historical Timeline”) up to 80–90% (source: Axie Infinity, My Crypto Heroes). This is one of the key drivers of the Gods Unchained strategy and one of the core reasons why we’re highly focused on NFT ownership and Play to Earn. As players are able to extract tangible value from playing the game beyond just pure entertainment, they have a much stronger incentive to return and become platform evangelists.

3. Going mobile

Gods Unchained will be unlocking its ability to access an even larger audience by launching Gods Unchained mobile. Mobile games capture more users because they’re highly accessible, making them the perfect avenue for mainstream adoption of NFT gaming. Peer analysis on a play to earn game title shows that over 82% of active players are using mobile devices (Source: Axie Infinity). Mobile distribution will help further accelerate the adoption of Gods Unchained and the wider blockchain gaming ecosystem.

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4. Hyper competitive user acquisition

Gaming growth is typically driven by paid user acquisition. Our internal AB testing research shows that Play to Earn games can achieve 30% lower acquisition costs compared with normal games. This means that Gods Unchained has a unique cost advantage in user acquisition.

5. Compounding growth loops

Over the past year, Gods Unchained has successfully experimented with multiple growth loops that were highly effective in driving growth within the game. When each single loop is stacked on top of another the result multiplies and brings exponential growth to the game. Below are examples of loops that we previously introduced:

- **Influencer Loop:** We partner with world-class influencers in bringing awareness to Gods Unchained. This is an effective strategy in acquiring new players at scale with the ability to target different niches.
- **Viral Referral Loop:** This loop provides a tangible reward to our existing players for bringing quality new players. As more people play Gods Unchained, the new number of referrals made by players will also increase.
- **Engagement Loop:** Create engagement features that continuously bring our players back to engage with the game. As the engagement of the player deepens, the Life-Time-Value of the player increases.

As Gods Unchained enters its growth phase, the team will be investing heavily on deploying new loops to further enhance the growth of the game.

6. Growth driven by $GODS tokens

The newest addition to Gods Unchained are $GODS tokens, a tradable currency designed to take Gods Unchained into the future. The token will be distributed to players, as well as all participants in the ecosystem, which promote the overall growth of the game. We plan to use the token to align incentives, reward players, and grant governance. Player-driven ownership of the token will hypercharge the community and the growth of Gods Unchained, as users become incentivized to work together to make the game successful.

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$GODS TOKENS



Scaling an epic game economy

The new digital asset to sit at the heart of Gods Unchained, $GODS tokens are ERC-20 tokens created, issued, and distributed by Gods Unchained Corporation.

As the core currency within Gods Unchained, $GODS is designed to enrich the Play to Earn loop, being used to craft new NFTs, make in-game purchases, and champion user input via governance voting. $GODS will also be distributed as a reward through quests, matches and active staking, rewarding players for staking their tokens while incentivizing them to play more.

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$GODS token objectives

Our ultimate goal is to build the #1 digital trading card game; a game that has all the economic vibrancy of the best physical TCGs in existence with none of the limitations that come from physical economies. This involves:

1. Liquid, tradable player rewards
$GODS tokens are designed to be Gods Unchained's primary reward mechanism. By offering ERC-20 tokens, players can earn rewards which can be easily traded with others or even leveraged outside of the game.

2. Aligning incentives
Issuing $GODS tokens to all participants in the economy, including third party developers, content creators and the community, works to align incentives around Gods Unchained.

