



WAROUBE



A TRUE F2P2E EXPERIENCE
BE PART OF THE NEXT-GEN BLOCKCHAIN GAMES

WAROUBE.COM

DESCRIPTION

WarQube is a cooperative 3D video game based on blockchain technology in a mix of Tower Defense, Isometric shooter and MOBA genres.

The economy of the game is based on F2P and P2E models, which opens up the possibility of earning rewards in the game to anyone without big investments. The game includes three gaming modes: PvE, PvP, Raid. This makes the game diverse in terms of gameplay. In WarQube, everyone will find a suitable game mode for themselves.

The in-game items are presented in the form of NFTs that players have full control over, allowing them to sell and transfer them to each other. In addition to receiving rewards for playing sessions in the form of tokens, NFT trading is another way to generate extra income.

Genres: Tower Defense, Isometric Shooter, MOBA

Setting: Sci-Fi

Platforms: PC, iOS, Android

Technology: Unity, C#, Blockchain

Business models: F2E + P2E + NFT

Game modes: PvE, PvP, Raid



BUSINESS MODELS

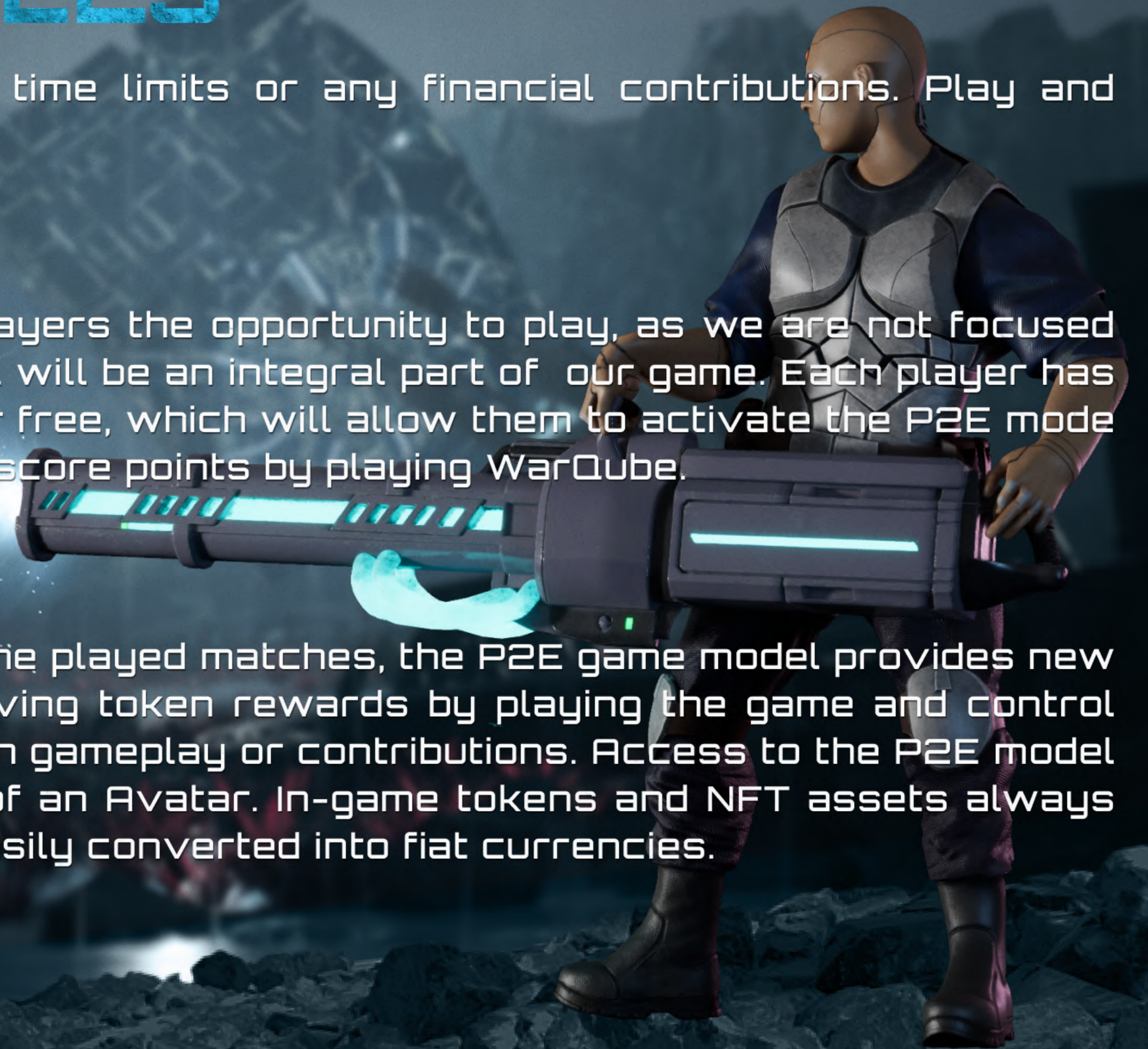
Everyone can enjoy WarQube without time limits or any financial contributions. Play and enjoy!

Free to Play

The WarQube team wants to give all players the opportunity to play, as we are not focused only on making money, so the F2P model will be an integral part of our game. Each player has the opportunity to get an NFT Avatar for free, which will allow them to activate the P2E mode and earn. All it takes is for the player to score points by playing WarQube.

