

THE UNFETTERED

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Whitepaper Update Notice

This whitepaper will be constantly updated according to the improvements to be made in The Unfettered game, the changes to be made in The Unfettered economy model for the sustainability of the in-game economy, the different revenue models added over time for the players, the improvements in the roadmap.

Improvements and changes to The Unfettered Whitepaper will be announced continuously on The Unfettered website, social media and community accounts.

Follow The Unfettered website and social media accounts to stay up to date with the latest developments about The Unfettered.

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Introduction

The video gaming industry is going through a revolution of Play2Earn (P2E) and NFTs, which will allow gamers to profit financially from the games they play. This has become possible due to technological advances made with the emergence and evolution of blockchain technology.

Many P2E games such as Axie Infinity, Alien Worlds, Splinterlands have built strong communities by relying on the play-to-earn model and providing the gamers with in-game opportunities to make a real profit.

However, many existing P2E games do not have actual story-based gameplay, and that is what The Unfettered will seek to change in the P2E games. The Unfettered will be one of the first AA-grade games that will offer an immersive metaverse, profoundly developed characters, and interactions all joined together by a genuine storyline that will enrich the gaming experience with thrilling adventures and plot twists.

All this will allow the players to have a gaming experience like no other while having multiple opportunities to make fortunes in the real world.

As play-to-earn games are starting to attract larger masses of gamers, it will not be long until major gaming studios begin to put a foot in the door of this novel gaming reality.

And before it has happened, The Unfettered will be the first game to show what significant role deep story-based gameplay can play in a blockchain P2E game.

With its top-level game technology, game structure, and in-game economy model, The Unfettered offers its players a high-level gaming experience and a P2E model that they can earn while playing.

Furthermore, The Unfettered offers its players all this gaming experience for free. Adopting the free-to-play concept, The Unfettered is open to everyone in line with the nature of blockchain technology and decentralization philosophy.

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The Starting Scenery



In The Unfettered, players will find themselves at the end of the Age of Gods in a kingdom that the gods for thousands of years have ruled.

But their long-lasting dominion was challenged by Death, who decided to end it. For some unknown reason, she chose a young girl to be the one who should carry out her plans. But she does not know what fate awaits her. She will confront much peril and hardship on her way, which will galvanize her spirit and body..

This is the starting scenery that players will find themselves in at the beginning of the game. Further on, the game will develop and expand, and the players will be able to decide the way of its development through The Unfettered DAO.

The game will have a cutting-edge graphic engine, which will allow the gamers to get an authentic blockchain gaming experience and enjoy the gaming process to the fullest.

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Opportunities for Players

The Unfettered basically has two important missions. The first is to offer its players a high-level gaming experience. The second is to offer players a P2E experience where they can earn while playing and maximize their profits.

Players will be rewarded with SOULS for their success in The Unfettered game. In addition, players will be able to profit from different revenue models using the in-game items in the marketplace and using their SOULS for staking-like models. In the future, new revenue models will be implemented on The Unfettered platform, increasing the use cases of SOULS and enabling players to make more profit.

In the Metaverse phase, the number of in-game revenue models and the number of different use cases of SOULS will increase and diversify rapidly. In addition to land NFTs and in-game items/NFTs trading, the number of in-game marketplaces and NFT assets will increase with applications and services developed in lands, and different income opportunities will emerge for players.

Since all these applications and services will use SOULS, the value of SOULS will increase, and SOULS holders will generate long-term income from it. In addition, the number of SOULS-based revenue models in the metaverse phase will increase as the number of applications and services developed in the lands.

Check out The Unfettered roadmap to learn about the exciting opportunities that await you!

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Mission

The mission of The Unfettered team is to create an AA quality story-based video game that would be up to the highest graphic standards and provide deep gameplay that can be developed and expanded in the future, a thrilling storyline, and an enchanting metaverse. Another critical goal is to create different P2E mechanics in the game that will add excitement and real opportunities for the players to benefit financially from their in-game time.

We also wanted to offer investors a non-gaming audience to make a profit using opportunities for passive gain. We will realize this through implementing mechanics for staking and renting models.

Vision

The Unfettered aims to bring a real gaming experience to the blockchain gaming ecosystem with its gaming technology and the Souls-like game genre played by millions of people, which has a powerful trend in the gaming industry.

The Unfettered will offer this gaming experience with P2E, a blockchain-based gaming economy, and structure. While bringing together the P2E ecosystem and the gaming ecosystem, The Unfettered will adopt a multi-chain approach to ensure that in-game assets exist interoperable on different blockchains.

Thus, The Unfettered will act as a bridge between the blockchain ecosystem and the gaming ecosystem in the long run while bringing together other blockchain communities within The Unfettered.