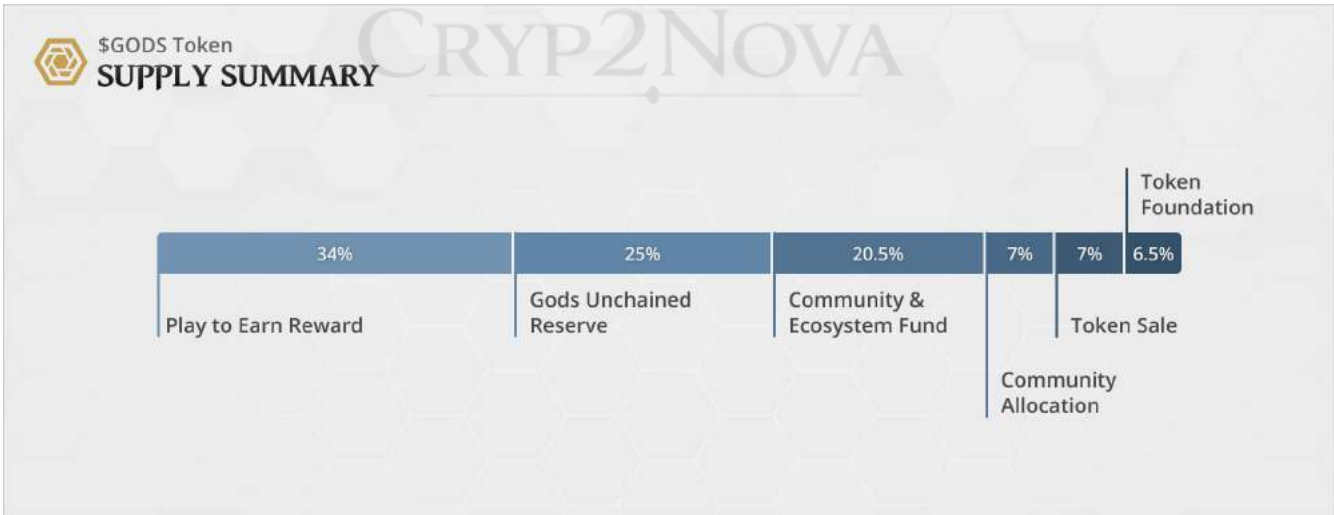
3. Economic sustainability
$GODS tokens will be distributed in a sustainable way via a fixed supply schedule. Not only are we rewarding early adopters, but we're ensuring we can continue to reward new users for years to come.

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$GODS supply & allocation

$GODS tokens have a fixed total supply of 500,000,000, provisionally allocated to the following areas:

Allocation	% of total	Token amount	Unlock schedule
Play to Earn Rewards	34%	170,000,000	• Unlocked over 6 years. • Issuance begins 2 months after the token generation event.
Gods Unchained Reserve	25%	125,000,000	• Unlocked over 48 months. • 12 month cliff.
Community & Ecosystem Fund	20.5%	102,500,000	• Unlocked over 6 years.
Community allocation	7%	35,000,000	• 3.5% immediately unlocked. • 3% unlocked over 3 months. • Remaining 0.5% will be a buffer used to mitigate any token claiming issues. Unlock schedule will depend on the event which the allocation will be used for.
Token Foundation	6.5%	32,500,000	• Immediately unlocked.
Token Sale	7%	35,000,000	• Unlocked over 12 months.



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Play to Earn Rewards

170,000,000 $GODS tokens (34% of total) are reserved for the Play to Earn Rewards pool. This is the largest allocation as Play to Earn is the key value proposition of Gods Unchained. With this rewards pool, we aim to attract a large group of active players to participate in the Gods Unchained ecosystem. A fixed amount of $GODS tokens will be allocated to a variety of Play to Earn campaigns such as:

- Weekend Ranked rewards
- Daily token reward system
- Quests
- Seasonal rewards
- Tournaments
- Special game modes

Community & Ecosystem Fund

102,500,000 $GODS tokens (20.5% of total) will be set aside as a rewards pool to foster community engagement. The purpose of the pool is to reward activities which are difficult to quantify but add significant value to the game and game economy. Part of the monthly allocation will be distributed to the community at the Foundation's discretion. Another part of the monthly allocation will be distributed according to what's decided via monthly governance proposals.

The Community & Ecosystem Fund includes, but is not limited to the following areas:

- Community activations
- Community tournaments
- Community engagements
- Content creators
- Partnerships
- Referral rewards
- Grants (third party developers, marketing)
- Liquidity mining

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Gods Unchained Reserves

125,000,000 $GODS (25% of total) tokens have been allocated to Gods Unchained Pty Ltd, the team behind the Gods Unchained game (a subsidiary owned by Immutable) for the development of the $GODS token. Tokens will unlock over 48 months with a 1 year cliff after a successful token sale.

No individual team members, board members, or founders will be allocated any $GODS tokens from this pool. This is strictly a reserve that's allocated to Gods Unchained Pty Ltd.

