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## **Introduction – About Voiders**

Voiders is a highly competitive first-person shooter hero-based game that provides immersive PvP and PvE game modes, developed to emulate the best features of other recognized shooter games like Apex Legends and Overwatch. The Voiders gameplay mirrors everything you'd come to expect from a first-person shooter PvP/PvE game, but it also has deeply immersive metagames and Voiders stands alone as the first true competitive mobile PvP game.

As a development team, we want to show all players that they can not only earn money by playing an interesting game, but also fight climate change, global warming, and help people in need. For example, people in Africa who lack water, food, and basic amenities every day. We want to contribute to the elimination of this global problem.

Furthermore, an important part of our mission is to show players in the traditional gaming market that they can not only play games and derive pleasure from them, they can also earn good money and improve the quality of their lives while doing what they love. Blockchain gaming really deserves the presence of high-quality innovative gaming products, and we hope Voiders is the first of many to come.

Our vision is that Web3 becomes the gaming market of the future. We want to transform the outlook of players in the legacy market and show them that classic F2P games are in the past and belong in the outgoing generation of games. Because in the current system, corporations make a lot of money from players, and what do the players get in return? Nothing. Not a single player, in the history of modern F2P games, has received earnings directly from the gaming company's profits. We want to change that.

We'll implement a much more equitable system of funds distribution, and players will earn depending on their level of success in the game itself. Subsequently, the player receives income that's commensurate to the time and resources invested in the project. The summary here is: with Voiders, you can now play a high-quality FPS PvP/PvE game with a deep metagame and lore, have fun while doing so, and get paid at the end of the period.

## Gameplay

The action on Voiders takes place in a diverse universe, and the games' rich lore makes it possible to avail players with a variety of visual maps. Starting from an abandoned landfill or the roof of a skyscraper and ending at a space station; gamers will enjoy several game locations on Voiders. Even inside the same game setting, game modes will have designs at different levels. Subsequently, the overall gameplay will be incredibly diverse, with locations that are familiar to the player yet retain enough customization to keep them aesthetically engaged.

In the PvE mode, modification cards will be used to affect (or complicate) the requirements needed to pass a level. For example, one such modifier could say, "Non-boss opponents go berserk when they have less than 30% health left, and deal 50% more damage until they die." There will be a huge number of modifiers in the PvE game mode, and none of the players will know which cards will be activated during a particular game. However, players may change or turn off modifiers before the start of a match if they have the right consumable [or an item powerful enough to disable a modifier].

Here's a quick summary of the game modes in the Voiders universe:

**Heroic PvP:** This is presented as a true eSport PvP. Our goal is to become one of the first and biggest PvP games in the Web3 ecosystem.

**Heroic PvE:** This mode incorporates story-driven co-op missions, raids, and additional sub-modes that are based on a procedural generation system which tweaks the gameplay whenever a player joins.

**Pets metagame:** Pets is a meta game that aims to build an emotional connection between players and in-game characters. It involves breeding, nurturing, and collecting rare characters inside the Voiders universe. Pets comes with PvP and PvE game modes, with PvP letting players enter their pets into major tournaments and fight against other pets to earn rewards. Players benefit greatly from breeding strong pets and winning competitions with them, and this game mode has a huge variety of pets. However, there are also rare pets that can help players in PvE mode and maximize their ability to extract resources.

**Ships metagame:** In the Ships meta game mode, players who own spaceships can send it on a journey to other players' lands. And if the land is not sufficiently protected, the attacking player can raid it and steal resources from the land and its owner. In this mode, there are

also small asteroids in which players can find valuable resources. Owning some heroes and pets improves the chances of a successful raid.

**Lands metagame:** The Lands meta game lets players own lands, build homes on them, and extract useful resources from them. These resources can be sold to other players in the intergalactic market. The Land is one of the biggest values in the Voiders universe, and other players can attack the land and steal its resources – so players need to defend their lands. The presence of valuable pets on a player’s land increases the capacity to extract resources, and the presence of certain heroes in the game contributes to the reliable protection of lands. Players can also increase resource extraction significantly by improving their land.

## **1. Heroic PvP**

Player vs Player (PvP) game mode lets the user play against other users in the Voiders network. It has several modes and variations, providing gamers with an immersive environment that’s supported by detailed storylines, feature-rich characters, in-game rewards, idle income for top tier players, and everything required to enjoy an unforgettable experience.