With this approach, The Unfettered will aim to achieve the widest adaptation in the blockchain gaming ecosystem.



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Short Term Vision

1. Provide top-class gaming experience in the P2E space to show that blockchain games offer deep gameplay and spectacular graphics.

2. Get a large number of people to start playing The Unfettered because of the gaming experience we can offer to the players.

By delivering on these two goals, we will be able to show gamers that it is possible to enjoy an excellent gaming experience with P2E games and make a profit at the same time.

Long Term Vision

1. Realize the P2E concept

By bringing together the gaming and earning processes in The Unfettered, we will show the real potential of P2E games and what they can offer to people. The Unfettered will be a bridge between blockchain and gaming when we achieve that.

2. Integrate different gaming platforms and blockchains

As the audience of The Unfettered grows, we will be adding other blockchains into the game and integrating our platform to various gaming platforms to expand the player audience of The Unfettered. We will thus add The Unfettered SOULS token and in-game NFTs to different blockchains to give more people access to The Unfettered and its P2E opportunities.

3. Building The Unfettered Metaverse

The Unfettered aims to provide a unique P2E-based metaverse experience to its players and other actors included in its ecosystem in the Metaverse, called the internet of the future. To this end, one of The Unfettered long-term goals is to create The Unfettered Metaverse, based on, but not limited to, P2E, where different application services can be designed, and everyone can be involved. The economic model of this ecosystem will be based on SOULS, and SOULS will be the main crypto asset used in all applications and services built on this Metaverse, especially The Unfettered game economy.

4. Make The Unfettered a DAO

The third long-term goal is to create a decentralized autonomous organization (DAO) around The Unfettered. The members of the DAO will be able to make decisions on how the game develops in the future and how the DAO's treasury funds are used. In addition, a particular system of financial incentives will also be designed for The Unfettered DAO members that will allow them to make additional profit for their participation in the DAO.

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The Biggest Problems of P2E Games?

1. Primitive gameplay
Almost all P2E games focus on winning rather than playing, severely impairing gameplay and gaming experience. In addition, many of them are still tile-matching games with very primitive gameplays. Therefore, players get bored with them quickly and can only continue playing them, hoping to make some profit that can be turned into real-world revenue.

2. Unsustainable In-game Economy
It is also true that a big part of P2E games lacks a sustainable economic model. A game can become popular at the start, and the early players can profit, but there is no sustainable long-term profit. This is often when the game is not entertaining and its economic model lacks depth. The only incentive to play the game in such games is often the ability to earn on the early rise of the game's token and the sale of its NFTs.

In this case, the in-game currency quickly depreciates after its early rise, and the sole incentive for the players to play the game disappears.

The Unfettered solutions

1-Exciting gameplay
Unlike most P2E games, The Unfettered will offer high-quality gameplay with a profound, intriguing narrative. In addition, the game will be filled with thrilling scenario twists that will affect how the game develops in the future.

It will provide a high-quality gaming experience that will allow the players to enjoy the game and earn at the same time. Therefore, people will be playing The Unfettered not solely because of the opportunity to make a real profit but because the game itself will be enjoyable and exciting to play.

2-Free To Play
In recent years, free-to-play has become a strong trend in the online gaming ecosystem. The number of free-to-play games in PC, mobile, and console games is increasing day by day, and a billion-dollar market has emerged in this field.
The Unfettered offers its unique gaming experience as free-to-play, merging the gaming and blockchain gaming ecosystems.

Free-to-play games played a vital role in the widespread adoption of games released with this concept. Therefore, The Unfettered, which wants to reach the widest adaptation in the blockchain gaming and gaming ecosystem, adopts the completely free-to-play concept.

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3.DAO

The Unfettered game will be constantly updated and developed, with new levels and narratives being added to it. As The Unfettered develops into a DAO, the players will be able to affect how the game will change in the future. This will exemplify how the DAO model can be implemented in the GameFi space.
The Unfettered DAO will eventually reward its members for their active participation in the development of The Unfettered game.

4.Unreal Engine

The game will be built using Unreal Engine 4, which will guarantee top-quality graphics that will neatly match the high quality of the gameplay. It is also planned to move on to Unreal Engine 5, which will add near photographic quality graphics to The Unfettered gaming experience.



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Market Overview

Game Market

The gaming industry has grown exponentially in recent years, including pc games, mobile games, console games by device, and online and offline games by platform. There are many important reasons for the rapid growth of the game industry, such as the emergence of new game genres, the rapid increase in the adaptation of these game genres, the rapid development of in-game technologies, the high-level gaming experience, and the use of advanced graphic interfaces.

Global Video Game Market Size

According to Statista data, it is estimated that the global video game market reached a market value of approximately 178.37 billion dollars by 2021. Furthermore, it is estimated that this figure will increase to approximately 268.81 billion dollars by 2025.

