

WWW.EXO.GAME



CREATE LIFE

OR

BE ALONE

MINT YOUR FATE.

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# What is EXO?

## Introduction

EXO is a fully on-chain Play 2 Earn MMORPG where players take command of their planets, evolve their civilizations and go to battle against other players in epic space fights, competing for real cryptocurrency rewards.

## Basics

As the supreme commander of your planet, you have to manage it's evolution. Focus too much on Attack and you'll be at the mercy of other players. Focus too much on Defense and you'll never win an attack.



# Origin

The year is 2030. The first manned mission to Mars encounters technical difficulties, and while looking for the source, the crew encounters a representative of an ancient civilization that shares the story of 10,000 monoliths scattered throughout the galaxy.

Don't be afraid and immerse yourself in the story by watching [EXO - The origins](#).



## Gameplay

### Multi-chain gaming

While our end-goal is to have a true cross-chain playing experience, the first step on that journey is to bring EXO V2 to multiple chains. Our current roadmap includes MultiversX as the first chain followed shortly by Polygon.

With asset bridging already in play we envision an awesome experience for players that can access one or more of the targeted chains and even migrate their assets between them.



**Q2 2023**



**Q3 2023**



**TBA**



# Gameplay

## Dynamic NFTs

We asked ourselves, do NFTs need to be boring? And the answer is a resounding NO. EXO's player NFTs contain in the same token the following:

- A detailed photo of the player's planet
- A full view of the player's civilization avatar
- A closeup of the avatar that can be used for social PFP



Planet view



Civilization view



Closeup / PFP view

### Customize trait visibility

But that is not all. In true gaming fashion we wanted to take a step further and allow our players to truly customize the look of their avatar. By using the in-game customizer, you will be able to toggle on or off visibility of (almost) all traits, making sure that your avatar looks exactly like you're imagining it.

### Shop

And we're not done yet. We're committed to bringing more traits in the form of additional armours and accessories to the **Shop**. in the form of weekly limited supply drops. Mixing and matching your look from different sets will mean that your avatar is not just unique, but truly YOURS.



# Gameplay

## In-game items

We firmly believe that true digital ownership of both player avatars and in-game items is how games should be. And that is why all EXO in-game items are ERC-1155 NFTs, providing ownership over that game item to the player and allowing them to have a choice over what to do with them.

### Research

A player can only research one item at a time, so a conscious choice needs to be made as to what to research, depending on the player's priorities. In order to research an item, the player needs to have a certain number of XO tokens, as many as they are listed as requirements on the item card. All items have a time component requirement as well, so once that time passes a player will have a brand new minted NFT.

### Using in-game items

All items a player researches are available to view in the player's inventory. Using an item involves burning that particular token, thereby etching permanently in the planet's unique traits all the benefits that item provided.

### Selling in-game items

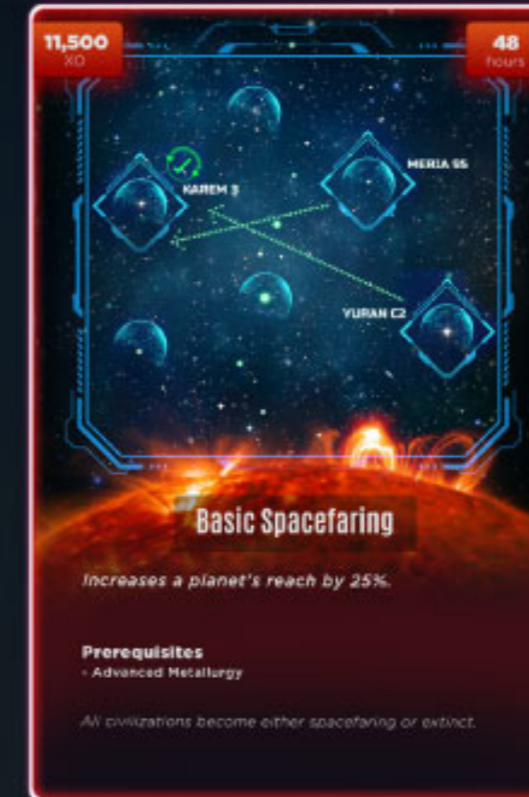
As we mentioned in the first paragraph, the fact that all in-game items are ERC-1155 tokens means that a player can at any point in time sell the item on the secondary market, whether it's OpenSea or another marketplace.

### Evolve your civilization

Modeled after the Kardashev scale, all planets in EXO start from a type 0 civilization, and by researching items can advance to the maximum of type III civilization, which is the pinnacle of evolution.

### Increase your stats

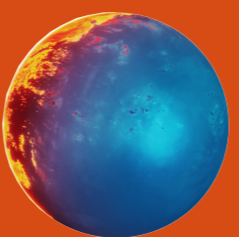
All planets in EXO have four base stats. Attack, defense, reach and health. By researching different items, the majority of them being unlocked based on the planet's level, a player is able to increase the stats of their planet. Some might focus on making a planet the meanest, baddest planet with all the attack power in the universe. But our advice? Balance your stats.



