

White Paper v. 1. 1. Direction: smart gaming.
Battle of Planets - Crosschain, NFT, skill-dependent card game.
Planetary annihilation ON THE BLOCKCHAIN.

Introduction

Why we decided to move "planetary destruction" to the blockchain:

Today, the number of gamers in the world is more than 2.5 billion people. Of course, they are not professional gamers, but in general, they use games as entertainment. 95% of them **have free time and are not averse to earning by playing.**

Statistics on the choice of mobile games by users will also be interesting. Most of all, people like games in which they do things that are difficult to implement in life. How successful do you think a game can be if people are paid to play it? Add to all this a colorful and intuitive interface, the ability to battle with your friends and you will get an incredible experience-the ownership of a virtual planet that can bring benefits!

Battle of Planets is a multiplayer, decentralized, NFT, skill-dependent, card game, play and earn. With a developed internal economy and the ability to sell NFT cards on your own and external platforms.

The game is developed on the basis of the Unity engine, using the DOT and ENJ blockchain technology. Now DOT is experiencing rapid development and plans to become the largest ecosystem that combines everything that is in the cryptocurrency sphere.

Today, there are no similar games on the market, the game has its own feature and its development will also be unique and top-end. It is not acceptable that the project doesn't gain scale due to the lack of speed and bandwidth coupled with the cheapness of transactions of the network on the basis of which it operates.

Battle of Planets - PvP tournament battle on a planetary basis. The genre of space card strategies in a fusion with the genre of mass online games, tournament battles, skill dependent, play to earn, DEFI, NFT, crafting. There is a prototype of a working alpha version without NFT implementation. The game will not frighten users with the complexity of the gameplay. Scaling will take place gradually, without complicating the mechanics of the game. Battle of Planets creates a unique universe where the planetary level of thinking will determine success.

The currency for evaluating in-game value is the EDM token (Planetary Provision Token). It is an internal, in-game currency, at the expense of which game actions are performed (quick trade of all kinds of items between players, purchase of shop items).

Play to earn money. We create unique opportunities where you always come first! Upgrade your cards, get coveted copies for your deck, or sell them to other players. Sell resources for EDM, exchange EDM for real money. Sell rare items obtained in battle to other players. Discounts are available for in-game item purchases in the store when using EDM. A game monetization model that provides additional content in the form of shop items and a commission on each transaction.

We create our own game ecosystem which includes:

- Purchase game items in the store from the creators of the game.
- Marketplace for the sale and purchase of items between users, includes standard offers at a fixed price, as well as in-game auctions.

The marketplace is located directly in the game itself, so that the user doesn't need to exit the game to perform any trading operations.

Also, users of the game will be able to become members of the partner program. We will place the EDM token on partner exchanges. Thus, the game developers can't influence the change in the exchange rate of the token, which opens up additional opportunities for trading both within the platform in conjunction with NFT values and on separate exchanges.

Tournaments

From 6 to thousands of participants in one event. Turn-based matches and standings and very impressive prizes.

We decided to refuse the usual levels (lvl) in favor of a system for evaluating the strength of the deck. In tournaments, game categories will be introduced (similar to weight categories in martial arts). They will be calculated in a certain range of Deck Points (from... - to ... points). We give every game lover the opportunity to earn money on the gameplay. The higher the level of the deck, the less likely it is to meet an opponent who is stronger than you. The system allows for a spread of +/-10% of the opponent's deck strength. Thus, at the maximum level, you will not be able to meet an opponent stronger than you, but you can meet an opponent weaker than you. Therefore, the cards of the last level with the maximum improvements will be highly regarded by many players, as they will allow you to play at a professional level and win in games, in addition to loot, enemy tokens.

The development of add-ons to the game and the introduction of new rare NFTs available for EDM tokens will increase demand for the planetary security token.

Windows, Web, Android, and iOS platforms.

More than 50% of users of all mobile apps play games that makes the gaming market as popular as the music market. The market for mobile apps and games is growing rapidly. Already today, there are hundreds of forums where tens and hundreds of thousands of gamers discuss the features of the game. The market turnover is billions of dollars, because according to statistics, games are the main source of entertainment. Thus, in 2019, the cash flow from the sale of mobile games amounted to 68.5 billion US dollars. If you add here the possibility of earning money, then we can assume that people will play even more actively.