Free-to-Play Market Size

Free to play offers free access to games, and the interest in this area is increasing day by day. As a result, the free-to-play game concept has an important place in the increase of game adaptation and the game market development.

According to Statista, in the free-to-play category, it is estimated that the mobile game market reached 75.6 billion dollars by 2021, PC games reached 23.1 billion dollars by 2020, and the console game market reached 2.8 billion dollars by 2020.

Number of Gamers in Worldwide

According to Statista data from September 2021, there are around 1.48 billion gamers across Asia with the highest adaptation, followed by Europe with 715 million. It is estimated that there are 3.24 billion gamers worldwide.

In a study published by Statista in 2021, it was estimated that there are 1.77 billion PC gamers.

Crypto-Asset Market Size

According to CoinMarketCap, the total market value of cryptocurrencies in 2021 exceeded $2 trillion.

According to DappRadar, the number of daily unique active wallets has increased seven times by the end of 2021, reaching an all-time high of 2.7 million.

The blockchain industry has seen strong adoption momentum as well-known VCs, brands, and celebrities join the ecosystem, with more than $27 billion in funds flowing into cryptocurrency and blockchain companies.

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According to DefiLlama, the total value of locked (TVL) assets in DeFi protocols in 2021 exceeded 250 billion dollars by growing exponentially.

According to Chainalysis, $41 billion worth of crypto assets was spent on NFT trading in 2021.

Play to Earn (P2E) Market Stats

According to DappRadar, the P2E revolution spearheaded by Axie Infinity reached new heights in 2021. In the 3rd quarter of 2021, the number of DeFi and NFT unique active wallets decreased by 11% and 2%, respectively, while the number of unique active wallets connected to game apps rose by 140% compared to the previous quarter.

DappRadar, in its 2021 4th quarter report, emphasized that 49% of the industry's unique active wallets (1.4 million) are connected to blockchain games and that these addresses created a game's NFT trading volume worth 4.5 billion dollars.

Blockchain Gaming Alliance (BGA) published a comprehensive statistical report on the blockchain gaming market of 2021. BGA emphasized the multi-time growth of the blockchain gaming market in this report:

- In-game NFT collectibles generated 2.32 billion USD in Q3 2021, 22% of the entire NFT trading volume in Q3 2021.
- In September alone, the Axie Infinity NFT game generated $2.5 billion of trading volume, registering 2 million active users in October. Likewise, Splinterlands became one of the most played P2E games in September, with 245,000 unique active wallets daily, up 3,267% from August.
- The number of blockchain wallets associated with gaming transactions had grown from 29,563 in the first week of 2021 to 754,000 in Q3 2021.

It is emphasized that the total market value of P2E will continue to grow exponentially in 2022 in the predictions made by different reputable block chain and cryptocurrency analysis and research companies for 2022.



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Game components

In-Game Items

There will be several in-game item classes in The Unfettered: characters, weapons, armor, ammunition, etc.

All individual in-game items like weapons and armor will be registered as NFTs on the Ethereum blockchain.

The players will have full ownership over their in-game equipment through NFTs, which will enable them to make a real profit through various revenue models of The Unfettered.

In-Game NFTs

There will be different types of NFTs in The Unfettered. In the first place, there will be in-game NFTs.

The player who has an in-game item can use it to equip their character, put it up for sale or auction on the in-game marketplace or rent it to other players.

New mechanics for in-game NFTs will be regularly developed to offer the players different revenue models.

When the metaverse phase starts, land NFTs will be put on the public sale first. Then there will be many different types of NFTs related to structures built and services rendered on the lands.

Every land NFTs will represent virtual lands on the game map and allow players to earn SOULS through different in-game revenue models.

All in-game items, lands and other NFTs will be registered on the Ethereum blockchain in the form of NFTs. These NFTs will be exchangeable on The Unfettered marketplace and exchangeable on the Ethereum blockchain.

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Game Map

The Unfettered will feature a game map. This map will contain playgrounds and lands. When the Metaverse phase starts, players or third parties who want to be included in the game ecosystem and game economy will purchase land NFTs.

Improvements can be made on the landowners, and landowners will obtain different types of income from the services provided on the lands.

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In-Game Economy

The SOULS In-Game Token

The Unfettered's native token SOULS is at the core of The Unfettered game economy model. The Unfettered aims to offer a blockchain-based sustainable economy model with powerful graphics and unique gameplay in the Souls-like genre.

The Unfettered has developed numerous use cases for the SOULS token to build this sustainable P2E-based in-game economy model and maximize players' profits. In addition, The Unfettered also has a SOULS token-based deflationary model to achieve this goal.

