



VOID. PLAY TO SURVIVE. EARN TO LIVE.

WHITEPAPER

2072. Earth is now a wasteland, devastated by a fierce war between humans and robots. AI has taken over completely, turning the human race into a useless burden on this planet that was once blue and brimming with life and light. The war broke out when humans—proud and desperate and foolish—took up arms to destroy all technologies that seemed like existential threats. But they succeeded only in making things worse. The super-intelligent robots wielded their true powers, pushing the earth off its axis. An eternal ice age descended upon the planet, and now it's mostly darkness—blacks and greys and whites dominate the colorscape. There's much fluorescence, as well, which the robots—now the ruling class—love. And when the arid land burns, which it often does, there's bright orange. The robots rule from a massive metropolis, which emerged as the center of all action in this post-war world. Humans continue to inhabit other parts of the planet, but their numbers are too meager to threaten the new rules significantly. To survive in this technological wilderness, the human race must adapt and evolve. Those of its members who still remain must embark on quests, collecting weapons and armors, learning skills and spells. Battles for survival and glory are mundane realities now, and each human must always be prepared. Character-building is key, determining one's eligibility and social status in the metropolis; a matter of life and death, of survival and annihilation. It's still the early days of this robotic world order, though. One never knows what may come of it in the future. The possibilities are exponential, if not endless. But the best part of the story is this: you may join the futuristic humanforce in its evolutionary struggle for survival and self-determination.

Enter the VOID, thus, to play, and to earn.



THE BEGINNING

ADDRESSING REAL-WORLD PROBLEMS

Dissolving the boundaries between real-world and real-world experiences is one of VOID's primary motives. And the process begins by identifying and addressing problems originating in the former. Gaming has been the entertainment industry's most profitable sector for quite some time now:

In 2019, the global revenue from gaming was \$145.7 billion, while other sectors like cinema and music generated \$42.5 billion and \$20.2 billion respectively.

In 2020, online gaming alone generated \$18 billion globally, catering to over 932 million active gamers.

In 2021, as the world prepared for a post-covid new normal, the gaming sector crossed \$300 billion in global market valuation.

In the past three years, over half a million people have onboarded the gaming sector annually. So presently, there are almost 2.7 billion gamers across the world. And by 2023, another 400 million people are expected to join the community. Notably, almost 79% of this vast gamers' population is above 25 years of age, and are highly likely to have financial responsibilities. That is to say, they must earn a living, besides sustaining their passion for gaming. And therein lies one of the greatest perils of the traditional gaming sector.

Only a minority of all gamers can become professionals with substantial and regular income. On the other hand, behemoths exercise near-absolute control over the industry, sucking up the lion's share of the generated value. It's true that traditional gamers have access to immersive experiences, with high-fidelity graphics. But by and large, they lack effective ways to monetize grinding and tap the value of in-game assets for real-world usage. And furthermore, if and when the game dies, the gamer's hard-earned achievements go along, disappearing somewhat into nothingness.

The evolution of decentralized finance (DeFi) and blockchain-powered gaming promises to disrupt the domain massively. For one, user-centric business models and community-governed gaming ecosystems are now possible. Innovations like non-fungible tokens (NFTs) facilitate the creation of novel asset classes; in-game items become tradable within and without the game world. However, despite the enhancements and inventions, the current decentralized gaming landscape faces some pertinent challenges.

Decentralized Gaming & Its Novel Challenges

Platforms like Solana are quickly addressing technological limitations, especially in terms of scalability, interoperability, and composability. But when it comes to gaming proper, the immersive and competitive experience—which traditional gamers demand—is still almost non-existent. The Play-to-Earn (P2E) model is indeed revolutionary in many ways, although it may be inadequate for sustained and long-term interest in decentralized gaming. Because of their competitive gameplays and rich game-worlds, leading role-playing games like World of Warcraft (WoW), Dungeons & Dragons, and Diablo, among many others, have piqued the passions of gamers for decades. Competition and skill have in fact served to distinguish gaming from mere gambling, ever since the 1970s when arcade games emerged and reigned.

Whereas today, even the most popular P2E games are predominantly centered around certain collectibles, with little or no scope for honing skills or developing in-game characters, especially in their PvP aspects. It's as though the in-game assets and collectibles come first, and gameplay only thereafter. Such an approach cannot retain genuine gamers for long, despite the promise of financial gains. Moreover, it deprives the overall blockchain-cryptocurrency sector of the potential user base described above, thus prolonging mass adoption.



INTRODUCING VOID

THE QUEST FOR IMMERSIVE COMPETITION

VOID's mission is to fill up a void—the deep chasm separating innovative gaming and real gamers. Focusing on strong and immersive gameplay, above all, it offers an AAA-grade experience, compounding it with blockchain-powered assets, economics, and community orientation. The ecosystem's scope is not limited by the maxim of playing to earn, for the latter is as problematic as paying to win. Instead, VOID fosters the culture of playing and earning, where high-fidelity entertainment and decentralized finance go hand in hand.