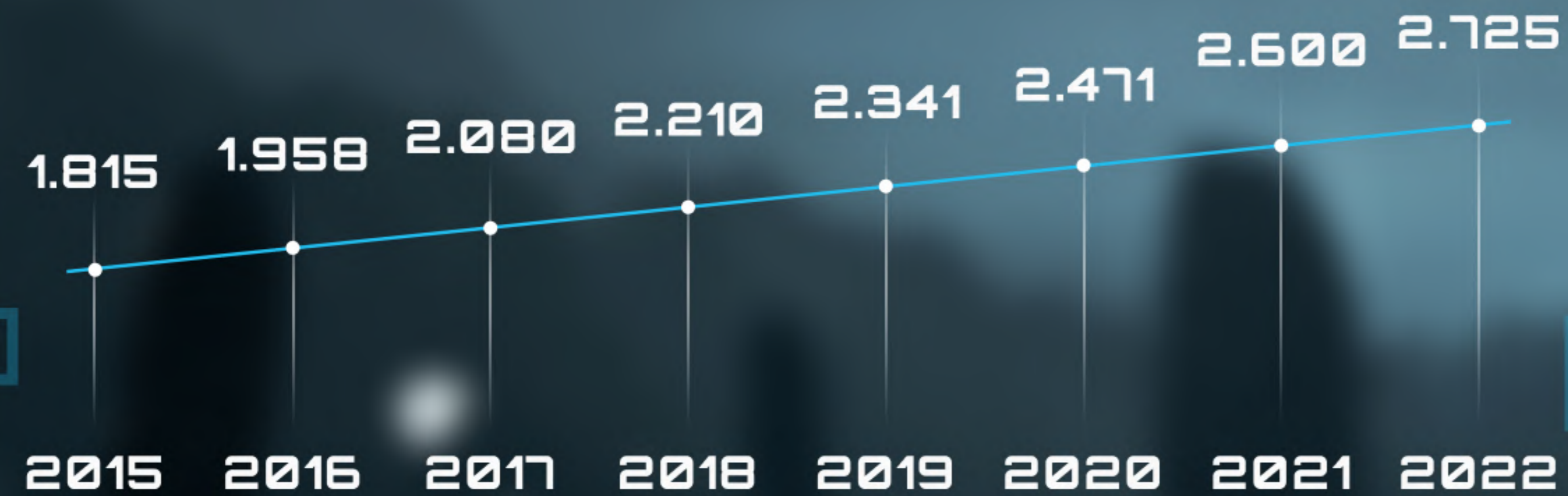
Play to Earn

In addition to the significant reward for the played matches, the P2E game model provides new opportunities for players such as receiving token rewards by playing the game and control over their digital assets obtained through gameplay or contributions. Access to the P2E model can be opened through the acquisition of an Avatar. In-game tokens and NFT assets always belong to the players and they can be easily converted into fiat currencies.