# Gameplay Player vs player



Attack



Planet A  
600 ATK  
200 DEF

Planet B  
300 ATK  
400 DEF

$600 * 100 / (600 (ATK) + 400 (DEF)) = 60\%$  chance to win



Request random #

Response random #



VRF

Response random #

between 0 and 0.6

- Planet A wins the attack
- Planet A wins 100 XO coins
- Planet A loses 10 ATK points
- Planet B loses 30 DEF points
- Planet A cannot attack for the next 10 minutes
- Planet B cannot be attacked for the next 30 minutes

between 0.6 and 1

- Planet A loses the attack
- Planet A loses 50 ATK points
- Planet B loses 10 DEF points
- Planet A cannot attack for the next 10 minutes
- Planet B cannot be attacked for the next 30 minutes



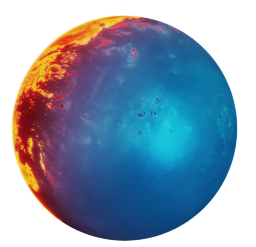
Planet A  
590 ATK  
200 DEF



Planet B  
300 ATK  
370 DEF



Planet A  
550 ATK  
200 DEF



Planet B  
300 ATK  
390 DEF

Some mechanics, percentages and rewards might change in the final release.





# Gameplay

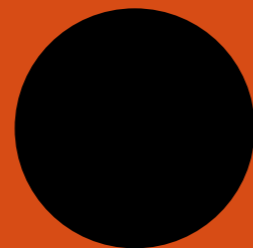
## Player vs environment

A large part of the first season's experience is PVE battles against NPC (non-player characters). Smaller NPCs will reward with XO token rewards while the larger ones will reward with a percentage of the **20% reward pool** set aside from mint proceeds. PVE battles will be setup as world-events (or rather galaxy-events) where all players will be able to attack the spawned NPC.



Planet A  
6000 ATK

Attack

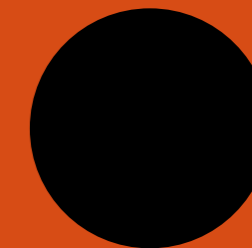


Boss 1  
300m HP



Planet A  
6000 ATK

Attack



Boss 1  
245 HP

battle continues as all players attack until the boss receives the last blow

**DAMAGE = 6000 \* 25% = 1500** → **Boss 1 dies**

REWARD



Request random #



Response random #



VRF

**DAMAGE = 6000 \* random %**

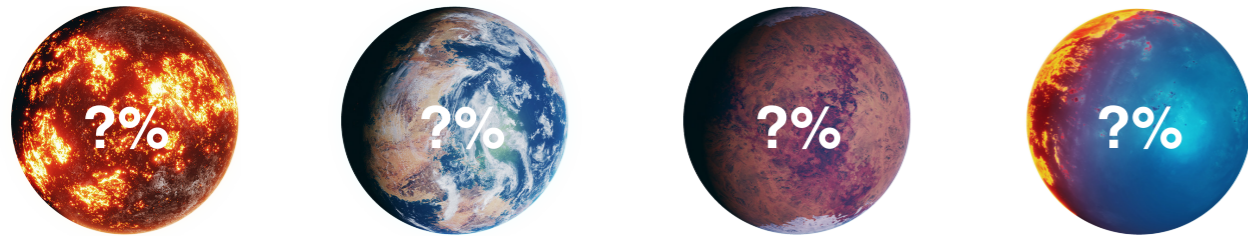
Some mechanics, percentages and rewards might change in the final release.



# Rarity

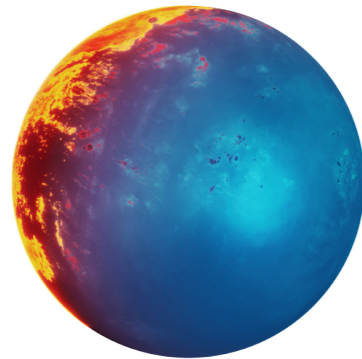
## Planet rarity - visual

All planets in the EXO universe are completely randomly generated, and each one of them is assigned a particular biome. Some of the biomes are Desert, Tundra, Magmatic, Waterworlds or Earthlike. The final rarity score will be revealed post-mint.



## Planet rarity - resources

Even though resources do not come into play in the first iteration of the game, everything revolves around them in Season Two. Elements are scattered throughout the galaxy and some are rarer than others.



Planet A

Resources	Quantity
Titanium	High
Diamond	Low
Carnelian	Medium
Platinum	Very low
Element X	Extremely low

## Civilization rarity - visual

We start with 6 base archetypes. Each archetype has it's own rarity and skin/pattern variations. We add armours and items that each have their own internal rarity. And finally, pets. We estimate that initially only a VERY small percentage of all civilization NFTs will have pets accompanying them.