The growth of revenue from mobile games, today, exceeds the growth of the market for PC games. Experts believe that by the end of 2022, the PC games market will gradually decline - the market reduction in two years is expected at the level of 20%.

The geography of the market has its own specifics. Most of the players play in Asian countries – 47%, in America-26%, in Europe, Africa and the Middle East-23%. 48% of users are players from the United States and China. Esports and the gaming industry in the context of the crisis is one of the most attractive areas for investors.

During the period of remote training and work, people spend more money on games and entertainment. Considering the situation with the COVID-19 pandemic, one would think that absolutely all spheres of life and market segments are experiencing great difficulties. But in fact, this is not the case. In the context of Covid-19, investors very carefully choose the objects for investment, as the markets for goods and services become unstable. There are opinions that the gaming market will always be relevant, so the gaming theme becomes the main object for investment. At the same time, the gaming market will not only remain stable against the background of other markets, but, on the contrary, it will grow, because when people lose their jobs and studies, they begin to look for ways to have fun.

Games are one of these ways. Today, there are already statements from investment analysts that the gaming segment is the safest in the next few years. At the same time, in the gaming segment of the market, it is the online games available from a mobile phone that will develop most advantageously, since they will be able to become a full-fledged platform and tool for communication during the quarantine period. At the same time, the game development itself can also be carried out remotely, without the need to assemble a team of programmers and designers in one office.

Target audience

First, let's look at the target audience:

- 95% - Men;
- 5% - Women;
- age range from 16 to 46 years;
- the median age was 33 years.

According to the analysis, statistics show that in the world of games:

- 45% of players are married;
- 40% of MMO players are parents;
- 13% are in a civil marriage.

Forecast revenue from basic in-game purchases:

- According to statistics, 30% of active players make internal purchases, and the average check is-12 USD per purchase. In the crypto world, these amounts are much higher.

Marketing Plan:

- referral rewards program;
- targeted advertising on the internet;
- advertising inside third-party games and apps;
- advertising integrations with sponsors.

- online tournaments;
- Esports Events;
- Twitch and Youtube Drops.

According to research in 2020, a third of the world's population watches streams, and every eighth Internet user is the author of game content! Such popularity of this sales channel makes it currently the most attractive in promotion. From the moment the game was launched, we chose the free to play model, which means that the game will be immediately available for download on all platforms for free. Today, it is free games that are in great demand, and bring 80% of the total digital sales market. Traditionally, the most active region for downloading is Asia, which accounts for more than 62% of all users.

Paid games have brought much less profit over the past 5 years. They were most widely distributed in North America and Europe, and the least in Asia. Given the current market trend and user preferences, we believe that this model will be more attractive to players, and this will be another factor that will affect the promotion of the product.

Monetization

How to make money playing games?

Online games where players have the opportunity to earn money are not too different from games without such an opportunity. As in normal games, the player performs actions within the limits defined by the rules of the game process. But, in games with the possibility of earning, in addition to various game achievements and titles, you can also get real money.

We create and develop a really interesting, exciting game, with a number of opportunities for earning money. Let's take a closer look at the earning opportunities for users and the development team

For users

Free trading of game assets for a real token listed on exchanges. Every move you make will be rewarded, so you will constantly evolve both in the game and in the real world thanks to the resources obtained from the game. If you decide to withdraw them to fiat, it will be easy to do in 5 minutes.

For the development team

- In-game store;
- Commission on turnover;
- Share of POS mining;
- Marketplace for the sale of NFT objects (maps) and other goods between players;
- Advertising integration with partner companies.

Player

- Resell multiple types of in-game items;

- Loot after lot including NFT cards and share of tokens with POS mining;
- Token exchange;
- Sale of NFT cards;
- Winning tokens in lottery/championships;
- Game tokens, will be available freely;
- Implement on partner exchanges and in the internal EDM/ETH EDM/BTC exchanger;
- Winning a battle gives you a portion of the enemy planet's planetary resources;

Blockchain technology is gaining more and more popularity in the gaming market. Blockchain gaming has quite a lot of advantages. For users, this is an opportunity to easily exchange in-game assets, without the participation of intermediaries. Developers, with the help of the blockchain, can receive additional income from the sale of game items and tokens, as well as attract new users. In this regard, more and more blockchain games are appearing on the market.