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Community Allocation

35,000,000 $GODS tokens (7% of total) will be allocated to community in-game events that reward long-standing and current users. We believe it's important to recognise the early supporters that helped us get to this point, as they played a pivotal role in making the game as successful as it is today.

- 30,000,000 $GODS tokens (6% of total) will be allocated to the first event, in which eligible addresses will receive tokens based on their Genesis and Trial of the Gods collections.
- 2,500,000 $GODS tokens (0.5% of total) will be allocated to the second event, which will take the form of a Play to Earn event. Gods Unchained players will be able to earn $GODS tokens by playing the game and meeting the required criteria.
- The remaining 2,500,000 $GODS tokens (0.5% of total) will be set aside as a buffer in a scenario where an eligible address did not receive their share of tokens for whatever reasons.
- For full details of the community in-game events, stay tuned to https://godsunchained.com/

Token Foundation

32,500,000 $GODS tokens (6.5% of total) will be allocated to the Foundation and unlocked immediately. This portion of the token is used to provide liquidity to users, exchange partnerships, marketing, and other functions the Foundation deems are in the best interest of improving the token ecosystem.

Token Sale

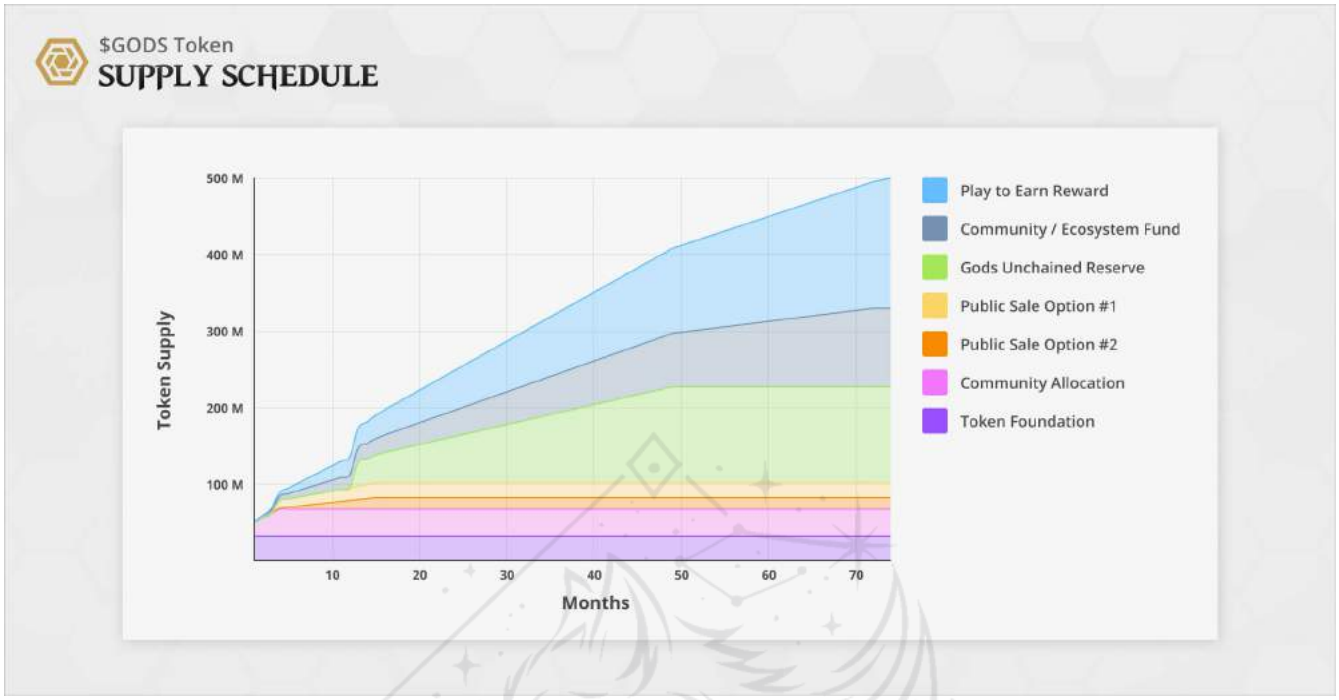
A total of 35,000,000 $GODS tokens (7% of total) will be sold via a public token sale. This encourages early use of the token and raises the value for all participants in the ecosystem.