To reappropriate a cliché, VOID may be perceived as an offering by gamers, for gamers. And because of this, it strives to mitigate some persistent issues concerning game development and design, besides those mentioned previously. Most existing games, including the legendary ones, make an either-or choice between the PvE and PvP experience. In other words, they cater to one audience or another. Moreover, the scope for customization is broadly ornamental, limited to visual features like skins. And likewise, the so-called social layer—which contributes greatly to the game's revenues—has little or no control over the narrative. VOID, however, transcends limitations existing across these domains.

The Seamless PvE-PvP Blend

VOID's PvE and PvP aspects will interact seamlessly, facilitating a holistic experience for gamers. Through its explorations in PvE mode, the in-game character will discover a broad variety of assets, including weapons, spells, treasures, and loot boxes. Moreover, battle systems integrated into this mode will contribute to the game's overall revenue streams for end-users, entitling them to rewards. And besides having real-world economic value, these assets and achievements will correlate to the character's PvP interactions.

But all that is fairly common nowadays; VOID's uniqueness lies in making the character's moral, emotional, and behavioral dimensions integral to the game mechanics. How the character acts and reacts in the PvE mode shapes its personality over time, and determines its social status in the metropolis. Helping others cultivates goodness, for example, while being rude makes one evil, as we see in real life. The character's personality traits, like the assets and achievement it acquires, have significant implications for the game's PvP experience.

VOID thus introduces a whole new dimension, whereby the in-game character truly becomes an extension of the gamer's personality. The two worlds—reel and real—become intertwined, not just materially but also psychologically. And therefore, in addition to providing economic incentives, VOID evokes a sense of deep and personal bonding among gamers, akin to some of the best games to date.

On Competition and Skill

VOID is, after all, an innovation in DeFi, or better still, in GameFi. By leveraging NFTs, it thus facilitates the sale and purchase of certain in-game assets and spells on open marketplaces. The scope for derivatives also remains. But despite these provisions, it's ultimately skill that decides the gamer's performance and excellence. Investing money to buy in-game assets will only save time, at best, and do no more in terms of the character's evolution or position within the narrative. Therefore, in VOID's genuinely meritocratic ecosystem, capabilities matter above all else; paying to win is neither possible nor encouraged.

Because gamers must necessarily hone their skills to enjoy the game fully, the ecosystem promotes healthy but fierce competition. An algorithmic matchmaking system will ensure that PvP battles are fair, involving gamers with similar skill levels. To keep the competitive spirits high, VOID will also involve a global leaderboard, running on-chain for optimal transparency.

On this note, it's worthwhile to provide some crucial insight into the approach behind the game's development. As mentioned previously, the metropolis is the center of all action in the game-world. From this, it follows, quite logically, that the arena in the metropolis is where most players will be, at any given time. And therefore, the smart contracts associated with this part need to be the most robust element(s) of the game's technological architecture. VOID's developers take this possibility into account from the get-go, thus embedding resilience into the protocol's core, rather than leaving it to chance and subsequent implementations. By doing so, they ensure an optimally smooth gameplay from day one.



THE TECHNOLOGICAL FRAMEWORK

SOLANA, SERUM, & UNREAL ENGINE 5

Ideas change the world; technology enables change. Likewise, in VOID's case, Solana and Unreal Engine 5 (UE5) serve as the primary technological enablers. Moreover, Solana's native decentralized exchange, Serum, facilitates integrated exchange of the in-game assets.

Unreal Engine 5 & VOID's Realism

Developed by Epic Games, Unreal Engine has been the world's most popular and time-tested game engine for a while now. The engine's latest iteration, though, has the potential to drive a paradigm shift in the creation of digital games, as well as their end-user experience. Building games that are as viewable as they are playable is the need of the hour; VOID achieves this dual purpose with UE5.

Perfect realism, with super-rich graphics and sound, is pivotal to VOID's experiential offering. And to this end, UE5 brings all of the necessary elements to the table: virtualized geometry (Nanite), real-time global illumination (Lumen), and immersive audio rendering (MetaSounds). Given the degree of creative freedom and control that UE5 ensures, it's possible to finetune the game down to its minutest detail, optimizing the creative process for precision. There's unprecedented scope for building vast game-worlds as well, which aligns with the needs of VOID. And most importantly, with UE5, efficiency is maximum in every regard, while iteration time is simultaneously minimal. What would have taken a decade or more to become alive, can now be achieved in a few years; that too, in a cost-effective manner.