The main in-game use cases of SOULS

- Buying in-game items,
- Buying & selling in-game NFTs in the in-game marketplace with SOULS,
- Repairing in-game equipment,
- Participating in the governance mechanism in The Unfettered DAO,
- Buying & selling land NFTs in The Unfettered metaverse,
- In marketplaces and services in The Unfettered metaverse,
- Earning passive income by staking mechanism.

How to Earn SOULS

The Unfettered will have multiple models for players to earn SOULS.

Players will earn SOULS by defeating non-player characters (NPCs) and other players' characters in combat. When one player defeats enemies, they will claim their SOULS share. In addition, when a player defeats an NPC, they will earn a standard amount of SOULS as a reward for defeating the NPC.

To be victorious in combat, players will need powerful equipment. Therefore, by investing in their characters' equipment, players will earn more SOULS by defeating stronger characters in the games, which will give them higher rewards.

In addition, In The Unfettered, players will be able to earn SOULS not only while defeating enemies, but also in relation to their progress and various activities in the game. The Unfettered will be constantly improved with different models in which players can earn SOULS.

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Deflationary model

The deflationary system in The Unfettered will be designed to curtail the inflation of SOULS & in-game equipment and keep the SOULS value stable.

In addition, it will aim to minimize the total supply of SOULS and control individual player inflation.

There will be three burn mechanisms in The Unfettered:

- A player character's death
- Equipment wear
- Weekly burns

When a player's character dies, a share of their SOULS will be burnt. Likewise, when a player character's equipment wears, they will need to burn SOULS to repair it.

Do you believe in second chances?

The Unfettered gives you a second chance to continue the game with your current NFTs/items when your character dies. When your game character dies, you can continue the game from where you left off by burning some of your SOULS tokens.

Also, a certain amount of SOULS will be burned every week as earned through the in-game marketplace by The Unfettered platform.

There will also be one SOULS limit mechanism.

The SOULS limit mechanism will weekly adjust the number of SOULS that one player can earn in a week. This will keep individual player inflation under control and prevent instant high token gains through hacks or bugs. Also, if a player makes an abnormally high amount of SOULS or earns SOULS too fast, the system will ban that player and burn the SOULS they have unjustly reached.

The Unfettered team was inspired by the mining difficulty adjustment concept implemented in some blockchains to ensure fair competition among players in The Unfettered.

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The In-game Marketplace

The Unfettered will have an in-game marketplace where the players will buy and sell in-game items as NFTs. The players will buy and sell in-game items that they will use to equip their characters or sell on the marketplace. They will also be able to loan them out to other players, which will allow them to generate passive income.

All the transactions on The Unfettered marketplace will be made by using SOULS.

The Unfettered land NFTs will be available in the Metaverse phase. land NFT owners will be able to develop marketplaces, shops, entertainment venues, and many different applications on their land.

All transactions in The Unfettered Metaverse will be done with SOULS. With the Metaverse phase, many unique use cases for SOULS will emerge. In addition, with the metaverse phase, NFT trading will gain a new dimension with different types of NFT assets.

Reward system

SOULS rewards

Players can earn rewards through player-versus-enemy (PvE) missions, leaderboards, and weekly quests.

The reward distribution mechanism will be based on the market metrics of SOULS, and the number of rewards will be adjusted weekly. For example, if the number of rewards exceeds the estimated value in one week, the reward size for next week will be reduced accordingly.

NFT rewards

The Unfettered will have in-game mechanics that will enable players to earn in-game NFTs as a reward for making achievements in the game. These mechanisms will reward active players who are playing the game and not passive SOULS holders.

In-game incentives

SOULS holders will have an opportunity to generate passive income by staking SOULS tokens in the staking platform of The Unfettered. The Unfettered staking platform is designed to the needs of SOULS holders. SOULS holders can earn staking revenue by staking their tokens for different periods.

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The Game Technology

The technologies used in The Unfettered will include Unreal Engine 4, the Binance Smart Chain, Ethereum blockchain, and smart contracts for NFTs and the in-game token SOULS.
After the full version is released, Unreal Engine 4 will be migrated to Unreal Engine 5.

Unreal Engine 4

The Unfettered will start on the most popular video game engine Unreal Engine 4, developed by Epic Games. It is written in the C++ programming language and can run on all major operating systems and gaming platforms, including Windows, iOS, Android, PlayStation 5, Xbox Series X/S, etc.

Unreal Engine 4 development began in 2006, with Epic Games CEO Tim Sweeny being the sole person working on it. And it took about eight years to complete when it was released in March 2014. However, there still was room for improvement and progress in a dynamic, three-dimensional representation of objects and environments.

Unreal Engine 4 has a physics engine, **PhysX**, **responsible** for simulating all movements of assets in games. It calculates collisions of assets in real-time based on actual laws of physics and the physical properties of the colliding meshes. The realistic physical interactions allow the players to have super immersive gaming experiences.