### **a. Game modes**

#### **i. Team deathmatch**

In the team Deathmatch mode, players join a group of other gamers in a 3v3 or 5v5 configuration. Each team duels to the death and points are earned by killing members of the opposing team within a given time slot. If there is a draw, i.e., if no team member has been killed (or an equal number of team members remain) after the time frame elapses, some additional time will be given. But if the game is still tied after this extra period, there’ll be no more time given and the Deathmatch will be recorded as a draw.

#### **ii. Domination**

Domination is a game mode in which two teams fight for a capture point in the center of the map. As long as the team controls the capture point, they will advance toward 100% completion. The first team to reach 100% wins the round. Overtime is activated for this mode if one team has achieved 99% of the points and is in contention for the final point. This game mode has no time limit unlike the others.

More teammates at the capture point will increase the capture speed to 3 while a fourth teammate will not affect the capture speed.

### **iii. Push**

For the Push game mode, there's a movable object waiting to be activated and the two teams have the same goal. They need to activate the object and move it to the enemy's base. There's a timer, and it starts counting when the object is activated. To activate the object, gamers need to stay close to it for a specified time. Once active, it starts to move to the base of the opposition team. However, the team members need to stay close to the object; if not, it stops moving. And if the enemy gets close to and commands the territory around the object for some time, they can take control and change its direction. The main task in this mode is to move the objective to the enemy base.

### **iv. Voiders Battle Royal**

This involves 10 teams with 3 players each. The teams are dropped in different locations on the same map, and they fight against each other. The objective in this mode is to kill all the enemies, and the last surviving team wins.

## **b. Quick Fight and Ranked**

The PvP game mode has 2 sub-modes: Quick Fight and Ranked. Quick Fight is easier to play. However, progress in this mode doesn't improve the player's ratings and the reward is smaller. Ranked mode is the opposite; it requires a high level of skill and any progress a player makes counts toward their overall rank. There are different ranks, and the more a player wins, the more ranked points they get. And the higher their rank, the more powerful the enemies they face. If they defeat these enemies, they earn even more points. There's a global leaderboard in this mode, so everyone can see who the best Ranked player in the world is. Furthermore, by hitting the highest possible ranks in Ranked, players get a chance to idly earn daily income – this means you get paid even on days when you don't play.

### **C. Tokenized battles**

This is only available in the PvP game mode. Depending on the players' levels, they may both be required to pay an entrance fee in the form of tokens. The higher the player level, the higher entrance price. These fees form a prize pool (excluding developers commission) that is used to pay the eventual winners.

### **d. Tournaments**

Voiders has an in-game tournament, and players can create teams and enter into the tournament for a small fee. A prize pool is formed from the fees collected from gamers, and the winning team gets to share 85% of the pot. The payout is made in the form of in-game tokens that can be easily converted into crypto or fiat.

## **2. Heroic PvE**

Hero PvE places gamers against the environment, and instead of fighting against other players, they duel against computer-controlled enemies in story-driven procedurally generated levels. Gamers can earn additional income by playing PvE and becoming the top tier player in this mode.

### **a. Game modes**

#### **i. Co-op story mode**

The co-op story mode will collect all the storylines in the Voiders universe. In each storyline, players fight against powerful and insidious bosses, and get rank increases or rewards if they win. All levels and enemies are designed to be enjoyed by one or multiple gamers working together to have maximum fun. It is critically important in this mode to correctly assemble a build of heroes from the variety of options provided. To succeed when fighting bosses, gamers need to have a perfect mix of heroes. This is key because the more difficult the boss a gamer defeats, the higher the probability of receiving very valuable prizes.

#### **ii. Missions**

##### **1. Mission**

Missions are a chain of tasks that are not connected to the main story. They are only open on rare occasions, and they come with strict time limits. Every mission comes with tasks and subtasks, and players get certain points for completing them. If a player successfully completes all the tasks and subtasks, the game calculates how many points they've garnered in total and gives them a special reward.

## **2. Subtasks**

To get the maximum number of points available for a mission, players should aim to complete all subtasks. While the tasks required to complete a mission are known from the start, modifiers will be applied randomly during the game and players won't know about them until they appear. These modifiers affect the gameplay significantly and are often the difference between success and failure.

## **3. Bosses**

For missions, bosses and mini-bosses will be assigned randomly, and players won't be able to tell which tasks or subtasks will present a high level of difficulty. The reward offered for defeating the bosses and mini-bosses, and completing the mission, cannot be earned in any other part of the Voiders Universe.