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Circulating Supply

The circulating supply of $GODS is designed to incentivize long-term growth and sustainability. The anticipated circulating supply schedule is illustrated below:



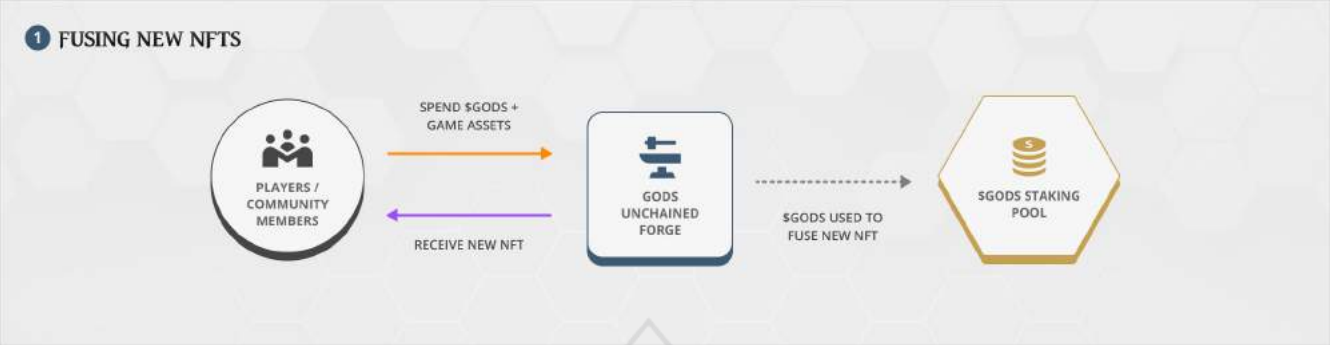
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$GODS Token Utilities

The primary purpose of the $GODS token is to serve as an in-game currency that players can spend whenever they want to mint a new asset, including fusing an asset to craft a minted NFT or directly purchasing an expansion pack.

1. Crafting new NFTs that are playable and tradable



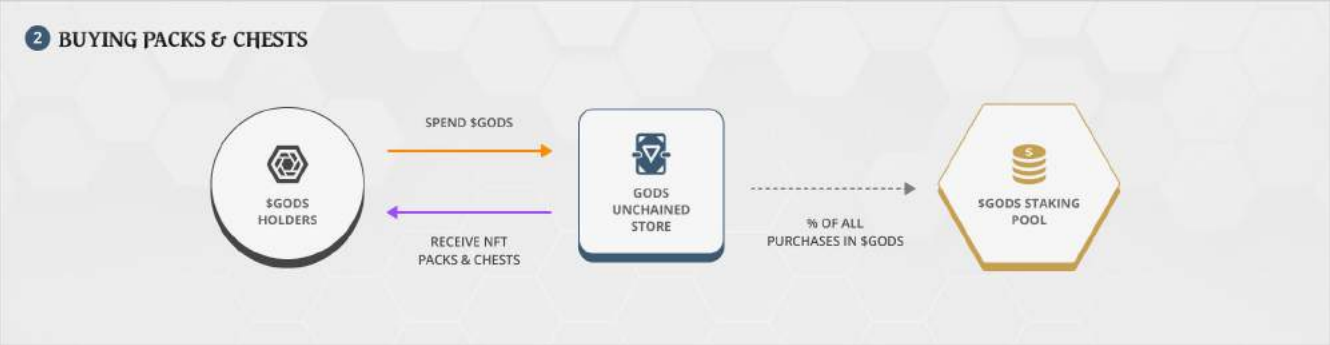
The Forge in Gods Unchained allows players to craft new NFTs that can be used in-game or traded on the marketplace. At a basic level, players with two identical “plain” cards (ie. non-NFT cards) can combine them together to create a “Meteorite” version of that card, a process that mints the asset onto Immutable X, creating a new card with real world value. This is called “fusing”. In the future, we plan on introducing further upgrades to this process, providing options to craft a wider variety of NFTs.