Unreal Engine 4 offers **Sequencer**, a powerful non-linear editing suite to create animated and cinematic sequences. Sequencer is the primary tool used to create cinematic content in Unreal Engine 4.

Unreal Engine 4 also has Behavior Tree Editor to script behavioral patterns and equip enemies and NPCs with artificial intelligence.

The list of top-level features of Unreal Engine 4 can go on for much longer.

But it will suffice to say that it is the most advanced and powerful 3D creation tool used in film creation, architecture, video games, and the automotive industry.

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Unreal Engine 5

Unreal Engine 5 is the next step forward in video game design and cinematic-quality dynamic interactions in video games. The pre-release version of Unreal Engine 5 was revealed in May 2020. Its standout features are the Nanite graphic engine, the Chaos physics engine, the Niagara particle system, and the Lumen lighting solution.

Nanite

The Nanite graphic engine will allow game developers to recreate all environments and in-game assets using Quixel, the world's biggest photogrammetry library. As a result, Nanite has allowed video game engineers to achieve near film-quality visuals in video games.

Chaos

The Chaos physics engine will provide near-cinematic quality of physical interaction of destructible meshes and in-game assets in real-time.

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Niagara

The Niagara particle solution will deliver real-time simulation of millions of particles.

Lumen

Lumen is a cutting-edge illumination solution that will deliver realistic dynamic lighting and shading.

The release of the full version of Unreal Engine 5 is scheduled for early 2022. Therefore, The Unfettered will start on Unreal Engine 4 and transition to Unreal Engine 5 as soon as rolled out.

Thanks to the cutting-edge performance of Unreal Engine 5, The Unfettered will deliver all visual aspects of the game in cinematic quality.

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Blockchain Technology

In its initial version, The Unfettered will use two blockchains: Ethereum and Binance Smart Chain. Ethereum will be used to mint the in-game NFTs, and Binance Smart Chain will be used to issue and manage SOULS.

The Unfettered will be a multichain game in the future. More blockchain networks will be added to it to offer more on-chain opportunities to the community and make The Unfettered accessible to broader audiences of video games and blockchain communities.

Ethereum

Ethereum is a blockchain that operates on the Ethash hashing algorithms, which is a combination of the memory-heavy hashing algorithms Prysm and Equihash. It was designed to prevent ASIC mining and allow GPU miners to stay in control of Ether mining. Ethereum was also the first cryptocurrency that implemented a full-fledged virtual machine called Ethereum Virtual Machine (EVM). It allowed the users to deploy and run sophisticated smart contracts on the Ethereum blockchain.

In December 2020, the Genesis block of Ethereum 2.0 was launched. ETH 2.0 is a different blockchain called Beacon chain that will use the proof-of-stake consensus mechanism and a sharding mechanism to improve Ethereum's operability.

ETH 2.0 has not been used as an Ethereum main network, and its full transition to the main network is scheduled for July 2022. At that time, a difficulty bomb will go off on Ethereum and end Ethereum's proof-of-work mining.

In The Unfettered, the Ethereum blockchain will be used to mint and transfer in-game NFTs via ERC-721 and ERC-1155 smart contracts.

Binance Smart Chain

Binance launched Binance Smart Chain in September 2020. This blockchain relies on a decentralized-proof-of-stake (DPoS) mechanism that allows fast transaction processing and low transaction costs. Binance Smart Chain also has an EVM, making it compatible with the Ethereum blockchain.

Binance Smart Chain averages about 62 transactions per second, with transaction costs not exceeding 0.01 USD in general. We will use Binance Smart Chain to issue the in-game currency SOULS via a BEP-20 smart contract in The Unfettered. It will make The Unfettered accessible to the general gaming audience and demonstrate the actual potential of the P2E model.

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Wallet

The players will need a cryptocurrency wallet supporting the Ethereum and Binance Smart Chain. Using such a wallet, they can create an in-game account on The Unfettered.

They will also need their wallets to store and mint their in-game NFTs and store their SOULS.

All The Unfettered in-game NFTs and SOULS will be stored in the players' wallets.

Security

The staking architecture and smart contracts of The Unfettered have been audited by smart contract auditors **Zokyo** and **PeckShield.**

ZOKYO.