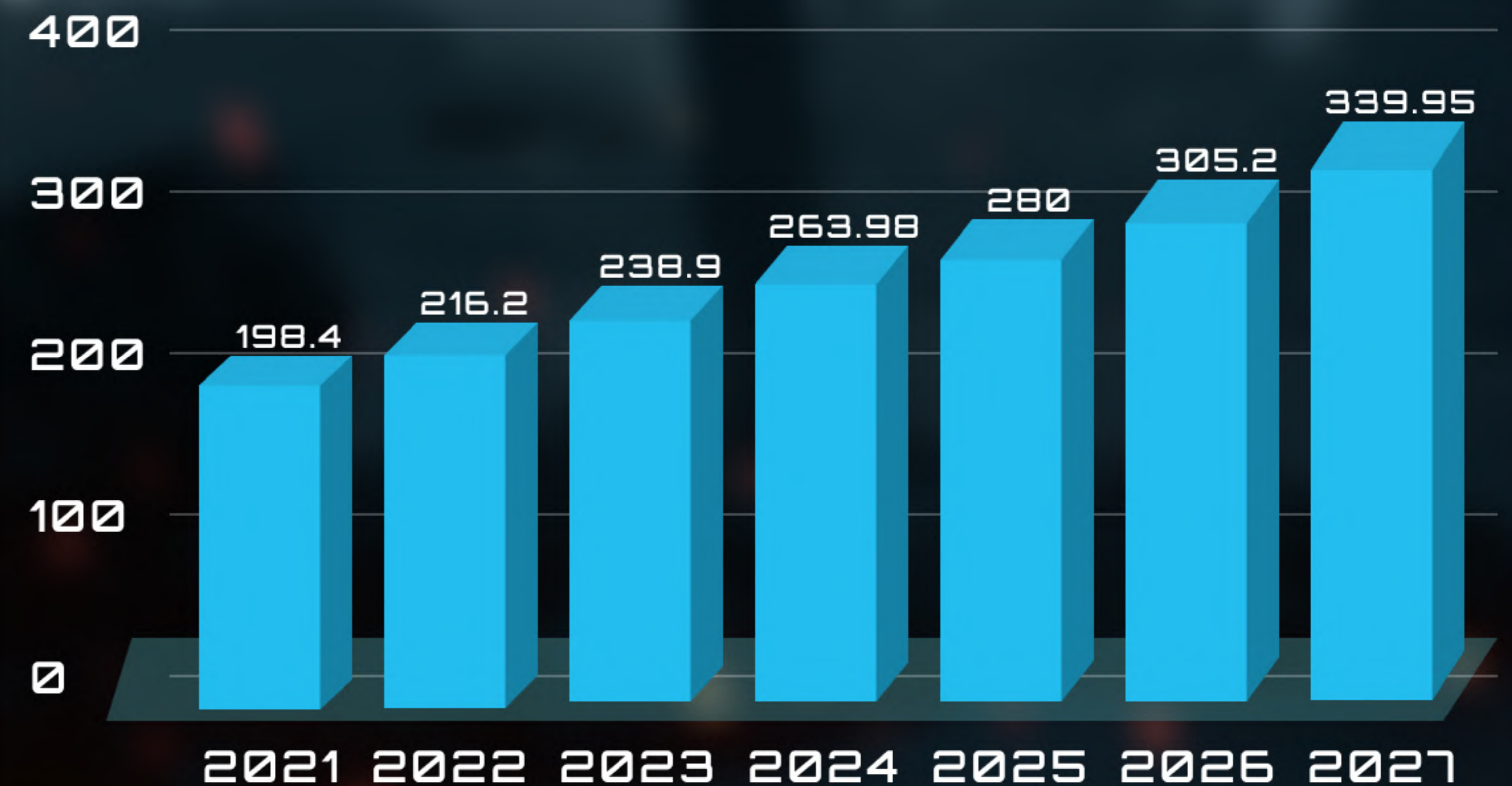


GAME INDUSTRY MARKET ANALYSIS

Number of gamers, Bn

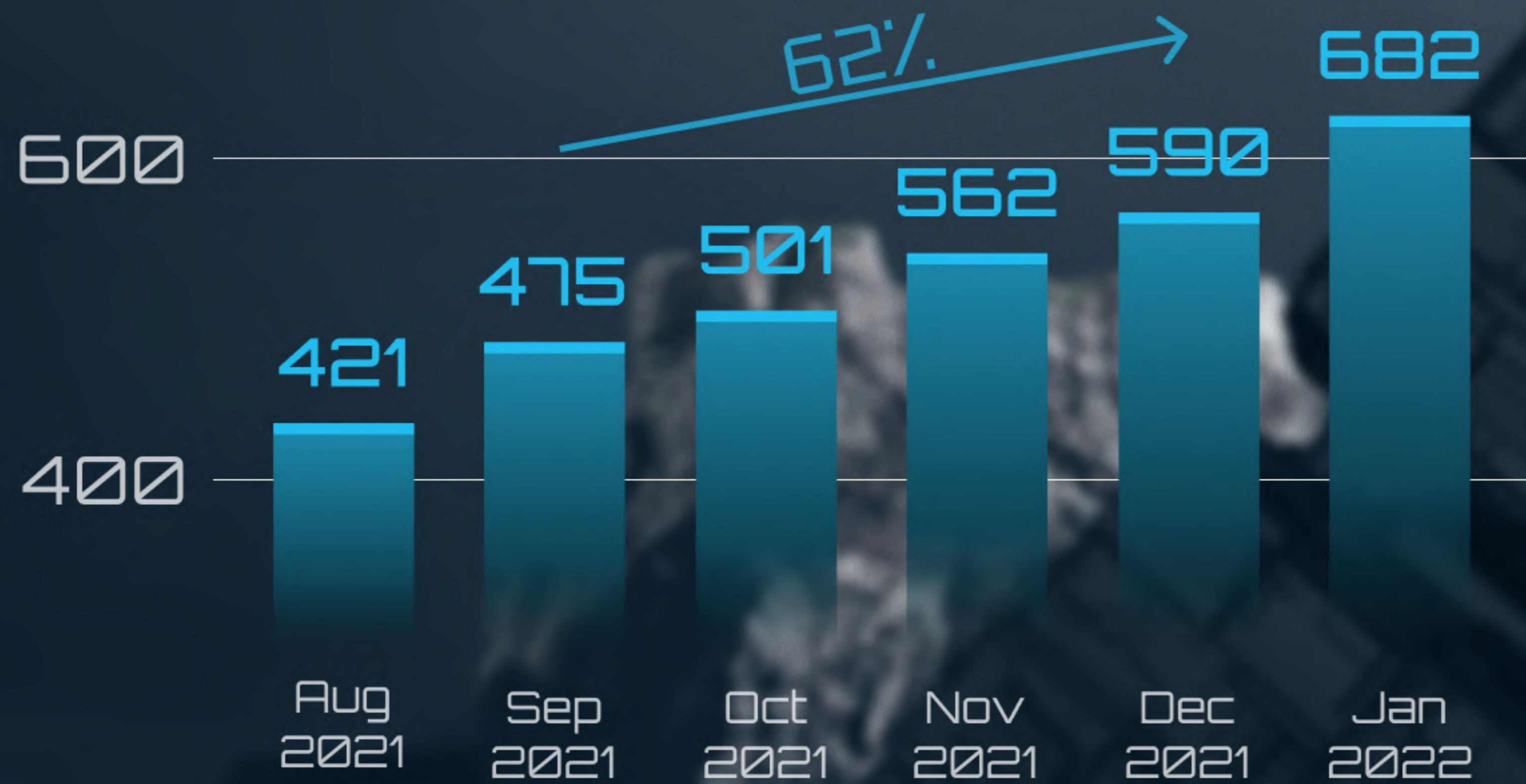


Number of gamers, Bn

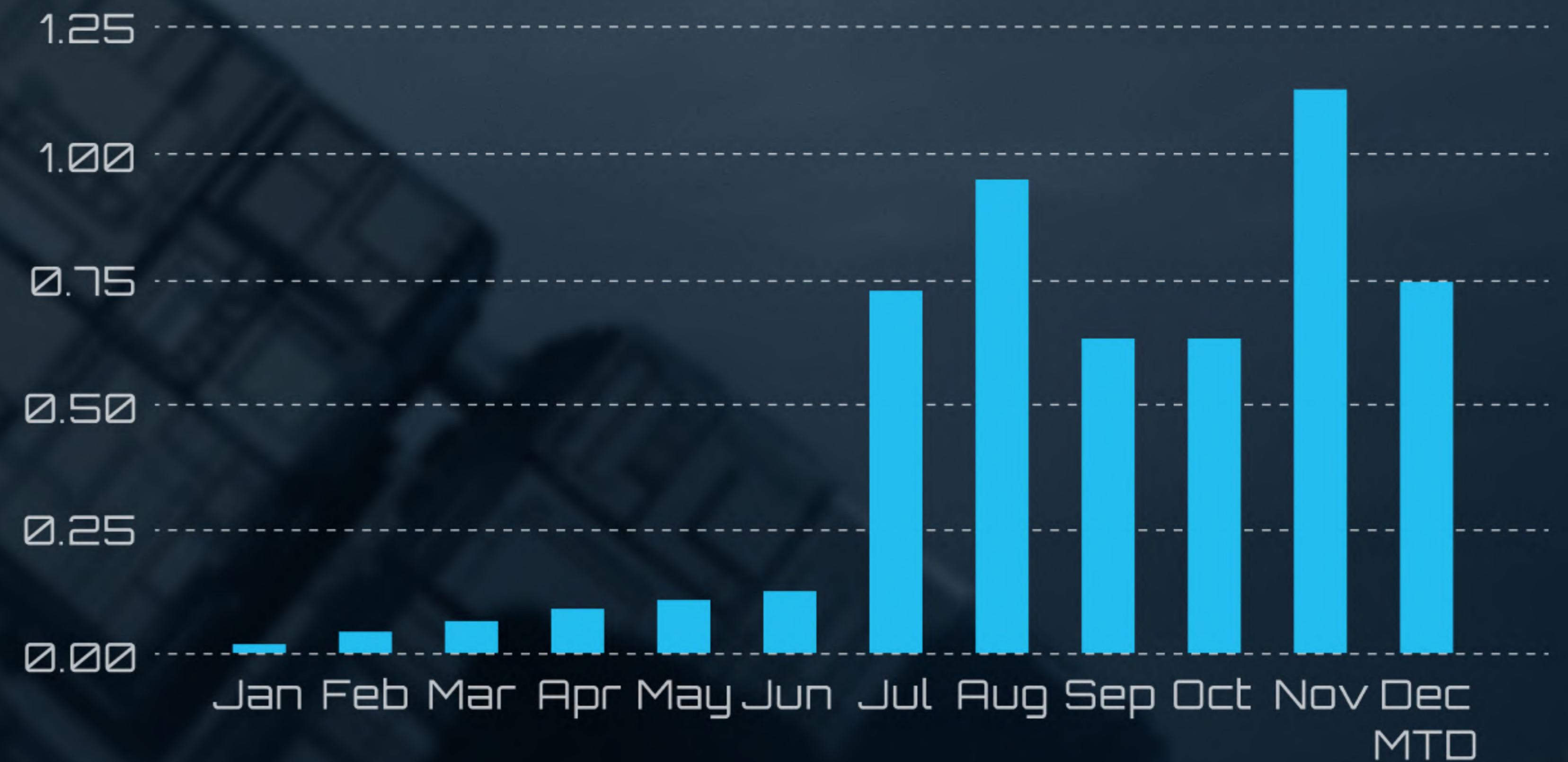


PLAY-2-EARN MARKET ANALYSIS

Active Game Dapps



NFT In-Game Trading Volume, Bn USD



COMPETITIVE ADVANTAGES

	 WarQube	 Thetan Arena	 League of Legends	 Dota 2
Variety of modes	✓	✓	✓	✓
Multiplatform	✓	✓	✓	✗
Character customization	✓	✓	✗	✗
Tournaments	✓	✓	✓	✓
Play-to-earn	✓	✓	✗	✗
Mission rewards	✓	✓	✗	✗
NFT	✓	✓	✗	✗
DeFi tools	✓	✓	✗	✗
Deflationary economy	✓	✓	✗	✗
Cross-games NFTs	✓	✗	✗	✗
Additional NFT benefits	✓	✗	✗	✗
NFT Revenue	✓	✗	✗	✗

REVENUE STREAMS

✦ Primary Sales of Game Content

It includes a variety of digital assets represented in the form of Game Characters, Skins, Battle Pass, Pets, Energy Cubes, etc.

✦ NFT Sales

Exclusive NFT collections of in-game items, which allow playing in P2E mode.

✦ Marketplaces Fees

The commission for any NFT transaction will be 5%.

✦ Advertising in the Metaverse

A virtual brand presence, which includes content creation, promotion, and popularization.

✦ Tournament Fee

Tournaments can be run by regular players as well as by sponsors, who can find a team to support and further sponsor if they wish.

*All collected fees are used for product development, treasury, staking rewards, and token burn.



LORE

Tens of thousands of years ago, long before mankind began to explore boundless space, there was a great civilization in a distant galaxy. Their technology is still way ahead of anything humans have been able to achieve. Nevertheless, even such a powerful race had enemies who posed a great threat to them.

Explorers

Many years have passed since the day of the first hyperjump to another galaxy and the first research mission. By getting their hands on the first artifact of an ancient civilization and deciphering it through long and careful study, humans have been able to comprehend many of the mysteries of antiquity. Technology, maps of galaxies, a huge variety of useful resources - all this has given a great impetus to the development of mankind in the entire history of its existence. Thus, research missions have become nearly the most important direction into the future, but this does not invalidate the past.