The main advantages of blockchain gaming are that users will be able to quickly and securely exchange in-game assets without intermediaries. The developers also provide for the possibility of selling game items and tokens, while earning commissions and sharing with players.

NFT cards, which each player has the opportunity to get and improve during the game, can be imported into the blockchain through the personal account.

Blockchain today can be considered a unique innovation that allows you to actively develop the gaming industry due to: the growth of decentralization, the development and improvement of technologies. Blockchain technologies and cryptocurrencies that have been integrated into gaming applications have become some of the most successful products released. But, to date, there are practically no projects that use this technology to the full.

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 begin to 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 write to the 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.

Practice shows that quite a lot of people complain that they play and earn bonuses, but at some time the bonuses may disappear. An even more common option is to restart the game in the process of awarding bonuses for the work done. After restarting the game, the user can observe a situation where there is nothing on the balance or the last actions are not credited. This, again, may be due to different types of technical failures.

To combat this problem, we use a system of smart contracts that will not allow such mistakes, since if all the necessary actions are completed during the task, it is automatically recorded in the blockchain itself and the smart contract independently accrues a reward.

Many players of the RPG genre consider their games as full-fledged sources of stable profit—they earn on resale of the resources extracted in the game. The problem arises when the sale or transfer of bonuses or other assets becomes inconvenient. Then intermediaries appear on the market, who trample their sales and earnings channels. Or the administration declares such actions illegal. Unfortunately, the presence of intermediaries reduces the level of trust in them, since quite a large part of them are scammers. The technical support of the game can't cope with such problems, because it is almost impossible to confirm such operations, documented or from a legal point of view.

In *Battle of Planets*, an internal marketplace is provided to solve this problem, which ensures the security of all trading transactions and maximum ease of use. For the security of all operations, within the marketplace, we use a secure transaction mechanism, which is responsible for a set of smart contracts. Also, each player can always track the movement of their own funds using the transaction scanner.

A smart contract is an algorithm designed to generate, control, and provide information about ownership of something.

Esports

No ability to send in-game currency to other users

Today, in practice, there are several situations when the prize fund is not paid in competitions involving hundreds of players. Smart contracts guarantee payouts – when a team takes first place in a tournament, the smart contract is immediately executed and the team receives its winnings. Then, the tokens can be sold on an exchange, an in-game exchange, or used in-game. Almost every mobile game has an in-game currency, but currency transfers to other players are not available. The reason is that all this currency is under the control of the developers, whose main profit is the sale of game currency. Such transactions between users can negatively affect the revenue of developers, as users will help each other to transfer game currency bypassing the store. In *Battle of Planets*, this feature will be available to all users from the very beginning, because the cryptocurrency is not under the control of developers alone. You can always send in-game currency to another

player. Thus, Battle of Planets is a unique crypto game that makes the most of the possibilities of the blockchain to increase your convenience and security and already has an alpha version!

EDM (Planetary provision token) is the game's own and only cryptocurrency, which is used to make all internal purchases. The purchase and sale of NFT collections will not be subject to commission when using EDM. POS consensus algorithm makes it possible to earn income from mining. The function will be available in your personal account. After unstake, there is a lock for 30 days of moving tokens. When making some in-game transactions involving EDM, a small commission will be collected and then there will be a distribution in the form of rain for active players in the chat.

Additional secret NFT bonuses:

- participation in the Bounty program;
- participation in the partner program;
- buy on the partner exchange;
- get free during the game;
- participation in esports events;
- get it for free during the ICO.

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 an ICO. 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. At the moment, the game already exists in the prototype.

Token Distribution Stages:

Seed sale – August, 11 – September, 22: 1,700,000 EDM - price 0.1\$, cliff 6 months, then 20% quarterly

Private sale 1 – September, 23 – December, 6: 2,000,000 EDM - price 0.12\$, 10% after cliff 3 months, 15% quarterly

Private sale 2 – December, 7 – February, 20: 2,000,000 EDM - price 0.18\$, 10% unlock on TGE, 15% quarterly

Public sale (IDO) – February, 21 – April, 22: 1,700,000 EDM - price 0.24\$, 20% unlock on TGE, 20% quarterly

All sale stages 8,700,000 EDM

Hard Cap 1,178,000\$

Soft Cap 100,000\$

Advisers: 1,250,000 EDM cliff 3 months, monthly 5% for 20 months.

Team: 3,750,000 EDM cliff 6 months, monthly 5% for 20 months.