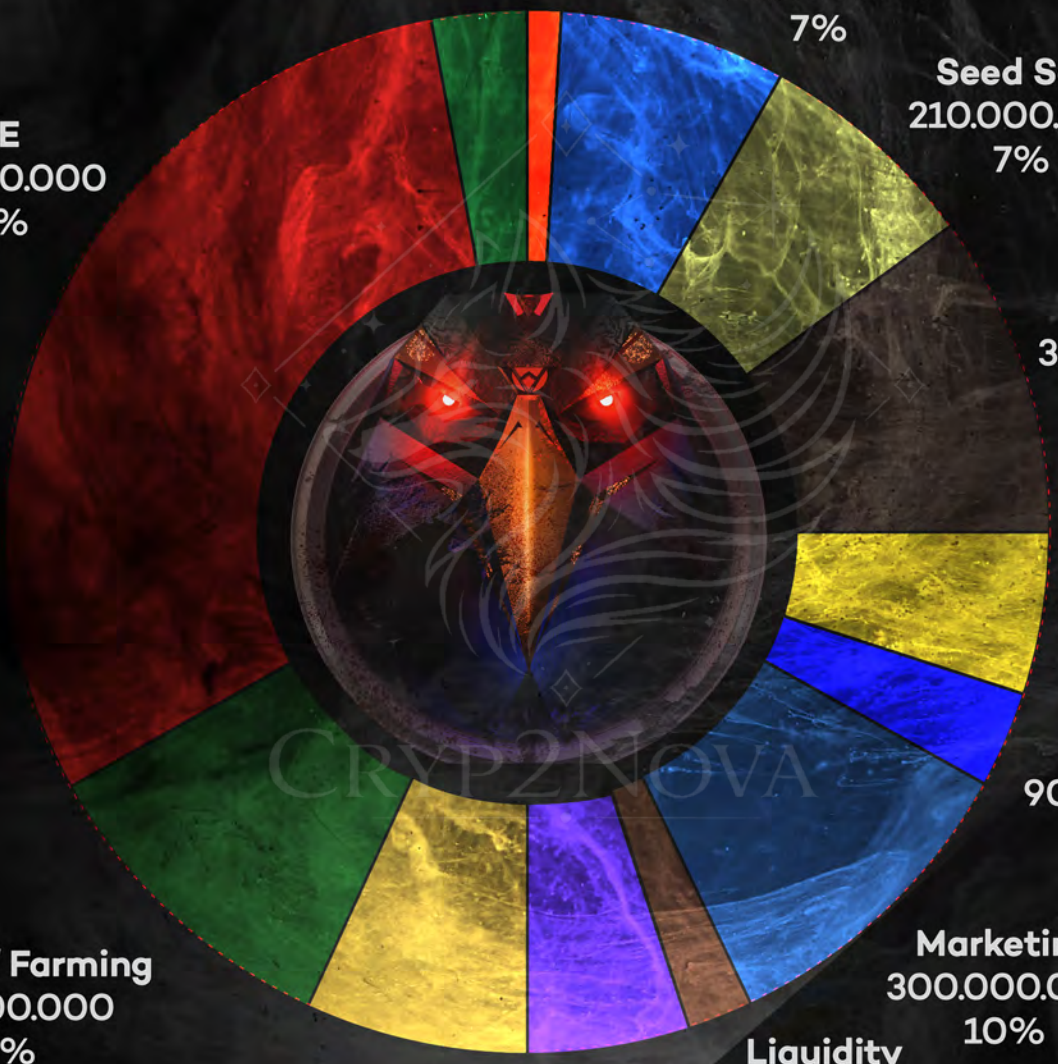
PeckShield

XXIV

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TOKENOMICS

% OF ALLOCATION



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TOKENOMICS

VESTING

Public Sale	$0,009	%20 at TGE, %20 Monthly Vesting
Private Sale	$0,006	%10 at TGE, 18 months linear vesting (%5 Monthly)
Strategic Sale	$0,005	%5 at TGE,18 months linear vesting (%5,28 Monthly)
Seed Sale	$0,004	%5 at TGE, 18 months linear vesting (%5,28 Monthly)
Team		12 Months Cliff and, 24 months linear vesting (%4,17 Monthly)
Advisors		12 Months Cliff and, 24 months linear vesting (%4,17 Monthly)
Airdrop		8 Months Cliff, 12 months linear vesting (%8,33)
Marketing		%2 at TGE, 3 Months Cliff, 24 months linear vesting (%4,17 Monthly)
Liquidty		%100 at TGE Locked for 24 months
Exchanges		3 months Cliff and Linear vesting for 24 months
Treasury		Locked for 3 months and Transferred to DAO
Staking/Farming		Starts 3 months After launch and Distributed Quarterly for 18 months
P2E		Starts 2 months after launch and continues for 84 months