The planet Cyrinx

Having managed to partially establish the research process, humans continued to accumulate knowledge of the ancients, and in one of the artifacts, they stumbled upon particularly significant information. On one of the galaxy maps found, there was a mention of a distant planet Cyrinx, which, according to the artifact, holds an archive of history of ancients. Humanity's largest corporations wished to get their hands on this archive, since it could unlock the secrets of much encrypted data, which scientists believed held top secret information of the ancients.

And so began a sortie that would determine the future of all mankind.

GAME MODES



PvE mode is a protection of the human base from enemy races seeking the knowledge stored in the Cube. A team of players protect the base against the waves of enemies attacks. Victory is achieved if the team beats the final wave of enemies.



PvP mode is a confrontation between different corporations of the human race who want to be the sole owners of the knowledge of an ancient civilization. The task of both teams is to protect their own base and destroy the enemy's base.

In addition to the two opposing sides, there are concentrations of hostile races camped in neutral positions on the map. Destroying these camps allows the parties to gain a slight advantage in battle in the form of additional combat experience, allowing the heroes to become stronger.



Raid mode is a sortie by a group of 4 players. The main task is to clear a particular location from enemies and get a reward in a special NFT for winning the battle with the final boss.

Each player has a limited time to return to the battle after being out of action.

CHARACTERS

Eli and Ella

Weapon: Pulsar Rifle



HP: Normal
Attack: Normal
Speed: Normal

Hayate

Weapon: Katana



HP: Normal
Attack: High
Speed: High

Evander

Weapon: Plasma gun



HP: High
Attack: High
Speed: Low

PETS

Each pet has a degree of rarity, and the higher it is, the more advantages they have. As each pet is an NFT, players can exchange them, sell and buy new ones or collect them.