- A combination of $GODS tokens and in-game assets will be required whenever a user uses the Forge to craft a new NFT.
- $GODS tokens consumed by The Forge will be allocated to the $GODS Staking Rewards Pool. These tokens will then be distributed to all users that qualify as active stakers (see: 3. $GODS Staking Rewards Pool).

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2. Purchasing items with $GODS



The Gods Unchained store is the first point of contact when new NFT expansion sets enter the ecosystem. The cards from these sets are then traded between users on marketplaces that utilize Immutable X's Layer 2 technology. Involving the $GODS token in these functions is a key factor in giving the token meaningful utility, which is why 20% of all primary sales and 20% of secondary trading fees in Gods Unchained will be paid for in $GODS.

Purchasers will be able to choose whether they want to spend their own $GODS on a purchase to save some ETH/USD, or whether they would prefer to save their $GODS for a different use. If the user opts not to use $GODS for a payment, or doesn't have enough tokens to cover the fee, the 20% fee will automatically be swapped on the open market.

This function not only ties $GODS to the heart of the economy, but also ensures $GODS moves sustainably through it. After a primary sale or secondary trading fee is actioned, the $GODS tokens will be moved to the Staking Rewards Pool where they will be distributed to all users that qualify as being active stakers (see: 3. $GODS Staking Rewards Pool).

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3. $GODS Staking Rewards Pool



Staking rewards will be distributed to all users that qualify as being active stakers. These rewards will be distributed from the Staking Rewards Pool, which consists of $GODS tokens funnelled in from acquisition actions made in the Gods Unchained store and the Forge.

Rewards will be claimable by all users who qualify at regular 7 day intervals, and will provide an amount of $GODS to the user proportional to the lowest amount held in their Immutable X account. The number of tokens staked is measured by the lowest amount of tokens the user held in their Immutable X account during the given reward interval period. (See “Example Token Staked Measurement” below).

Note: Reward intervals may change in the future at the discretion of Gods Unchained Corporation

Example: $GODS tokens staked measurement						
Number of $GODS tokens held in Immutable X each day within the 7 days reward Interval.						
Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7
200	200	**100**	**100**	500	500	500
Total number of tokens staked in this interval for rewards = **100**						

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Example staking rewards			
$GODS staked by Active Staker	$GODS staked by All Stakers	Size of $GODS Staking Rewards Pool	$GODS earned [by the Active Staker]
100	10000	50000	500

To qualify as ‘actively staking’ the user must have voted on a proposal in the last 30 days, and must have held $GODS within Immutable X for the full duration of the specified 7 days period. If an empty wallet receives $GODS in the middle of a staking rewards interval, it will not be considered a qualified active staker until the next interval where the wallet has held the token for a full 7 days.

Note: The definition of staking is subject to change at a later date via protocol governance or a similar process.

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4. Governance and voting



$GODS Token holders will be able to vote on token-related proposals via decentralized governance. Proposals will include topics such as:

- How to allocate token reserves
- Community & Ecosystem fund distribution
- Changes in $GODS token supply
- Sponsorship or grant recipients