### **iii. Community trials**

- 1.** Communities in the Voiders Universe get special trials that give them an opportunity to earn rewards. Once again, the rewards in this mode are unique and not obtainable anywhere else. If the community successfully completes the trial, then every member who participates gets the reward.
- 2.** Individual players can also earn unique rewards by completing daily and weekly trials. The objective in this mode would be to kill certain bosses, but the trials will be subjected to modifiers which can impact the gameplay and surprise the players. If



they are able to complete all the trials, the players get rewarded.

## **b. Replayability**

- i. Procedural generation system. Voiders comes equipped with a procedural generation system that gives the game astonishing levels of replayability. Every time a player joins a fight, they join a procedurally generated level, and while the main settings remain, the level design changes. Because of this, whenever a level is loaded, the player gets to enjoy a new but familiar gameplay experience. This improves replayability considerably, and gamers can look forward to new changes every time.
- ii. Modifications: Modifications are in-game events that affect gameplay features. It could be the enemies on the map, aside from the main boss, and how much power, health, and potential for damage they are equipped with. These mods add an unpredictable dimension to the game, and players won't know what they'll be facing until the game's level starts. Depending on the difficulty of the level, there can be up to 5 slots for modifications in a game mode.

## **c. Help-a-friend**

During PvE team games, players with high hero levels are encouraged to help players who aren't so experienced. They help the newbies understand how the game works and what tricks they need to defeat the bosses. If possible, the experienced gamer plays a mission with the newcomer and helps them win a boss fight. This comes with two advantages: the newbie gets a hands-on learning experience that helps them get immersed into the game faster, thereby reducing the game's bounce rate. Secondly, the experienced player gets to earn unique rewards that can't be found anywhere else in the Voiders ecosystem. Aside from hero-level and newbie players, Voiders typically rewards players that help others during PvE games.

# **3. Heroes progression**

## **a. PvP progression**

Voiders aims to be a true eSport PvP game, so there's an evolution system. Every user can modify their character (also known as hero) and unlock new

talents. However, to keep the game competitive, players will NOT be able to create overpowered characters. Instead, they'll be able to go into PvP battles with 3 talents. And while they play, they get the chance to unlock 12 additional talents, giving them more variety. But when every battle is about to start, gamers can only choose 3 of the talents. As a result, there's more balance. This fulfills the true PvP nature of the game and it lets players create special PvP builds of their favorite heroes and compete favorably.

#### **b. PvE progression**

PvP and PvE progressions are not connected, and in PvE mode, the following upgrades are available to heroes:

- i. **Weapons:** Players can upgrade their weapons, unlock new munitions, and inflict more damage on their enemies.
- ii. **Heroes:** Players can get new heroes that have higher levels. By doing this, they get more power, armor, and capacity to cause more damage. This also gives them a higher chance of defeating difficult bosses and getting a valuable reward for this achievement. Before a hero can be upgraded, however, the player needs to find new elements and craft them.
- iii. **Specialization:** this is a combination of skills that can change a hero's basic abilities. All characters have 3 unique specializations: each of them consists of 6 skill levels. The skill is upgraded with the help of talent points: a new level of the hero will give you 1 talent point (maximum of 24). You can focus on leveling one branch of specialization or gradually develop all three. The main thing to remember is that in order to open a new qualification, you need to upgrade the previous one by 3 points (the distribution takes place in the hero window). Some qualifications can drastically change the course of the battle - your basic abilities will be revealed from unexpected sides.

### **4. Heroes customization**

- a. **Base customization:** Some base heroes may only be customized through skins, and the possible changes include predefined textures or meshes.

- b. Premium customization:** Some premium heroes have the base customizations, i.e., changing their skin texture and mesh. However, in addition to this, they can also get new elements – including colors and decals. This means players have the opportunity to create different visuals of their heroes according to their unique preferences.
- c. Genesis customization:** This is a unique hero customization option that will only be available to players who own Voiders Genesis NFTs.

## 5. Pets

Pets is a large meta game in the Voiders universe. Pets combines the gameplay, collection, and visually stimulating features of Pokemon with the breeding and stimulating experience of Tamagotchi and the collectivity and NFT-centric style of Axie Infinity. Each new pet is bred from an egg and is unique to the player. Players can breed, grow, and upgrade their pets.

In the world of Voiders, the hero gets help from these special living creatures. Pets come with 8 powerful (base level) elements and 4 indigo elements. The elements determine the skill and appearance of the pets. Pets are loyal to their masters, love to play and fight with each other, and can be taken into a real PvE battle. Indigo pets are one of the greatest values in the Voiders universe and they are more talented than basic pets. All pets breed offspring, and basic parents may come together to create a super-talented indigo pet. These indigo pets have access to unique abilities and new levels of pumping, and each of them is truly special.