Koi

Cybernetic flying fish

Function: character healing



Obsidian Raven

Black robotic raven

Function: attack the closest enemy
within the operating radius



Protector

Protector drone

Function: blocking incoming damage

GAMEPLAY FEATURES

Guilds

The Guild allows players to take up tasks, for the completion of which they will receive guild experience and additional rewards in the form of \$WQC token.

Metaverse

In WarQube metaverse, players will be able to exchange items and in-game cryptocurrency, trade and give gifts to each other in the form of NFT.

Tournaments

Tournaments can be run by regular players as well as by sponsors, who can find a team to support and for further sponsorship if they wish.

Battle pass

In WarQube Battle Pass comes in two types: free and paid. The free model is a set of skins that can only be used inside WarQube, as they are not NFT.

The paid model includes both free rewards and NFT characters' skins, weapons, and one pet of legendary rarity at the last level.

NFTS

The in-game items are presented in the form of NFTs that players have full control over, allowing them to sell and transfer them to each other. In addition to receiving rewards for playing sessions in the form of tokens, NFT trading is another way to generate extra income.



Avatars



Cubes



Skins



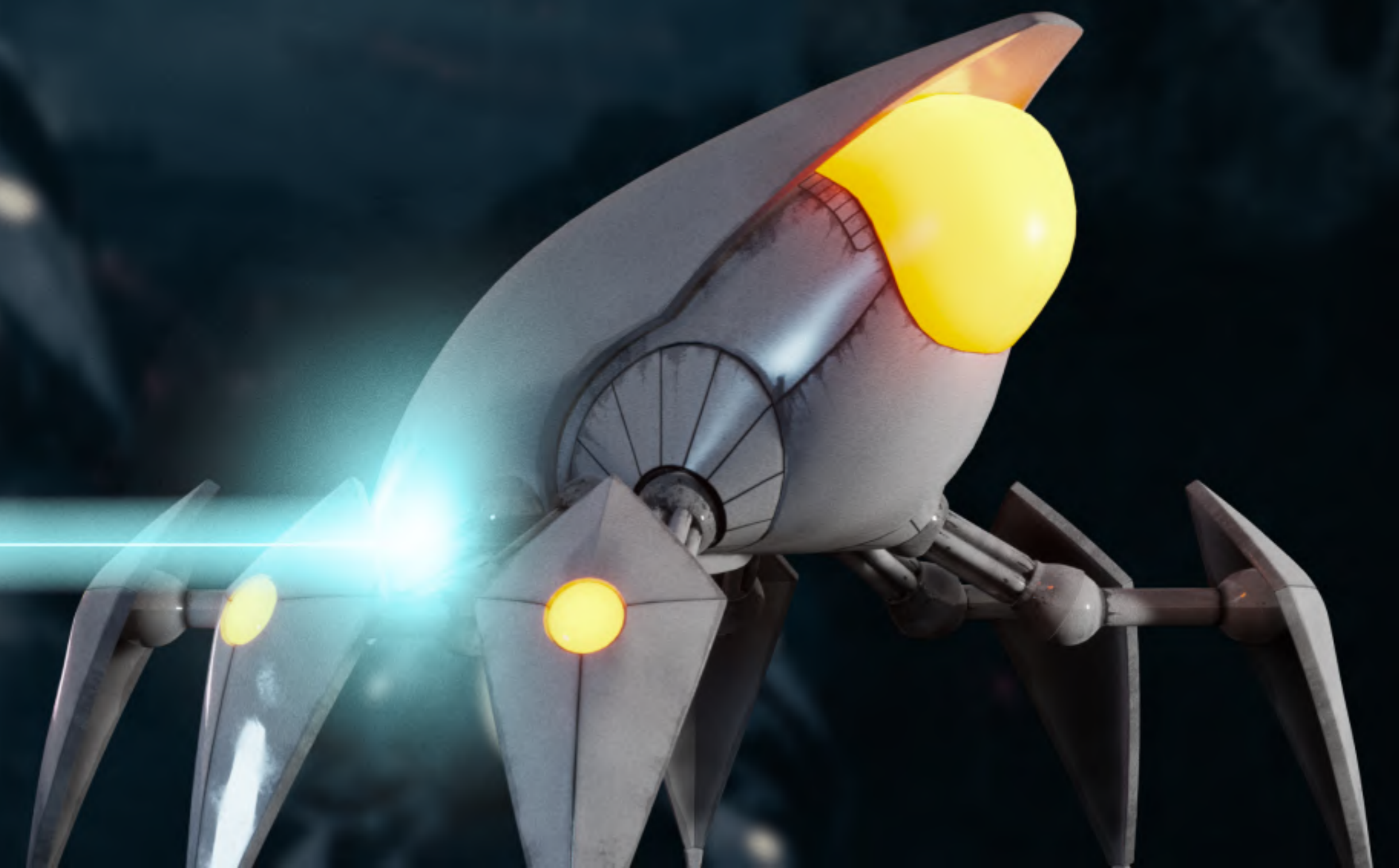
Pets



Interior



Boxes



AVATARS



STANDARD AVATAR

WarQube Standard Avatars have multiple appearance options and an unlimited number of copies.

CHARACTERISTICS

P2E mode activation. Standard Avatar gives its owner the right to activate the P2E mode in order to start earning money by playing WarQube. To activate the P2E mode, the avatar must be installed in the game profile.

COMMON ENERGY CUBE

Standard Avatar has the Energy Cube of Common quality.



PREMIUM AVATAR

WarQube Premium Avatars are exclusive collections of NFT avatars of the game's main characters in limited quantities and four degrees of rarity: Common, Rare, Epic, Legendary.

Premium Avatar gives the owners special benefits that no other NFTs will have.

ADVANTAGES

- Early access
- P2E mode activation
- 2 energy cubes
- Up to +20% to all rewards in P2E mode
- Staking with APY multiplier
- Features in the game

ENERGY CUBES

Energy cubes with different levels of charge provide players with the opportunity to play a certain number of sessions in P2E mode.