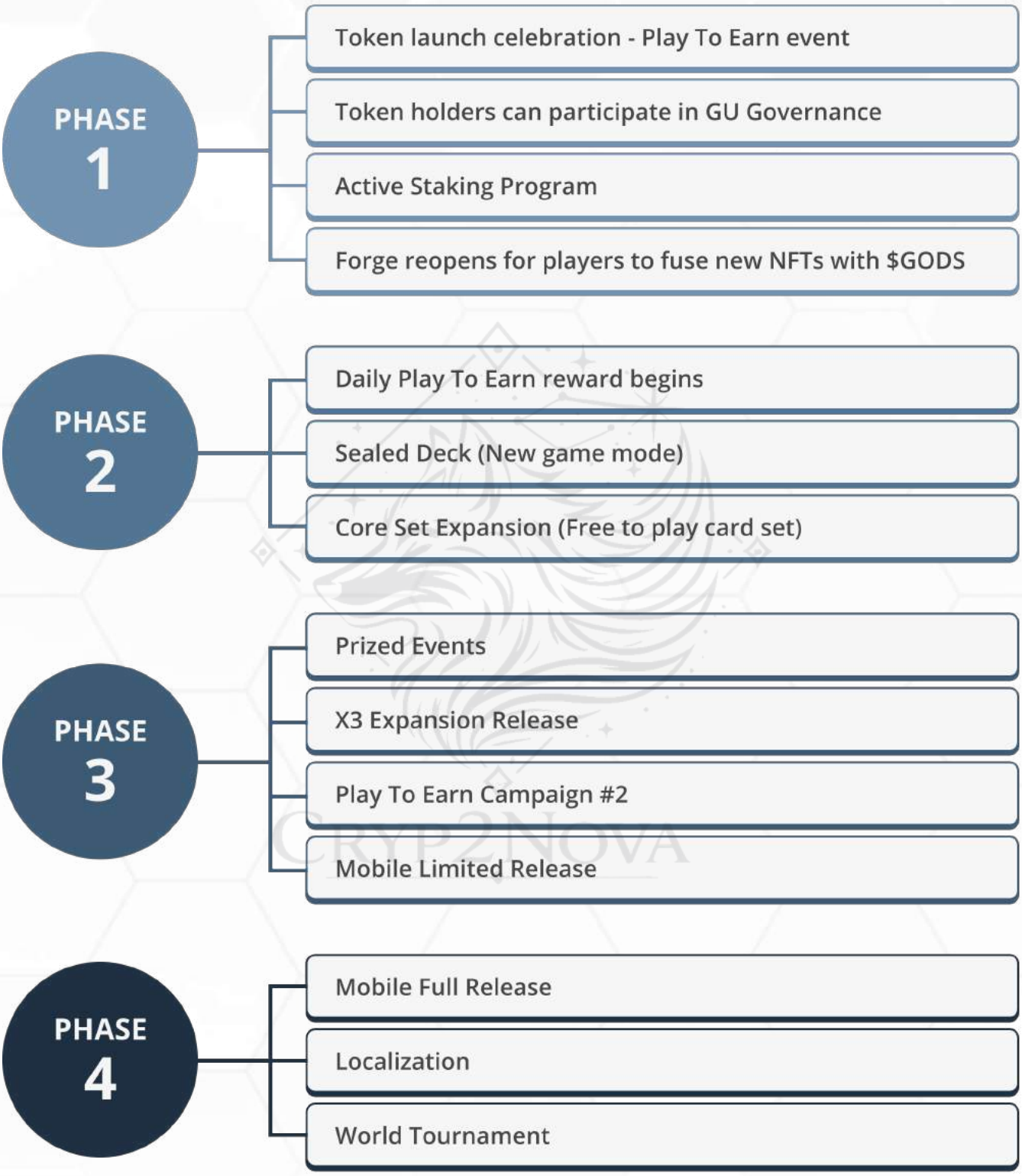
Other proposal categories may be added via the appropriate decentralized governance processes. In order to submit a proposal for voting, an individual needs to own a certain threshold of $GODS tokens, which will be determined at a later date. The Foundation has the right to propose items to be put to vote that are seen as positive for the ecosystem as a whole, and will perform a facilitation role in the curation of proposals that will be voted on by all $GODS Token holders. All votes that successfully pass will be executed accordingly and as soon as feasible given consideration of commercial and technological implementation limitations. Governance is performed on Ethereum, with wallet balances sourced across both Ethereum and Immutable X. The more $GODS a user holds, the greater their voting power.

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Gods Unchained

DEVELOPMENT TIMELINE



Disclaimer: The development timeline above is forward looking estimated as of the time this whitepaper was written. The feature and timeline may change in the future.

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Gods Unchained

MILESTONES

2018 Q3

Gods Unchained was announced to the world.

2018 Q4

1 million Gods Unchained NFT cards were sold.

2019 Q2

The Gods Unchained open beta was released.

2020 Q1

The first iteration of Play to Earn was released, seeing users fuse cards in the Forge.

2020 Q1

Gods Unchained reached 100,000 total registered players.

2020 Q4

The second expansion Trial of the Gods was released.

2021 Q1

Partnered with Coinbase to launch the Play to Earn campaign Stay. Play. Get Paid.

2021 Q1

The Trial of the Gods set successfully sold out.

2021 Q2

Gods Unchained reached 200,000 total registered players.

2021 Q2

Integration with Immutable X Layer 2, providing instant & gas-free trading.