Players have a responsibility to take care of their pets, spend time with them, equip them with talents that make them stronger, and help them recover after battle. Players can also improve the habitat of their pets, and this can improve their combat performance, give them access to new equipment, and offer them a chance to breed higher classes of pets.

### a. Eggs

Each pet is grown from an egg, and the journey starts with the player getting the egg. Eggs can be gotten from the marketplace or as a reward in some game modes. For instance, when gamers defeat a difficult boss in PvE, they can get an egg. Then, by nurturing it, they obtain a new pet. Every evolution

process for the pets involves an egg, e.g. creating a new pet and upgrading pets from one tier to another both require the new pet to pass through the egg form. Before players can nurture an egg, they need certain facilities depending on the rarity of the egg. In total, there are 5 degrees of rarity in the Voiders Universe - 1. Common 2. Rare 3. Epic 4. Legendary 5. Exalted.

## **b. Elements**

There are 8 powerful base level elements and 4 Indigo elements. Elements give pets certain powers and unique visuals, however, to reveal the full talent of a pet and maximize it, the player must send it to battle and upgrade it. Every pet belongs to one element, but if a player cross-breeds pets from different elements and mint them, they can create a pet with a secret indigo element – which is more powerful. Cross breeding is the only way to get an indigo element pet.

## **c. Upgrades, tiers, and evolution**

When a player sends a pet to battle, they get experience boosters they can use to level up their pet. And once the pet reaches level 10, the player has to move them from tier 1 to 2. However, to upgrade their pets, players need to use an evolution chamber in the laboratory and expend some resources. Even then, the upgrade doesn't happen immediately and it takes a fair bit of time. During this period, the pet is not usable. Players can choose to cancel upgrading, and all the resources will be returned to them. However, once an upgrade is completed, it cannot be reverted; meaning players can't downgrade pets. On another note, some levels open new talent. So, if a player has a pet that can be upgraded to tier 10, until that upgrade is done, the pet will remain at tier 1 with only one base talent. To open up the new talents, the player has to upgrade the pet to the new tier.

## **d. Breed**

To breed a pet, the player has to obtain the egg. This can be done via the marketplace, by minting, or by getting the egg as a reward while playing the game. Once the egg has been obtained, the player can breed it – this takes some time. The breeding process requires the player to use an evolution chamber in the laboratory. Some eggs may need special modifications or upgraded chambers, and the better a chamber is and the more advanced its

modifications, the faster the breeding process. Furthermore, to increase the chances of getting an Indigo pet, the player must use the best equipment in their laboratory. There are some internal objects in the laboratory that increase the chances of getting an indigo pet, and while breeding, if the player doesn't need some of these objects, they may be sold on the intergalactic market. Every player has their own lab, so every player can breed or upgrade certain pets. But only certain players, who have high level labs, can breed or upgrade the indigo pets.

#### **e. Minting**

Players can breed pets to get more talented offspring. Each offspring will be better than its parents, adopting their abilities or becoming a unique indigo. Each pet can produce an offspring between 2 to 5 times, however, the minting process takes time. Minting also requires resources and technologies that are only available in the laboratory. When players cross pets of certain elements, they get a chance to produce offspring with a secret element.

#### **f. Renting**

Players can rent pets from amongst themselves, and there's a marketplace for it. The owner can set a price and duration in which the pet can be rented for, and the borrower can use the pet while enjoying a full and limitless experience.

#### **g. Pets Fighting**

##### **i. PvP games modes**

- 1. Deathmatch:** 1v1, 2v2, and 3v3. No ranking, just a quick and fun fight
- 2. Tournaments:** These are highly competitive tournaments that players can join by paying an entry fee. The fees are collected into the prize pool (excluding developers commission), and winners share the bounty. Who dares to win the tournament?
- 3. Rating battle:** Players who win a rating battle get additional ranked points, and participants who lose stand to lose ranked points.

**4. Tokenized battles:** This is only available in the PvP game mode. Players need to pay an entrance fee to participate, and how much they pay depends on their level – please note that the entrance fee is paid back to the winner (minus a small developer commission). The higher a player's level, the higher the amounts they can play for, and once they choose how much they want to stake, the game pairs them up with a player on the same level. This provides an equitable footing for both gamers, and increases how much they stand to earn if they win.

**ii. PvE game modes**

- 1. Story adventure:** Pets can partake in PvE game modes with awesome story arcs that put them up against formidable villains. This game mode will have different difficulty levels, and fresh levels/chapters will open up new possibilities based on the idle mechanics.
- 2. Path of glory:** This is a special event in the Pets world. To partake in this game, players need certain pets and winners get additional rewards.