Common



Charge level - 100

Rare



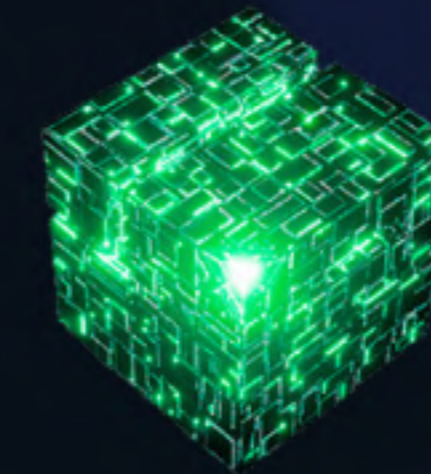
Charge level - 250

Epic



Charge level - 500

Legendary



Charge level - 1000

Energy cubes allow users to play a certain number of sessions in Play-to-Earn mode. The players must charge the cube in order to maintain the duration of the highly profitable Play-to-Earn mode. This requires **\$WQC** tokens, which the player can receive as rewards for playing, or buy them for **\$WQT**.

There are 4 types of cubes of different quality, with different charge levels. Cubes have attributes that affect power and efficiency, which can be upgraded to improve parameters. Each cube can be used up to 5 times in the minting event in order to get unique cubes. To use the cube, it should be inserted into one of the 4 Avatar slots. The player can buy or sell the cubes on the NFT marketplace. When the cube is fully discharged, the rewards become equal to the rewards in the F2P mode.

GAME ECONOMY

WarQube uses a dual-token model with two types of tokens **\$WQT** and **\$WQC**.

\$WQT

\$WQT is the main utility and governance token with fixed supply of 1 000 000 000, that will be burned till final supply of 100 000 000 tokens.

Total supply: **1 000 000 000**

1. Used to buy NFT avatars
2. Used to buy NFT assets
3. Used to vote on governance proposals
4. Can be staked



GAME ECONOMY

\$WQC

\$WQC is an in-game reward coin with unlimited supply that will be issued and burned as needed.

Total supply: **unlimited**

1. Minted as game rewards
2. Used to buy, charge, upgrade and mint energy cubes
3. Used to buy in-game items
4. Can be converted to \$WQT



DEFLATIONARY MODEL

To hold down inflation, the **\$WQC** and **\$WQT** token burning mechanism is used, which will be involved from the first activities in the game and on Marketplaces.

Up to 50% of the **\$WQT** tokens received from NFT Marketplace commissions and up to 50% from NFT direct sales will be burned. Since **\$WQT** does not have new token emissions, the burning mechanism will make the tokenomics deflationary relative to supply.

Up to 50% of the **\$WQC** tokens received from In-game Marketplace commissions, as well as up to 90% from the sale of Standard Avatars and Energy cubes, including commissions from minting, recharging and upgrading, will be burned. Thus, the balance of supply and demand will be maintained at a deflationary level.