Solana Blockchain: VOID's Backbone

Underlying the totality of VOID is Solana, the robust framework supporting the project's vision and mission. The blockchain can handle up to 65,000 transactions per second, creating new blocks every 400 millisecond, and costing as low as \$0.00001 per transaction. And in addition to these features, it facilitates protocol-level interoperability, which is of paramount importance for VOID's development and long-term prospect. Moreover, Solana's high throughput and low latency can smoothly run the high-fidelity frontend created in UE5—an ability that ultimately makes it all possible.

Overdependence on platforms like Ethereum, which have severe scalability issues, is one of the main reasons why decentralized gaming is lagging behind in terms of AAA-grade experiences. Solana is probably the only existing blockchain that can fully meet the demands of a game that's immersive and decentralized at once; we realized this early in the process of conceptualizing VOID. One of Solana's biggest strengths is that it innovates outside the conventional blockchain rubrics, approaching problems from a fresh perspective, rather than dogmatically. VOID is similarly radical, and thus the match.

From decentralized composability to censorship resistance to broad access, Solana has every element to facilitate a user-oriented offering like VOID. Human imagination is limitless by nature. But seldom does one find technology that has similar potential, even if that's latent initially. Solana is one such platform, evolving rapidly due to its prolific and driven community. And this community, in turn, will not only ensure a broad and active social layer for the game, but will also contribute significantly to its betterment over the years. VOID's decentralized governance mechanism will also thrive.

THE ECONOMIC DIMENSIONS TOWARDS DECENTRALIZED PROFIT SHARING

Stop gaming and get a job—this phrase is familiar to most gamers, but its meaning is increasingly fading into oblivion. The equitable creation and distribution of value is a fundamental principle of the emerging world of Web3. VOID contributes wholeheartedly to the actualization of this world, adopting its economic first principle(s). Leveraging tokenization to represent in-game assets as non-fungible tokens, the game will provide the means to effectively monetize grinding. Furthermore, ownership of these assets will be verifiable and immutable—the game may not exist one day, but the gamer’s achievements will remain. To reiterate, VOID promotes play and earn. And in this regard, involves diverse opportunities for earning while enjoying the immersive experience.

Fight & Earn: Beating worthy opponents in epic battles is the most competitive way of earning in VOID. It’s also the most reputable, as the character’s status grows with every win, moving closer to its evolutionary zenith.

Explore & Earn: Embarking on mystic quests is another way of earning in VOID, as the character discovers and collects rewards, rare treasures, and loot boxes. However, the world is adverse and one must be battle-ready to survive—adaptation is key.

Create & Earn: VOID is inherently collaborative, with a focus on customizability. So, those with creative potential can build custom weapons and other items for sale, either on the game’s integrated marketplaces or on secondary ones.

Stake & Earn: VOID is inclusive, so it accommodates those who wish not to play but only to earn. One may stake their assets in the protocol, watching their fortunes grow along with the game.

Host & Earn: Rent seekers are not necessarily bad. VOID recognizes this and allows individuals to build and deploy custom arenas, thus earning passive income in the form of fees and other charges. However, because of its competitive nature, the ecosystem won’t succumb to monopoly—players will vote unfair means and monopolists out with their feet, so to say.

Coin & early NFTs*



VOID COIN
supply: 200 millions



LOOTBOX
special supply



HANGUR ARENA
0001 / 2500



TRIPOLY ARENA
0001 / 1000



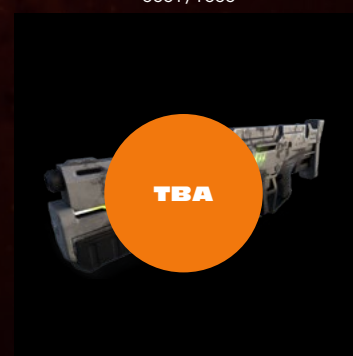
KALOSSO ARENA
001 / 500



METROS ARENA
001 / 150



AETHNA ARENA
001 / 100



WEAPONS
NFT 0000 / 0000

*subject to change

THE VOIDCOIN (\$VOID)

UTILITY & TOKENOMICS



Voidcoin (\$VOID) is the ecosystem's native utility token, enabling its owners to buy weapons, armors, customizations, and other in-game items or assets.

Participating in certain arenas may also entail a fee payable in \$VOID, unless the arena's owner stipulates otherwise. Other fees pertaining to the ecosystem will also be payable in \$VOID, including transaction and settlement fees. Moreover, to participate in reward sharing and governance, \$VOID owners will have to stake their coins on the platform.