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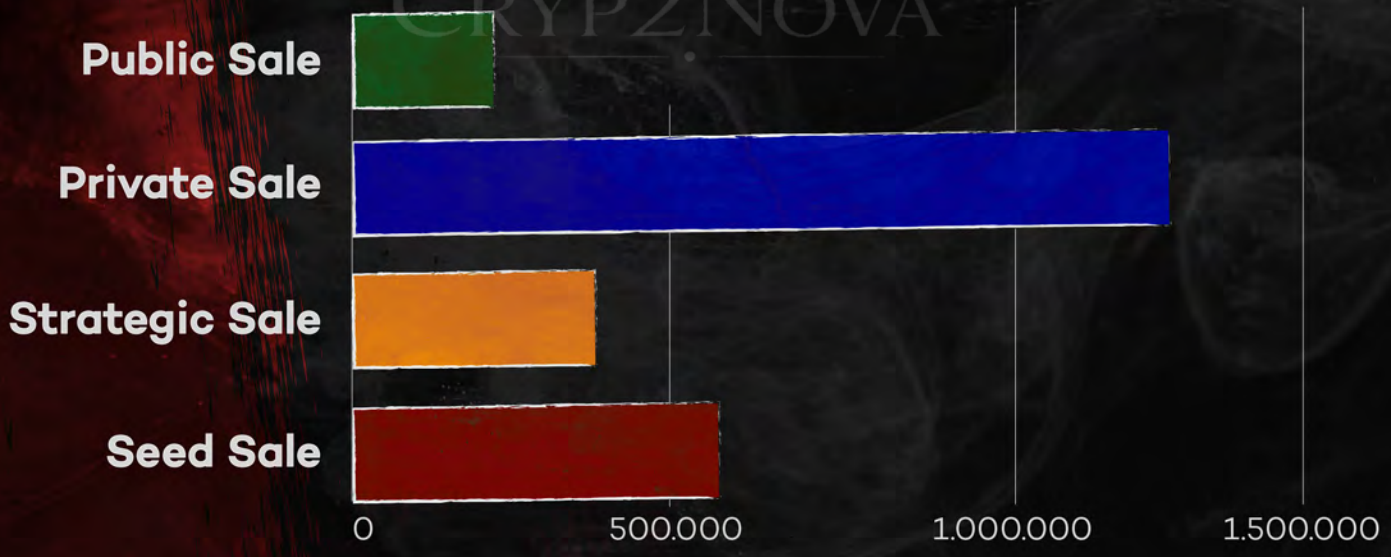
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FUNDING

Allocation	% of Total	Total Supply	TGE	Initial Supply	Price	Funding	Initial Mcap
Total	%18	3,000,000,000		66,000,000		$2,820,000	$365,000
Public Sale	%1	30,000,000	%20	30,000,000	$0,009	$270,000	$54,000
Private Sale	%7	210,000,000	%10	21,000,000	$0,006	$1,260,000	$189,000
Strategic Sale	%3	90,000,000	%5	4,500,000	$0,005	$450,000	$27,500
Seed Sale	%7	210,000,000	%5	10,500,000	$0,004	$840,000	$94,500