**h. Idle mechanics**

This is a special mechanic in the Voiders universe that lets players earn money idly, i.e., without actively playing the game. To participate, players need to send 5 pets on a special mission. These missions take time, and once they've been sent, the pets can't return until the mission is complete. Players stand a chance to earn rewards for participating, and even more so when their pets engage in battles, win, and complete the mission. There'll be different missions in this game mode, and some of them may have minimum requirements for level of pet, certain elements, and tiers. The more powerful and unique a player's pet is, the higher the chances that they finish the mission successfully.

**Characters, Consumables, Lands**

## **1. In-game characters: heroes and villains**

There are 21 heroes in the Voiders universe and each one is unique, with distinctive skills and weapons. As a result, all heroes offer a unique gameplay experience to gamers. The main villain is an evil creature called Wrath of the Void. Then there are other villains who draw enormous power from the Wrath, and the plot of Voiders revolves around the fight between heroes and these evil creatures. The villains are from different universes and so are the characters used for the heroes. Overall, there are eight bosses, and each of them have generals and mobs. Mobs are foot soldiers and generals are the leaders of the mobs – they are equipped with special powers that make them stronger than the mobs. The objective of players is to fight against the mobs, generals, and bosses, with the main goal of destroying the absolute evil - the Wrath.

## **2. Consumables: main, buffs, debuffs, and pre-session**

Consumables are a big part of Voiders, and they can affect the outcome significantly. They can be applied to different mechanics, but the most of them are used in the Heroic PvE mode. If a player uses a consumable at the right moment during a mission, it can significantly help them pass a level or complete a task. There are main boosters that increase the supply of life points, provide players with shields (both physical and energy shields), and increase the speed of the heroes' movement. Then there are debuff boosters that can reduce the speed of enemies, and slow down the effect of any damage they cause. There will also be special and premium boosters in the game – for example, immunity to enemy attacks for a short period of time, or changing the difficulty of a modifier when passing a level.

## **3. Lands**

Lands are the main base in the Voiders universe. Every player can own a patch of land, and that's where their house, laboratory, and farm will be situated. Pets grow and develop in this place, and each land has a unique set of resources.

### **a. Sizes**

There are 3 sizes of land: small (S), medium (M), and large (L). The size of a player's land determines how many resources they can obtain, and how big

the house, lab, and farm can be. Each land has a certain number of slots for resource extraction. The size of a player's land also influences idle mechanics.

## **b. Resources**

There are several classes of resources produced by the Lands, and they are all needed for the in-game mechanics associated with pets. In total, there are over 50 resources related to pets, and they can be divided into 5 different classes. Generally, there are basic resources, very valuable ones, and rare resources. Players who manage their lands properly can significantly increase the amount of resources they receive. And these resources can be used to breed, grow, and upgrade pets. Players can also use Land resources to increase the rarity of a new pet that's bred from two less valuable pets.

### **i. Gathering resources**

Resources require special buildings to house them. From the start, some default buildings will be available to players, and others can be unlocked while playing the story mode. There will be limited space in each building, so a limited number of resources can be gathered while playing. As the buildings gather resources, players need to enter the game and collect them in a bid to free up space for other resources to develop. However, players may increase the space in a building (and therefore, how many resources it can hold) by upgrading the building. Furthermore, there are other interior elements that can be used to increase the total space in a building. It is important to note that players must collect resources from the buildings as quickly as possible. This is because if those resources are left unclaimed from the buildings, other players can attack their land and seize some of the resources for themselves.

## **C. Buildings**

These are the different types of buildings that can be found on a land

- i. Resource buildings:** are buildings used to collect resources.
- ii. Laboratories:** are buildings connected with the growing and upgrading of pets. This building may be rented to other players.:



- iii. **Pets house:** is where the pets live, and the bigger and better, the more pets a player can keep during a period of time. Free spaces in this building may be rented to other players.
- iv. **Landing zone:** is the place where a player's ship is located. The better/bigger the landing zone, the more powerful the ship a player can own. For the Voiders NFT drop, ships will be sold, and each one will come with a landing zone.
- v. **Hangar:** is where ships are stored long-term or for repairs. The bigger the hangar, the more ships a player can own and the quicker repairs can be done. Players can rent free space in the hangar to other players.
- vi. **Defense structures:** are structures that defend a player's ship from attacks launched by other players' ships. The better the defense of a player's structure, the more equipped it is to repel an attack.