ECONOMIC LOOP



TOKENOMETRICS

Token Name
WarQube Token

Token Symbol
WQT

Token Type
ERC20

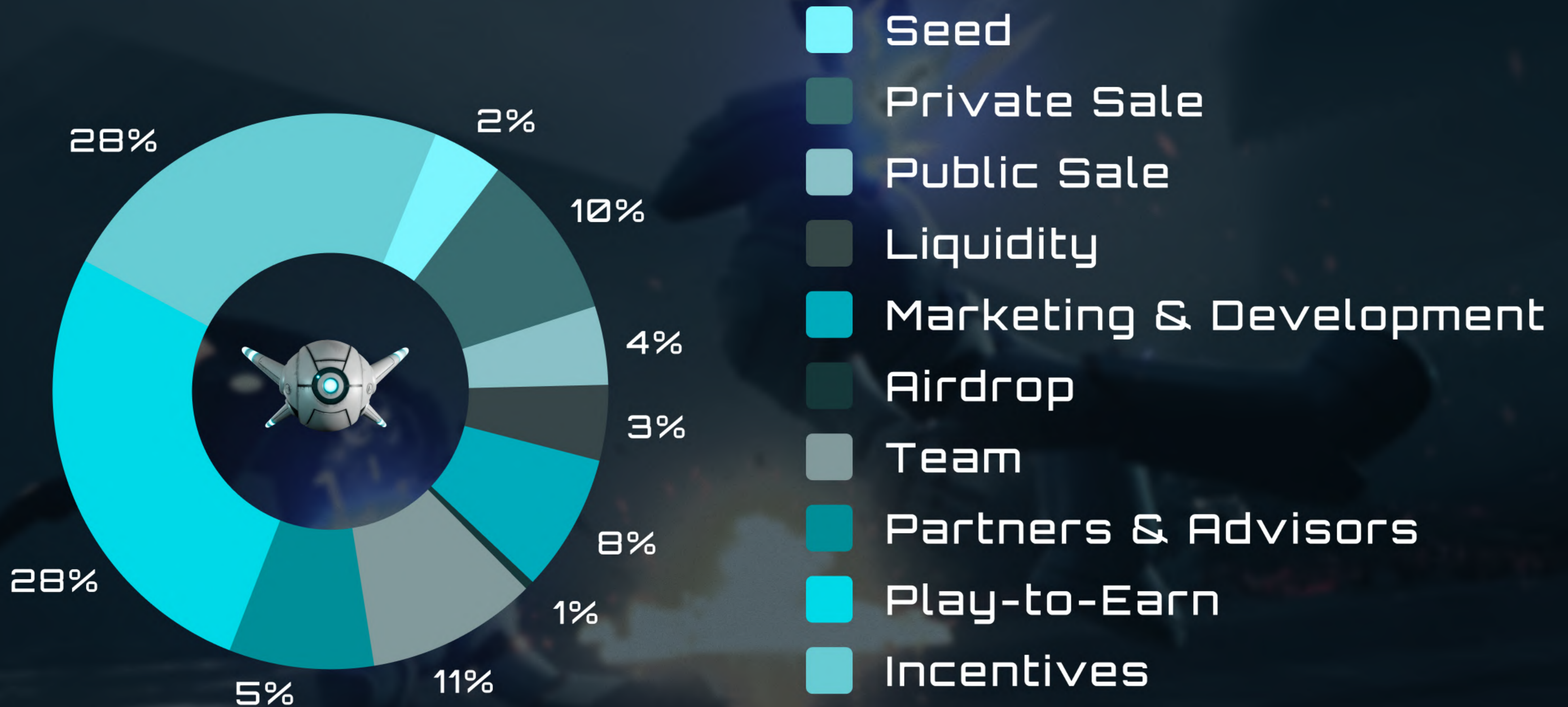
Total Supply
1 000 000 000

Initial Market Cap
225 000 USD

Liquidity Lock
24 months

	Stage	%	Token Amount	Price \$	Amount \$	TGE	Cliff	Vesting
1	Seed	2,0%	20 000 000	0,005	100 000	0%	6 months	12 months linear
2	Private Sale	10,0%	100 000 000	0,01	1 000 000	10%	3 months	9 months linear
3	Public Sale	4,0%	40 000 000	0,015	600 000	20%	0	6 months linear
4	Liquidity	3,0%	30 000 000	0,015	450 000	100%	0	24 months liquidity lock
5	Marketing & Development	8,0%	80 000 000	0,015	1 200 000	0%	2 months	12 months linear
6	Airdrop	1,0%	10 000 000	0,015	150 000	0%	2 months	6 months linear
7	Team	11,0%	110 000 000	0,015	1 650 000	0%	24 months	12 months linear
8	Partners & Advisors	5,0%	50 000 000	0,015	750 000	0%	12 months	12 months linear
9	Play-to-Earn	28,0%	280 000 000	0,015	4 200 000	0%	6 months	42 months linear
10	Incentives	28,0%	280 000 000	0,015	4 200 000	0%	3 months	36 months linear

ALLOCATION



MARKETING STRATEGY

Each stage requires different strategies and will combine aspects of:

- Developing communication through our own and partners' social media channels. (Cross-marketing, giveaways, collaborations).
- Creation and expansion of communities in different languages.
- Ambassador program, Referral program, AMA, and other social events.
- Participation in gaming and crypto events.
- Engaging level 1 KOLs.
- Major influencers (with a focus on both crypto natives and casual players), Cryptocurrency gaming guilds, traditional game guilds.
- In-game events.
- Partnerships with other leading crypto and mainstream games.

Our team plans to carry out large-scale marketing activities at each important stage of the project (For example: the launch of a new game mode, new heroes, new functionality, etc.).

GOVERNANCE

\$WQT is a control token whose holders have voting rights in any votings run by the WarQube team. The main directions of votings are development, marketing strategy, distribution of the company's income.

Voting rights vary and change depending on the % of the total number of tokens held by the voting users.

To vote, a **\$WQT** holder must choose the number of tokens they are willing to reserve for a particular pool. The holder's voting power will be calculated as the % of **\$WQT** reserved for a particular voting pool, relative to the size of the pool. Thus, the power of a vote depends on the number of **\$WQT** reserved.

A voter willing to vote should keep in mind that if they have reserved all their tokens, the power of their vote may be quite high, but on the other hand, they will not be able to take part in another vote until the vote in which they took part is over, and all the tokens are unlocked.

ROAD MAP

Phase #1 - Early stage

Q1 2022

- Build core team
- Game concept
- Art-direction
- Gamepilot
- Characters design
- Playable prototype
- Tokenomics

Q2 2022

- Gameplay teaser
- Gamepaper
- Website
- Smart contracts
- Community building
- Seed round
- Cinematic trailer 1

Phase #2 - Middle stage

Q3 2022

- Audit smart contracts
- Partnerships
- Community increasing
- Premium Avatar Collection

Q4 2022

- Genesis Avatar INO
- Playable demo version
- Gameplay teaser 2
- Private round

Phase #3 - Late stage

TBA 2023

- IDO
- Exchange listing
- Pre Alpha Version
- Alpha testing
- PvE mode
- Gameplay teaser 3
- NFT Avatars

TBA 2023

- Partnerships
- Staking
- Energy Cubes basic
- In-game Marketplace
- New Characters
- New types of Pets
- Gameplay teaser 4

Phase #5 - Scale stage

TBA 2024

- Additional Cooperative PvE maps
- Additional PvP arenas
- Daily Missions and Achievements
- New NFT Pets collections
- iOS version
- Android version
- Attracting gaming guilds
- More WarQube content

TBA 2024

- Raid mode
- Beta testing
- Beta release
- Player profile
- Character lobby
- Metaverse
- Attraction more players
- New of types Enemies

Phase #4 -Late stage

TBA 2023

- New Skins NFT collections
- Cooperative PvE mode
- Guilds
- Tournament system
- Battle pass
- Energy Cube recharging system
- PvP team mode battle
- Gameplay teaser 6

TBA 2023

- Character lobby basic version
- Player profile basic version
- Mystery boxes
- PvP mode
- Late Alpha version
- Gameplay teaser 5
- Attracting first players
- Play to Earn

WARQUBE ADVISORS



Advisor

Amid Yazdi

Obtaining rich experience in leading consulting and financial companies, Amid became a well-known leader and business expert for various high-potential GameFi projects. Currently, he works as an advisor and KOL for Tier 1 VCs, Launchpads, and gaming projects in the blockchain industry.



Advisor

Fedor Bushlanov

Fedor is a blockchain technical and business expert who helped various enterprises and startups to succeed in the blockchain space. Currently, Fedor runs FSB Capital, a venture capital firm, and holds a CEO position in a GameFi startup.

WARQUBE TEAM



CEO

J Q

Over 8 years of experience in the crypto industry,
6 years of work experience as a CEO of blockchain projects.