2021 Q3

Gods Unchained reached 450,000 total registered players.

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OUR TEAM

About Immutable

Immutable is an industry leading $77m VC-funded blockchain company backed by investors such as Naspers, Galaxy Digital, Coinbase, Bitkraft Ventures, Fabric Ventures, and Alameda Research. The company endeavours to make digital worlds real, doing so through releases such as Gods Unchained, the most successful blockchain trading card game to date, Immutable X, the first Ethereum layer 2 designed for NFTs, and the upcoming mobile game: Guild of Guardians.

The Gods Unchained team

Within Immutable, there are over 50 full-time employees working on Gods Unchained. The team consists of talents from top tier companies including Riot Games, Electronic Arts, Goldman Sachs, and many more, bringing deep expertise across multiple facets of game development and blockchain engineering. The team is led by Chris Clay, former game director of Magic: The Gathering Arena, one of many leaders within Immutable who have contributed to games and technologies that are played and used by millions of people today.



Chris Clay (Game Director):

The former Game Director of Magic: The Gathering Arena, Chris Clay led MTGA from its troubled first playable release to a genre favorite that generated over $120M in revenue in its first year. He has spent his career pushing the boundaries of technology, from early pioneering in 3D character setup and design, to laying the groundwork for massive multiplayer games at Turbine. He moved across the globe to join Immutable to continue to break new ground by building game economies that benefit both game creators and game communities alike in the NFT space.



Matt Aldrich (Lead Art Director):

Matt Aldrich has extensive experience Art Directing games in Europe, America, and Asia, and has been focused on delivering world class game art for multiple triple-A titles for over 20 years. His experience includes studios such as EA, Lucasfilm, and Wargaming where he worked on games spanning console, PC, and mobile. Throughout his career, Aldrich has worked on industry leading franchises including Tomb Raider, Assassins Creed, James Bond, Lord of the Rings, FIFA, and Star Wars.

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Derek Proud (Producer):

Derek Proud is a games industry veteran with more than 20 years experience. He's worked on many licensed titles such as Harry Potter, Avatar: The Last Airbender, Cars, Spongebob Squarepants, and Jimmy Neutron as well as a variety of unlicensed franchises such as Destroy All Humans!, EA Sports Cricket, and EA Sports Rugby. He was both designer and producer for Big Beach Sports on Wii, which sold more than 2 million units worldwide.



Arash Mahboubi (Crypto Product Lead):

Arash brings with him a deep understanding of the crypto ecosystem and blockchain development. He's been building the core technology that governs the Ethereum network for over 4 years and previous to that helped bring blockchain Dapps (Decentralized applications) to mainstream consumers. As a passionate gamer he brings together his technical expertise to overcome the technical divide between crypto concepts and traditional game mechanisms that players have grown to learn and love.

Official Channels

- Website
- Blog
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- Discord

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The Token is not an investment, security, share or equity interest, debt or loan nor a derivative instrument of any of the foregoing. Neither the Materials nor anything communicated or provided by us constitutes a prospectus or offering document, or is an offer to sell or solicitation of an offer to buy Tokens or any other asset.

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The Project is in its Beta Stage

The Project, while not owned, operated, developed or otherwise controlled by us, is in beta stage, which means that the Project and all related software are experimental. The Project is provided on an "as is" and "as available" basis, without warranty of any kind, either expressed or implied, including, without limitation, warranties that the Project is free of defects, vulnerabilities, merchantable, fit for a particular purpose or non-infringing. Any use of the Project shall be at your own risk. In no event shall we be held liable in connection with or for any claims, losses, damages or other liabilities, whether in contract, tort or otherwise, arising out of or in connection with the Project or its operation or use.

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You must read the Risk Disclosure Statement below, and by accessing or using the Tokens and/or the Project you accept all of the listed risks and agree that we shall not be in any way liable for any losses or damages incurred due to or in connection with such risks. You do hereby also acknowledge and agree that both the Tokens and the Project may be subject to additional risk disclosure statements that may be amended from time to time.