#### d. **Players' homes**

Where the players' characters go to rest. Every player has a home, but only players who own Lands can have houses. Other players have flats they can decorate and upgrade, and players can visit each other's house.

##### i. **Rooms**

Players can open several rooms in their home during the PvE story mode. These rooms unlock access to new upgrades and some special in-game content.

##### ii. **Interiors**

This describes how the inner parts of the room looks. There are several types of interiors, and players can add any interior they want. Some interiors add bonuses to gameplay features, and some only provide visual upgrades.

#### e. **Central Hub**

This is a general area that all players can gather, and it comes with a central intergalactic market. Some quests during PvE missions and in-game mechanics may involve the Central Hub.

**f. Resource marketplace**

This is the intergalactic marketplace, and all players can visit it to buy, sell, or rent. It is situated in the Central Hub.

**g. Night marketplace**

This is a special marketplace that's only open for limited periods. It offers unique in-game elements to players who have access. This is also situated in the Central Hub.

**h. Casino:**

This is a special area where players can play casino games and relax after a vigorous fight. This is yet another structure that's situated in the Central hub.

**Ships**

Ships are metagame mechanics, and their main purpose is to allow players to travel to other players' lands to steal their resources and uninhabited asteroids to obtain new resources.

- a. Obtain:** Ships can be obtained via NFT drops or by renting from other players. And when the game is fully released, players may be able to buy ships in the marketplace.
- b. Upgrade:** All ships can be upgraded. By upgrading a ship, players unlock access to new galaxies and the ability to travel across them. Very rare and valuable rewards/resources can be found in the most distant galaxies.
- c. Equipment:** Ships get upgraded when players install superior equipment on them. These may include warp drive, an enhanced force field device, Ultra-precise navigation equipment. By upgrading their ship with extras like these, players get the ability to fly to the farthest corners of the galaxy.
- d. Fight:** Players can send their ships to faraway lands to steal rare resources from other players. The better a ship, the better the player's chance to acquire resources, and the more resources they can steal from other players.
- e. Repair.** After every battle, ships can be repaired in the hangar. This process takes some time.
- f. Rent:** you can rent any ship from (and to) other players.

## **Battle pass and User-generated Content (UGC)**

Battle pass is an in-game mechanic that lets individual players or communities finish some tasks (this may be daily, weekly, or monthly), and get unique rewards that can't be obtained anywhere else.

- a. **Player battle pass:** Through the battle pass system, all players can unlock and enjoy tiers of free content; and every part of the content will be functional. However, some battle pass elements can only be opened if the community solves the accompanying tasks.
- b. **Community battle pass:** this is similar to the regular battle pass; the only difference is the community battle pass provides a lot more unique content.
- c. **UGC:** Voiders will offer certain instruments and make it possible for players to add UGC like hero skins, additional missions, icons, and so on.

## **Rewards**

Voiders has tons of different rewards, depending on the game mode, meta-game and other features with which the gamer is playing. Rewards are generally divided into two main parts: idle and obtainable rewards.

**Idle rewards:** Depending on the game mode, players can get idle rewards. This may be in the form of salary or getting paid for owning different lands, but the main point is that players can get rewards without actively playing. Idle reward has a cap, and the player needs to sign into the game to obtain it. Here's a complete breakdown of idle rewards:

- **Salary:** Players may get rewarded for good performance in the PvP or PvE game modes. By getting to the top of the leaderboard in either (or both), a player may be entitled to a salary and also idle rewards.
- **Lands:** Some lands give their owners the privilege to earn idle rewards.
- **Pets:** Some pets generate idle rewards for their owners over a certain period of time.

**Obtainable reward:** This is the second type of reward on Voiders. This may be divided into the following classes:

- **Battle rewards:** All rewards in this class can be found during PvE missions and earned after defeating bosses. They may also be earned by winning matchups in PvP contests.

- **Tokenized battles.** Special PvP battles in Heroes and Pets game mechanics, where a player can show his skill and earn from a prize pool.
- **Metagame rewards:** These can be obtained during metagame activities, like pets fighting or ship traveling.
- **Battle Pass reward:** Battle Pass is a mechanic that lets a player or members of a community finish some tasks (daily, weekly and monthly) and get unique rewards that can't be found anywhere else.
  - **Player Battle Pass:** Through the Battle Pass system, everyone can unlock and enjoy tiers of free content, as well as other functional elements. Some elements can only be opened if the community solves the tasks of the Battle Pass.
  - **Community Battle Pass:** The idea behind the community battle pass is similar to the regular player's Battle Pass. But in this case, there's more unique content to unlock.
- **Gacha and Casino reward:** Gacha lets gamers play mini-games, giving them a chance to win valuable prizes, e.g., some rare resources or a rare hero skin. To get the players interested, free attempts are given out occasionally. However, players need to pay for subsequent attempts with in-game tokens. Casino lets players enjoy simple games and win a significant number of tokens.
- **Trading reward:** These are additional rewards earned for successful trading in the intergalactic or night marketplace.
- **Quest rewards:** This describes special rewards earned for completing some quests inside the game. Some of them are personal quests, while some are community-based.