Project Manager

Ryan Hmph

5 years of experience as a product and
project manager in blockchain projects.



Line Producer

Alex Aleksin

5 years of experience as a Digital Producer.
AR/VR/360 project management.



Game-Designer

Evgeny Podrushko

15 years of experience as a game and Lead Level-Designer.



Unity Developer

Mr. Z

8 years of game development
experience from Indie to AAA games.



Blockchain Developer

Roman Borisov

6 years of experience in blockchain development.



3D Character Artist

Ekaterina Demchenko

The Winner of Wargaming Academy
2021 and three GameJams.



Product Manager

Nick Harris

5 years of experience in the crypto industry.
4 years of work experience as a Product Manager.

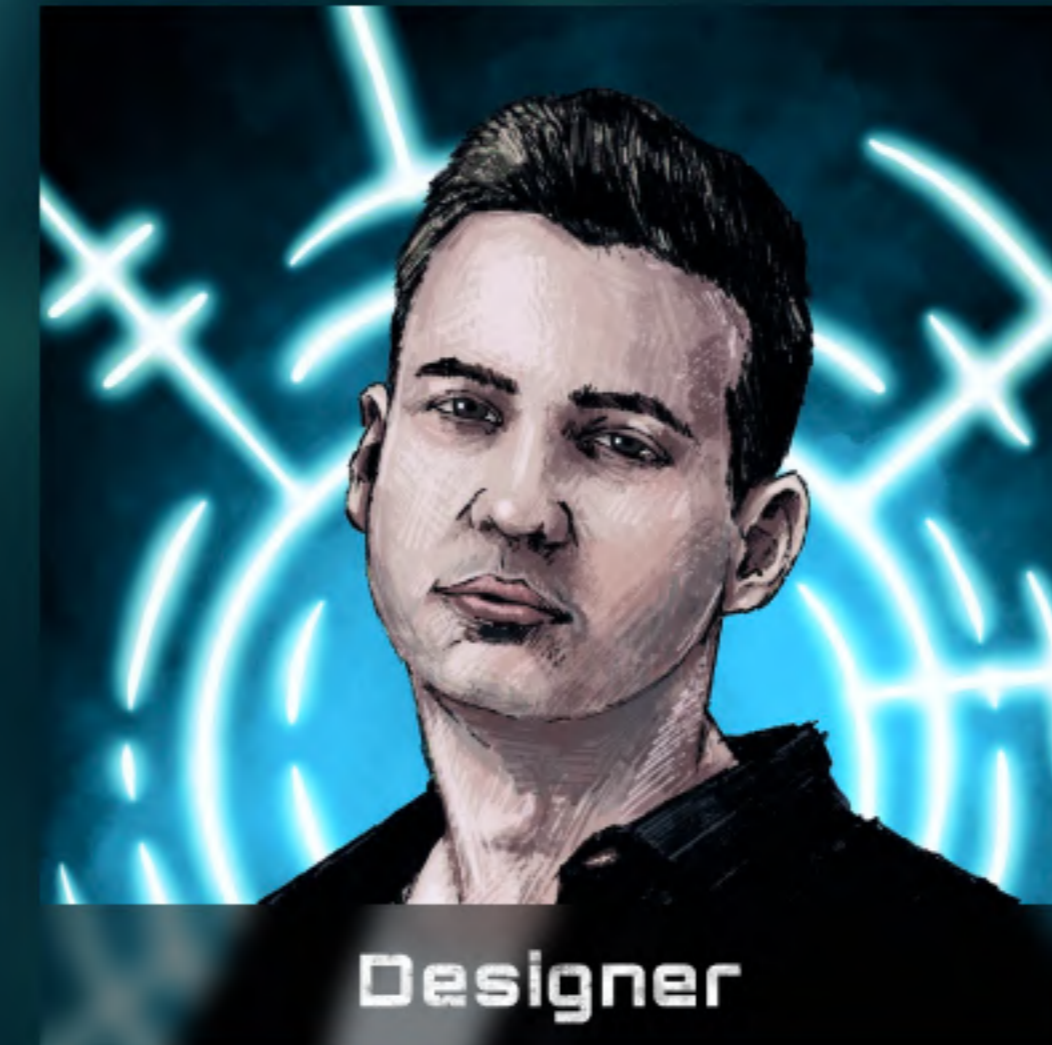
WARQUBE TEAM



Marketing Officer

Adeline Clochette

6 years of experience in marketing.
4 years of work experience as CMO in
blockchain projects.



Designer

Serhii Boiko

5 years of work experience in game design
with 2D and 3D animation.



2D Character Artist

Alena Gavrilenko

4 years of game character creation
experience in 20+ projects.



Operations Manager

Karolina

6 years of work experience in
operational management.

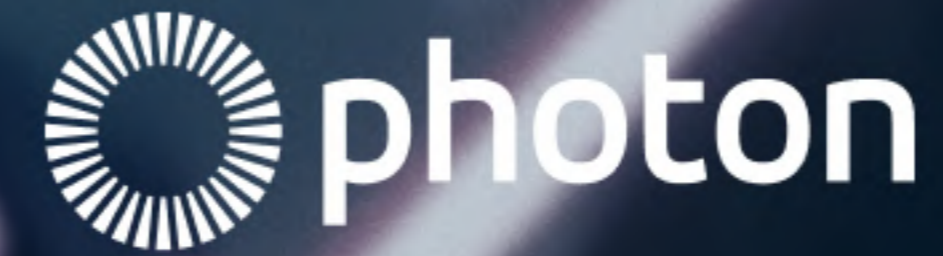
INVESTORS AND PARTNERS



CROSS-GAME NFT PARTNERS



TECHNOLOGIES



CONTACT US

warqube.com

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- 🎮 Discord - <https://discord.gg/RX3KnZhENZ>
- 📌 TG Channel - <https://t.me/warqubeann>
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- 👤 Reddit - <https://reddit.com/u/warqube>
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