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You do hereby to the fullest extent permitted by applicable laws and regulations indemnify, defend and hold us, our employees, directors, shareholders, officers, consultants, representatives, agents or contractors harmless from and against any and all loss, penalty, claim, damage, liability or expense whatsoever (including reasonable attorneys' fees and disbursements) due to or arising out of or based upon (i) any inaccurate representation or warranty made by you, or breach or failure by you to comply with any covenant or agreement made by you or in any other document furnished by you to any of the foregoing persons in connection with the Tokens or the Project, or (ii) any action instituted by or on your behalf against any of the foregoing persons that is finally resolved by judgment against you or in favor of any of the foregoing persons.

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To the maximum extent permitted by applicable laws and regulations, in no event shall us, our employees, directors, shareholders, officers, consultants, representatives, agents or contractors be liable or responsible for any direct, indirect, special, punitive, exemplary, incidental, or consequential damages or losses of any kind, nor shall they be liable for the loss of goodwill, loss of profits (including expected), loss of data, diminution of value, and business interruption arising out of or in connection with the use of the Tokens, the Project or the Materials or reliance thereon, any inaccuracy or omission in any Materials, whether based upon breach of warranty or contract, negligence, strict liability, tort, or any other legal theory, regardless of whether we have been advised of the possibility of such damages or losses.

Risks Disclosure Statement

Risk of Software Weaknesses

Although we make reasonable efforts to ensure that the Tokens, the Project and their related software follow the high-security standards, we do not warrant or represent that the Tokens, the Project or any such related software are secure or safe, or protected from fishing, malware or other malicious attacks. Further, the Tokens, theProject and their related software may contain weaknesses, bugs, vulnerabilities, viruses or other defects which may have a material adverse effect on the operation of the Tokens, the Project or any such related software or may lead to losses and damages for you, other users of the Tokens, the Project or any such related software or third persons.

Risk Inherent in the Blockchain

The Tokens, the Project and their related software are or will be deployed on the Ethereum blockchain main network, and later may be deployed on other blockchains. As a result, any malfunction, breakdown or abandonment of such blockchain(s) may have a material adverse effect on the Tokens, the Project or such related software. Moreover, advances in cryptography, or technical advances such as the development of quantum computing, could present risks to the Tokens, the Project or such related software, and related blockchain software by rendering ineffective the cryptographic consensus mechanism that underpins the blockchain. The smart-contract concept, the underlying software application and software platform (i.e., [Ethereum] or other blockchain) are still in an early development stage and unproven. Although it is very unlikely, the blockchain, as well as any other blockchain, can be attacked which may result in downtime, consensus split, long reorganization of the chain, 51 percent attack, or other adverse outcomes each of which may lead to complete loss of your digital assets.

Risk of Flawed Logic of the Tokens, the Project or their Related Software

The underlying logic of the Tokens, the Project and their related software may be flawed, defective or impaired, which can result in smart-contracts operating incorrectly or not as expected, or transactions being executed in violation of logic which underpins the smart-contracts, which can lead to partial or complete loss of digital assets used in the transaction.

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Risk of Confusing User Interface

Certain user interface elements or design decisions can be confusing or mislead you, which may result in the execution of a different action or transaction than intended or desired, or connection of a wrong wallet, account or network.

Risk of Legal Uncertainty

Our intended activities are subject to various laws and regulations in the countries where we operate or intend to operate. We might be obliged to obtain different licenses or other permissive documents in some or all jurisdictions where we intend to operate our business, therefore, our business in such jurisdictions shall always be subject to obtaining such licenses or permissive documents, if so directed by applicable laws. There is a risk that certain activities may be deemed in violation of any such law or regulation. Penalties for any such potential violation would be unknown. Additionally, changes in applicable laws or regulations or evolving interpretations of existing law could, in certain circumstances, result in increased compliance costs or capital expenditures, which could affect our ability to carry on our business model.

Risk of Theft

There is no assurance that there will be no theft of your digital assets as a result of hacks, sophisticated cyber-attacks, distributed denials of service or errors, double-spent attacks, flash-loan attacks, vulnerabilities or defects of the Tokens, the Project or their related software or of the [Ethereum] or any other blockchain, or otherwise. Such events may include, for example, flaws in programming or source code leading to exploitation or abuse thereof. Any of the above may lead to partial or complete theft or loss of digital assets used in transactions carried out in connection with the Tokens, the Project or their related software.

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