

White Paper v. 1. 1. Trend: smart gaming

<https://battleofplanets.com/>

# Battle of Planets

Skill-based crosschain NFT  
card game. Planetary  
annihilation now  
ON THE BLOCKCHAIN

Connect wallet



 Battle of Planets



# Intro

Battle of Planets is a decentralized skill-based NFT card game that enables a multiplayer mode and an innovative Play2Earn concept. Thanks to a developed internal economy and masterful gaming approach, it lets you trade and sell NFT cards on your own or through external platforms.

The game is developed on the basis of the Unity engine, using the DOT and ENJ blockchain technology. Currently DOT is experiencing rapid development and intends to become the largest ecosystem that combines everything what you can find in the crypto sphere.





# Marketing plan



advertising  
integrations with  
sponsors



Twitch and Youtube  
Drops



advertising inside  
third-party games  
and apps



online  
tournaments



promotion in  
Telegram



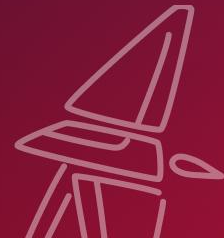
targeted advertising  
on the internet



Esports  
Events



word  
of mouth





# Battle of Planets, Challenges and Blockchain Solutions

Everyone who has ever created a game character knows that after long hours of playing, leveling up their character, their skills, and mining resources they become attached to the character and consider it their property. But, this is actually a misconception. In fact, your character belongs to the developers of the game. They can remove or block your character at any time. Unfortunately, this practice is not uncommon and such cases occur very often. One of the most common situations is the inability to load or roll back your character after updating the game. In this case, many people send emails to support service which often turns out to be unsuccessful.

Blockchain technology in this case saves users from such troubles. The use of decentralized networks and non-interchangeable tokens allows the player to create and modify a planet, equipment, and other units that they can own for as long as the game itself exists. Thus, the technology opens up opportunities for individual creativity for players, whose products can move from one game to another, they can be sold and bought.



## Additional secret NFT bonuses



participation in the  
Bounty program



participation in the  
partner program



buy on the partner  
exchange



participation in  
esports events



get free during the  
game



get it for free  
during the presale



In addition to implementing your EDM tokens directly in the game, you will also be able to use the exchanger on the partner exchange.

For the implementation of each project, funds and human resources are needed. That is why the founders decided to hold a presale. The purpose of fundraising is to create and develop a game that will be interesting to the maximum number of players, as well as cause financial interest among all members of the community. Currently, the game already exists in the prototype.



## How to play



You lock your card deck in the blockchain of your choice, choose your bet amount of EDM. The winner gets that EDM after paying the 3% service fee.

After the battle you can unlock the card and NFT type that the card composed of to transfer it, sell it or transport it through the bridge.

# Premium Feature



Premium enables you to get more rewards after each battle

**1.2X more dark matter**

**10% higher chance of receiving card shadows**

**1.15X more antimatter**

**10% higher chance of receiving antishadow cards**

**one more slot in the battle**

Premium can be purchased for EDM for the period of 7-14-31-180 days



# Play modes



PvP



Tournaments



PvE

# Token Distribution Stages 1/2

Advisors	1 250 000 EDM	locked for 6 months, then month 7 – 10% at once, afterwards 30% unlocked over 6 months with 10% every 2 months. Then 60% unlocked over 6 months with 20% every 2 months
Team	3 750 000 EDM	locked for 1 year, then 20% once, afterwards 80% unlocked over 8 months with 20% every 2 months
Marketing	1 750 000 EDM	5% unlocked at TGE, then locked for 3 months, afterwards 45% unlocked over 9 months with 10% every 3 months, after month 13 – 15%. Then 50% unlocked over 6 months with 25% every 3 months
Community farming	6 250 000 EDM	locked for 1 month, then 2,90% monthly, with last month giving 1,41%