Marketing: 1,750,000 EDM cliff 3 months, Daily Vesting 12 months.

Space Reserve Fund: 1,000,000 EDM cliff 6 months, Daily Vesting 18 months.

Planetary mining and other game activities: 6,250,000 EDM

Initial supply 540,000 EDM

Total supply 25,000,000 EDM

Token distribution

25% Private/Seed Round

6% Public Round

15% to the team

25% planetary mining, in-game distribution

5% to Advisors

7% Marketing

4% Space Fund

13% Reserved for game events

Lock Up Period

The Lock Up period is a period that provides protection from the mass sale of tokens until the ICO is completed. Lock Up protects the project from token price speculation by blocking the ability to send tokens from one user to another.

What happens if there is no Lock Up period? To implement any project, you need funds. When conducting an ICO, the development team calculates the amount required for development and marketing, based on this figure, the Soft Cup is set.

Now, let's imagine that there is a conditional project where Soft Cup is 1,000,000 USD. The project team conducts a Seed-sale at a reduced cost of tokens and collects 200,000 USD, while distributing a large number of tokens to users. If the tokens are not locked, then there is a danger that users who purchased the tokens at a low price on the Seed-sale will start selling them from themselves with a mark-up, but cheaper than the token is worth at the next stage. Of course, it will

be profitable for new participants to purchase a token cheaper from the hands than officially from the developers. Developers run the risk of not collecting the necessary amount for development-Soft Cup, so everyone will buy tokens "from hand".

Accordingly, the entire project in this case simply may not start. That is why, being aware of these risks, we introduce a Lock-Up period. All users will receive their purchased tokens immediately after the ICO is completed. In this case, the bonus tokens will be unlocked later.

As for the tokens awarded for participation in the Bounty program, these tokens will be unlocked last, since often, the participants of Bounty programs are the first to try to "drain" the free tokens they received for a penny.

Bounty- program of the Battle of Planets will reward socially active users with EDM tokens for completing various tasks/activities such as:

- publication of articles;
- create video reviews;
- comments, reposts in social networks;
- translations of documentation into foreign languages.

Detailed conditions and a complete list of tasks will be available to users in the Bounty Program section on the project website. The start of the Bounty program will occur at the same time with the launch of the Public-sale (the first stage).

After completing the task, the program participant can submit the task for verification, after which the EDM tokens will be credited to the personal account on the project website.

Bounty program

Bounty program - an opportunity to get tokens of blockchain startups without investing your own funds. All tokens received under the Bounty program are subject to a Lock Period for the duration of the ICO.

Roadmap 2020

Q2

- Battle of planets Development Idea
- Testing business hypotheses
- Market analysis and statistics collection
- Formation of the technical team of the project
- Development of technical documentation

Q3

- Whitepaper Development
- Company registration
- Development of the ICO website and cabinets
- Developing a marketing strategy

Q4

- Running the Bounty program
- MVP Game Development

2021

Q1

- Attracting advisors
- Issue of the ERC-20 standard token
- Starting Pre-ICO

Q2

- Launch of the PvP Alpha version of the game on Android and Web
- Start of Token distribution (Seed-sale)

Q3

- Start of the Private-sale
- Opening an online gift shop
- Launch of a global marketing company
- Launch of the Beta version of the game and access to the marketplace App Store and Google Play (CIS and East Asia: China, South Korea, Japan)

Q4

- Launch of the PvP Beta version of the game on Windows
- Completion of the Private-sale
- Start of the Public-sale
- Expansion of the Battle of planets universe, development of additional applications within a single ecosystem
- Start of the card program with the nominal value of the game currency
- Expanding the geography-launching the game in the markets: South Asia, Central Asia, Southeast Asia

2022

Q1-Q2

- Expanding the geography - launching the game on the market Europe
- Expanding the geography-launching the game in the markets: Latin and Northern America, Australia

Playing during the ICO

The game currently exists in a playable form, but there are bugs. After the critical bugs are fixed, the first stable version without NFT will be launched.

From a certain point on, players will be awarded virtual EDMV tokens every day in a ratio of 1 to 1, to the amount they purchased during the ICO. It is possible to beat other players and win their EDMV. The EDMV will be credited once every 24 hours.

At the end of the ICO, the top 50 players by the number of EDMV will share 1% of the EDM issue

Running the version with NFT.