Summary

Token ticker	VOID
Total supply	200M
Initial Market Cap at TGE w/o liquidity	\$ 220k
Initial Market Cap after 24h Cliff w/o liquidity	\$ 800k
Estimated public sale date	DEC 2021

Sale rounds

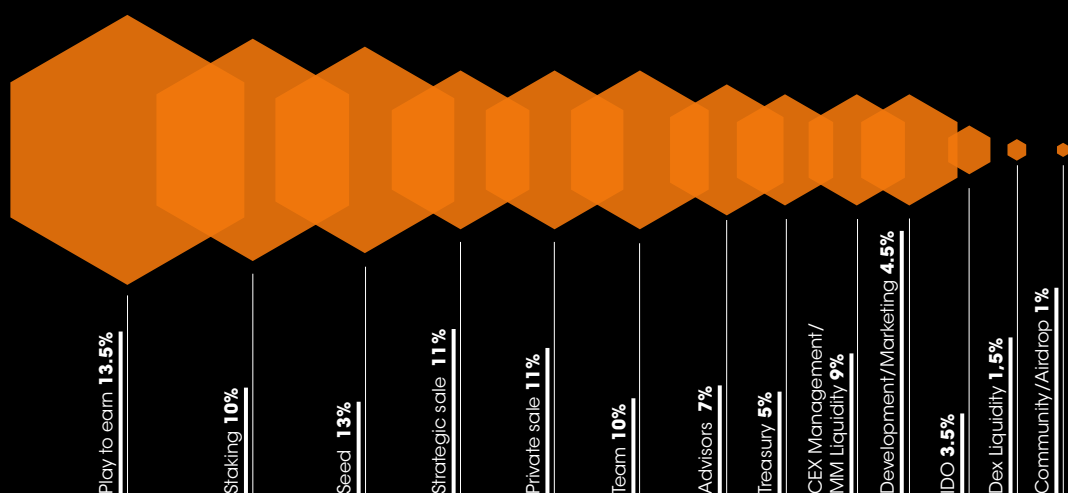
Stage	Raise cap	Token price
Seed	\$ 1,300,000	\$ 0.050
Strategic sale	\$ 1,540,000	\$ 0.070
Private sale	\$ 1,760,000	\$ 0.080
IDO	\$ 665,000	\$ 0.095
Total	\$ 5,265,000	-

Vesting schedule

Group	#of Months daily token release	Lock-up	Unlock at TGE
Seed	12	0*	5.0%
Strategic sale	12	0*	10.0%
Private sale	8	0*	10.0%
IDO	2	0	33.0%
Team	24	12	0.0%
Community / Airdrop	1	1	0.0%
Advisors	18	6	0.0%
Initial Dex Liquidity	0	0*	100.0%
Play to earn	48	1	0.0%
Staking	36	1	0.0%
Treasury	24	3	0.0%
CEX Management / MM Liquidity	0	0	**
Development	24	12	0.0%

* 24h Cliff ** on demand

Token Distribution



This Token Summary (TS) does not constitute legal, tax, regulatory, financial, investment, trading, or accounting advice or services. Recipients of this TS are urged to conduct their investigations and analysis of the matters contained in this TS, and should not rely on any recommendations or statements in this TS. The content of this TS is not binding for VOID and is subject to change without notice. The VOID token is not a constant investment and is not a security. No undertaking, warranty (whether express or implied), or other assurance is given, and none should be implied as to, and no reliance should be placed upon, the content of the TS. For the avoidance of doubt, this TS does not constitute a legally binding contract.

ROADMAP



Our present focus is to innovate the ecosystem's cutting-edge technological framework, with the final game scheduled for launch in 2023. We launched the project's public website in mid-2021, while the integrated NFT marketplace is coming soon.

To meet the economic demands of the development process in a community-oriented manner, we are planning to launch an IDO in December 2021. Soon thereafter, in early-2022, we will launch a static pre-game, offering a glimpse of the real deal. The mini-game will be available in web and mobile versions; it will serve as a hassle-free and fun on-ramp to the ecosystem.

Besides providing access to early NFTs, the mini-game offering will enable individuals to earn passive income by staking in-game arenas or by sending their character on missions, for example. And finally, by the middle of 2022, VOID will be ready for its Beta Release.



TEAM & COMPANY

VOID is located in Zurich, Switzerland. It was founded in 2021 by Rumel Esteban. CTO of the team is Francisco Maia with Francisco Crus and his team of developers and engineers. Flurin Jenatsch is mentoring the project when it comes to gamedesign and the role of the creative director is assigned to Lianel Spengler. For a fast market entry and a perfect product market fit the company is advised by the popular speaker Kevin Abdulrahman, who is also an NFT expert and strategist, and the entrepreneur and marketing expert Oliver Steiner.

TEAM



RUMEL
Founder / CEO



FRANCISCO
CTO



FRANCISCO
CO-CTO



ISMAEL
Head of Game Development



LIANEL
Creative Director



FLURIN
Game Design Mentor



MICHAELA
Storywriter



JOANA
UX Designer



RUI
Blockchain developer



DIOGO
Blockchain developer

ADVISORS



KEVIN
Gaming/NFT Advisor & Strategist



OLIVER
Entrepreneur and Strategist

PARTNERS