## Collectibles

A number of special collectibles will be available to players in the Voiders universe. These items can be found in different game modes, and when a player obtains one of them, we commit to donating a small amount to the global causes that matter to us. So, as far as collectibles are concerned, the player doesn't get the reward. However, they get the satisfaction of knowing that even while having fun and playing the Voiders game, they're helping people all over the world.

We plan to support charitable organizations that focus on issues like global warming, poverty eradication, and worldwide hunger and thirst. In the end, our objective is to create one of the biggest charitable foundations based on a Web3 game.

## **Voiders NFT**

Non-fungible tokens (NFTs) will be a big part of the Voiders universe, and several characters, in-game features, and add-ons will be tokenized and minted as NFTs. New players may purchase NFTs of their favorite heroes (with their preferred skins)...

Furthermore, highly rated players may choose to put their NFTs up for sale (or rent) on third-party platforms in a bid to earn some extra income from them. We provide more details about the Voiders NFT initiative below:

- 1. Heroes:** We plan to sell certain heroes as NFTs. In the game itself, each hero has a predefined design, however, players get an opportunity to customize additional decals on top of the original design – and the customization will be based on the player’s discretion. Since each hero in the game has skins, skins will be sold as separate NFTs.
- 2. Charms:** Weapons in Voiders can be adorned (and complemented) with charms. These charms are not only visually pleasing, they also give the player an advantage. Depending on the charm, there will be bonus boosts in PvE and P.E.T.S battles. Each charm is suitable for any hero in the game, but many of them were designed specifically for certain heroes. So, by purchasing an NFT of the charm and adding it to the right hero, players can get even more boosts. This can be likened to a player getting a full build of a hero, with the optimal collection of weapons, armors, and artifacts in well-known RPG games. In addition to buying, players will also be able to sell charms. However, the amount of charms a player can add to his hero will be limited.
- 3. Lands:** In the Voiders game, there are three different land sizes: S, M, and L. The quantity of lands is severely limited in the game, so not all players can have lands. So, while lands will be sold as NFTs, only a few slots will be available and the lands will be high-ticket items. This is expected to disincentivize players from buying them, and push them more toward acquiring them from the game. Lands are very important because:

- a. They give players the opportunity to collect in-game resources. Each plot of land has unique soil that is conducive to grow specific resources. And the larger a player's land, the more area they have to grow resources and the higher their chance of cultivating rare resources. However, even the largest lands have a limited number of resources that can grow on them. Resources taken from lands can be sold for tokens on the intergalactic market.
  - b. They provide space to build houses, and the bigger the land, the bigger the house a player can build. However, not all types of houses can be built on the Lands. Additionally, lands allow players to build other structures, including laboratories, pets houses, landing zones, and defense structures.
  - c. They give players the capacity to upgrade already-built structures to a higher level. The level to which the structure can be upgraded depends on the size of the land.
  - d. They increase the chances of minting certain pets, and if a player's land is large enough, they can mint Indigo pets, the rarest and most precious pets in the Voiders universe. Additionally, if a land has additional power, it increases the owner's chances of minting Legendary or even Exalted pets.
4. **Pets:** In the pets metagame, pets are divided into 12 elements: 8 powerful and 4 prestige classes. Depending on the pet, we provide a generator that builds them part by part. For pets of the same element, the body and 1 or 2 other parts remain unchanged. However, some other body parts and the armor, equipment, and other add-ons may differ from pet to pet. Fully-formed pets won't be sold to any players, rather, we sell eggs and let the players breed the pet. These eggs will be sold as NFT and they are divided into 5 rare segments (1 is Common, 2 is Rare, 3 is Epic, 4 is Legendary, and 5 is Exalted). The rarer the egg, the higher the tier (or potential) of the pet it can bring forth. However, it is almost improbable to breed two identical pets.
5. **Interior items:** Players can choose a design for the interior of their homes, and we plan to sell interiors as NFTs. They will be in the form of decorative features and interior design items, but they'll also come with bonuses that give the player an advantage. Interior items that aren't installed in the home may be sold on the market.
6. **Bundles:** Players can buy a collection of different items; this is cheaper than buying them separately.