Funding Amount

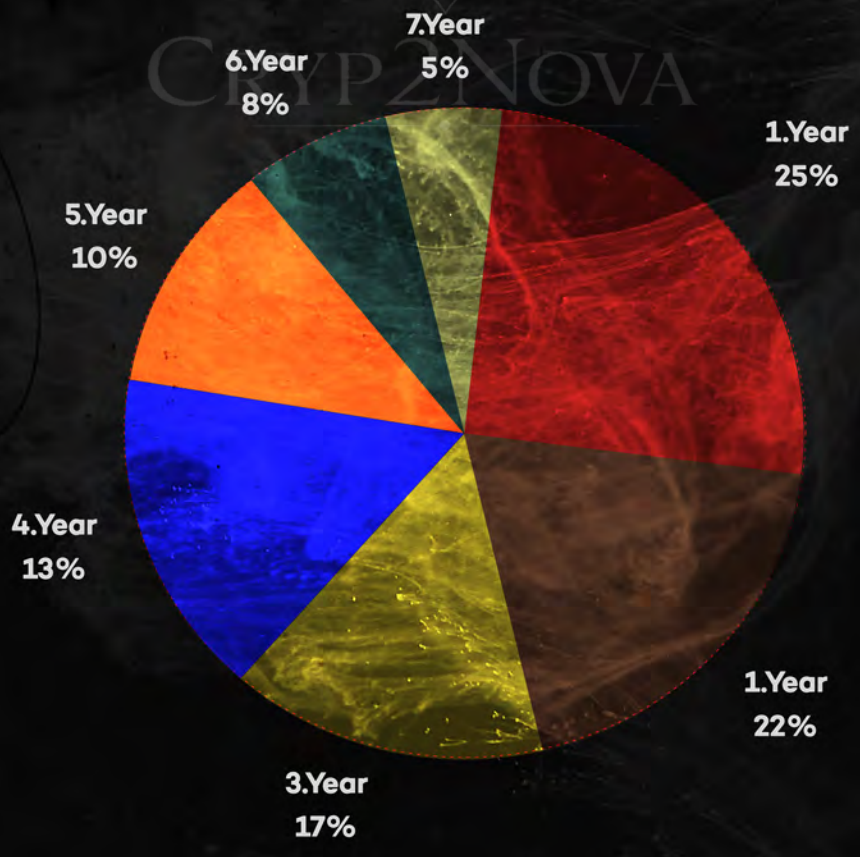


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P2E

Period	% of Reward Pool	Yearly Reward Pool	Montly Reward Pool
1 Year	%25	225,000,000	18,750,000
2 Year	%22	198,000,000	16,500,000
3 Year	%17	153,000,000	12,750,000
4 Year	%13	117,000,000	9,750,000
5 Year	%10	90,000,000	7,500,000
6 Year	%8	72,000,000	6,000,000
7 Year	%5	45,000,000	3,750,000

% of Reward Pool



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DAO

Apart from the role of the in-game token, SOULS will also represent voting power in The Unfettered Decentralized Autonomous Organization (DAO). After three months of the game launch, the funds reserved in the treasury of The Unfettered will be moved into the DAO vault, and every owner of SOULS will automatically become a member of The Unfettered DAO and will be able to influence the expansion of the game and the DAO.

At the early stage of its existence, The Unfettered DAO will not have as much voting power as later on, and more things will be decided and managed by the project's original management team. But as SOULS gets distributed among the players as the game progresses, more SOULS will leave the original team's keeping, and more people will gain voting power in the DAO.

From the start of The Unfettered DAO, there will be a system of financial incentives for The DAO members. It will allow them to profit by participating in The Unfettered development.

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ROADMAP

PHASE 1

Trial of Death

In the 1st phase, a demo version of the game will be created, addressing the traditional game world and allowing players to experience the game on Steam. Finally, the end of Phase 1 will be marked by the release of The Unfettered on the blockchain.

PHASE 2

Exalting Warriors

In the 2nd phase, the Arena mode will be integrated into The Unfettered and introduce daily and weekly quests for the players with special rewards.

PHASE 3

The Dawn of Metaverse

In the 3rd phase, will be launched The Unfettered metaverse that will complete The Unfettered.

PHASE 4

Mighty Clash

The Unfettered cooperative mode will be launched. It will provide new maps for the players and allow them to play with different characters from different classes.

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Backers, Partnerships and Collaborations

The Unfettered has made partnerships with:

Icetea Labs

VENDETTA CAPITAL

LOC GAME

GAINS ASSOCIATES

BLOCKCHAIN SPACE

PolkaCity

CRYPTOWAR

GOOD GAMES GUILD

HTR GROUP

AVSTAR CAPITAL



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The Unfettered Management and Advisory Teams

Management Team



ANIL EVCİ
CEO - PROJECT LEADER



HARİS SEVİNÇ
CTO - LEAD DEVELOPER



LAURA CAYUELA
CMO - MARKETING LEADER



CANSU ŞAHİN
TEST ENGINEER



EMRE ÖNAL
AI DEVELOPER



MERAL ATA
VISUAL COMMUNICATION DESIGNER



YETKİN YAĞCI
VISUAL COMMUNICATION SPECIALIST



FURKAN KAPLAN
ALGORITHM DEVELOPER



ZEYNEP ŞAHİN
VISUAL COMMUNICATION DESIGNER



BERKAY TOPAL
LEVEL DESIGNER



LUCIANO PALOMEQUE
HEAD OF COMMUNITY



ETHEM ONUR BILGIÇ
ART DIRECTOR



ADEWOLE NURUDEEN
COMMUNITY MANAGER



EMIN TAŞKIRAN
UNREAL ENGINE DEVELOPER



BARIŞ ŞARKILAR
3D ANIMATOR



BERKAN CIGER
UNREAL ENGINE DEVELOPER



NAIM ÜNAL
3D ARTIST



PALOMA MARTELO
HEAD OF SOCIALS

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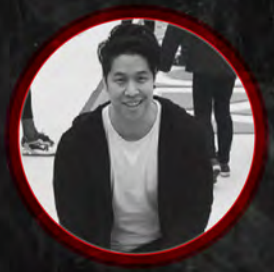
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Advisors



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TECH ADVISOR

in



ELLIS CHEN
MARKETING ADVISOR

in



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STRATEGY ADVISOR

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MARIYAN BOYCHEV
ADVISOR

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SAMME ONG
CONCEPT ADVISOR

in



BARIŞ HOCAOĞLU
LEGAL ADVISOR

in



NICK ROSE
ADVISOR

in

Allianz

PolkaCity

PlayStation.

CRYOWAR

PolkaFoundry

Icetea Labs

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