Market Cap TGE  
without liquidity **\$ 181 868**

Market Cap TGE  
including liquidity **\$ 308 618**



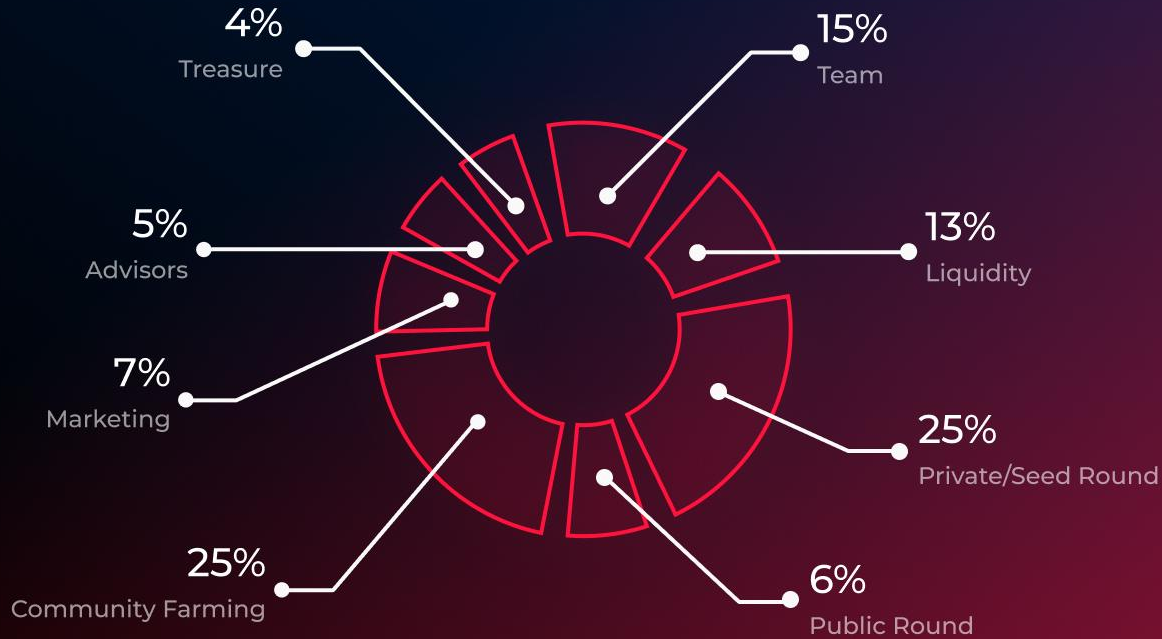
# Token Distribution Stages 2/2

Private/Seed Round	<b>6 250 000</b> TGE	10% unlocked at TGE, then locked for 2 months, afterwards 5,66% monthly, with last month giving 5,10%
Public Round	<b>1 500 000</b> TGE	33% unlocked at TGE, then 33% monthly
Liquidity	<b>3 250 000</b> EDM	26% unlocked at TGE, then from month 2 3% monthly for 3 months, afterwards 5% monthly
Treasure	<b>1 000 000</b> EDM	locked for 1 year, then 20% every 3 months

Market Cap TGE  
without liquidity **\$ 181 868**

Market Cap TGE  
including liquidity **\$ 308 618**

# Token Distribution





# Roadmap 2021

Q1

- Attracting advisors
- Release MVP

Q2

- Launch of the PvP Alpha version of the game on Android and Web

Q3

- Launch of a global marketing company
- Launch of the Beta version of the game

Q4

- Expansion of the Battle of Planets universe, development of additional applications within a single ecosystem
- NFT Staking

# Roadmap 2022

Q1

Completion of the private/seed sale

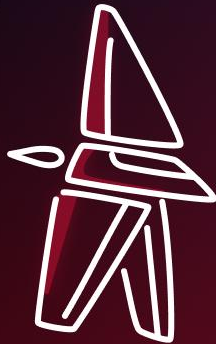
Q2

- In preparation for public sale
- NFT cards customization – 10 upgrades per 10 card levels each

Play on PC



Play on Android



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