7. **Genesis collection:** Via the Genesis drop, we give our beloved audience a chance to own unique NFTs from Voiders and earn additional privileges. These privileges may include:
  - a. Owning a piece of the Genesis collection will open up possibilities to gain exclusive access to future whitelists and special offers.
  - b. Access to additional merch and Voiders character-themed items.
  - c. The possibility of creating unique pets
  - d. Access to private game development parties
  - e. Exclusive profile picture (PfP) avatar with unique traits
  
8. **Ships:** Players may buy certain ships that can be used in the Ships metagame.

### **Mint process**

Interested parties can own a Voiders NFT by minting on one of the marketplaces we'll list our collections on, and every item can be purchased this way except pets. Pets NFTs are sold in the form of eggs. Later on, eggs can be found during the ingame events including Heroes PvE and as a special reward in Heroes Tournaments. Also, players could win eggs in Gacha mechanic and find it in Battlepasses. The egg hatches into a pet, but breeding it would need special structures and that can't be done outside the game. To mint a new pet inside the game, players need to combine two or more pets. The number of times a pet can be used to mint another one ranges from 2 to 5 depending on the rarity of the pet.

### **Blockchain**

Voiders NFTs will adopt a multichain system, and participants will be able to mint on Ethereum, Solana, and Binance Smart Chain. However, the Genesis NFT drop will be held on Ethereum, then support for Solana and Binance Smart Chain will be added later. We're hard at work on our blockchain integration, and more information will be provided in due course.

### **Distribution**

Voiders NFTs will be distributed on all major marketplaces, from OpenSea to Magic Eden and Binance NFT.

## **Drops**

We plan to do several drops. The first one will be called Genesis and it will have a low supply of 888 NFTs. Then we plan to do a second drop (Founders Set) where we plan to sell bundles of heroes, valuable amulets and a very limited quantity of lands. Then there will be a third drop where we'll sell Pets, some new Heroes and a limited number of land plots. For the fourth drop, the focus would be on selling ships, some new Heroes and Pets Paradise Bundles to our future players. Please note that only a limited number of persons will be invited to take part in our NFT drops.

## **Avatars**

Each hero in the Voiders universe can be adapted as an avatar in other games. We plan to make it easy for third-party projects to implement this feature. Since Voiders is a first-person shooter (FPS) game, we'll have 3D models and animation packs in first-person and third-person views. Additionally, Voiders is a mobile-first game, so all assets associated with our brand will come optimized for mobile.

## **Physical goods**

We know some gamers and investors are big fans of merchandise and physical goods, so we have plans in place to make these physical items available. You can [check this video](#) for a quick insight into what we're preparing for people in the Voiders community.

## **Rarity**

All our NFT items will have 5 classes of rarity: 1. Common 2. Rare 3. Epic 4. Legendary 5. Exalted

## **Community**

The Voiders community is still very much in infancy, but our long-term plan includes building up an active community for our players. And beyond that, we want the Voiders universe to become a home for gamers from all over the world. We want to spearhead a new movement that lets gamers see that they can play the game, have fun, get some income, and drive lasting change in the world.



In our community, the erroneous belief that gaming is a waste of time and money will be relegated even further, and everyone connected with the game will get a chance to share from its profits. So, how do we plan to accomplish all these? By organizing media events and conferences all over the world. By putting the Voiders name out there and helping people understand that there's a superior option than the status quo for gaming enthusiasts. We plan to communicate and collaborate with key figures in the gaming and Web3 ecosystems and come up with a plan that aligns with the Voiders mission and vision.

In summary, we do not ONLY plan to build a community for the Voiders game, but one where all gamers feel at home. Our overarching goal is to change the mindset of players and reward them for their time and effort. We want to always be in touch with our audience, create magic for them via the game, and organize eSports tournaments where they get a chance to showcase their skills. Voiders is not here to take part, we plan to revolutionize the gaming world.

## **Team**

There are 45+ passionate developers working on Voiders, and the international team comprises talents who were at top-tier companies (like EA Tiny Build, Wargaming, My.com), working on some of the biggest games in the world (including Call of Duty, Hello Engineer, Hello Neighbor 2, Lost Sector, World of Tanks, 11x11 etc.). The team offers a deep understanding of the gaming landscape as well as expertise in game development, and to some extent, proficiency with blockchain technologies. We put this team together with one goal in mind: to revolutionize game development and accelerate the mainstream adoption of blockchain games .