# Game economy

## XO token

The XO token is an ERC-20 token designed to be the one and only in-game currency. Initially minted on Polygon, we will be setting up several liquidity pools for the major tokens on Polygon, and also setup a bridge to Ethereum Mainnet

### Faucet

Players will be able to draw from the faucet on a daily basis. The amount that the faucet releases depends on the players level. And it doesn't accumulate over time.

### Daily challenges

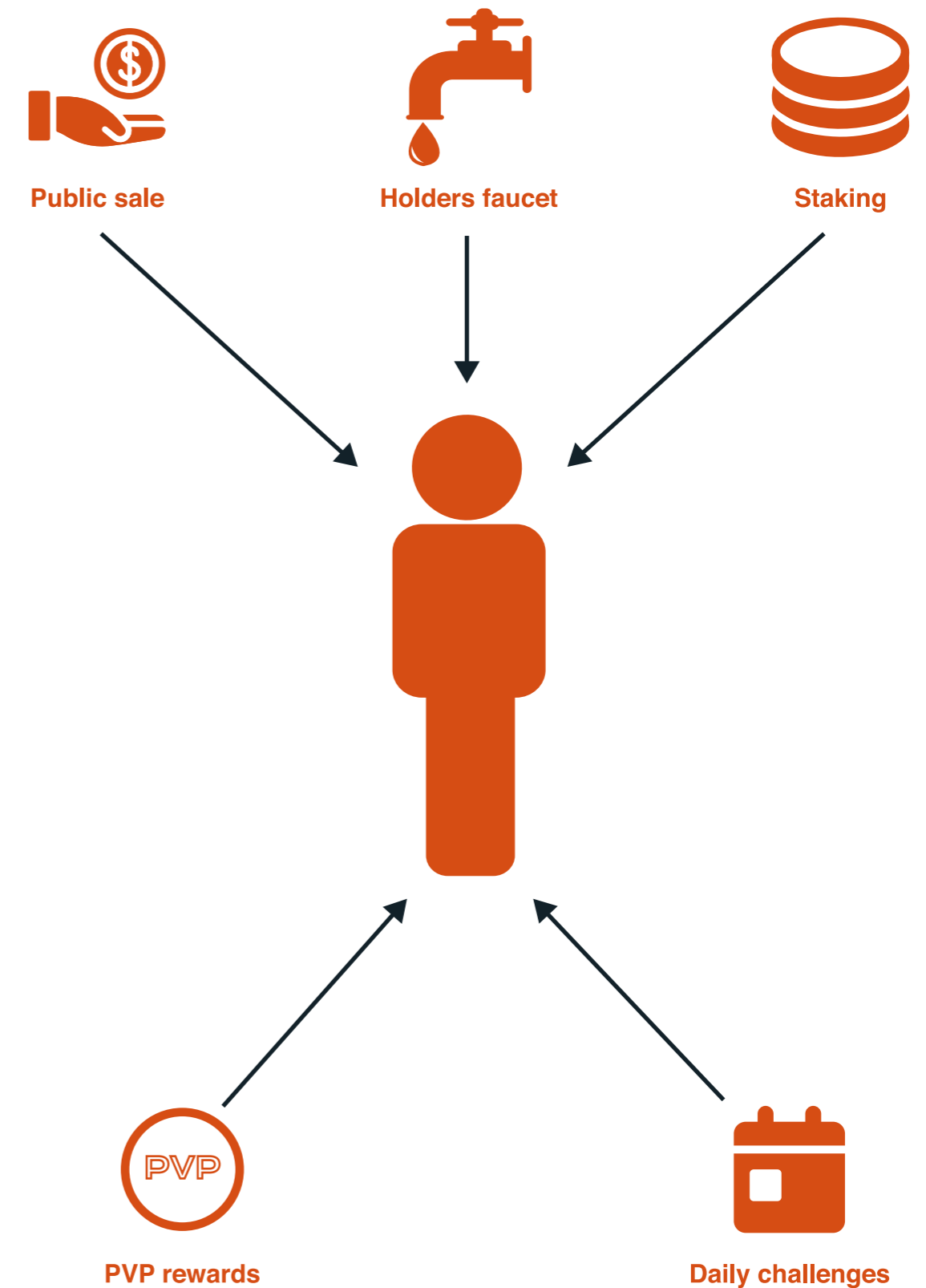
Challenges will vary from having a certain number of PVP battles during a 24h timeframe to researching a specific item. Players who will complete their daily challenges will receive an extra allocation of tokens for that day.

### Battle rewards

Attacking other players is fun. Winning the attack is even more fun, considering that you'll be rewarded with XO tokens.

### Staking

XO token holders will be able to stake their tokens for a competitive APY and at the same time provide in-game stat bonuses.



## EXO fund

For us at EXO, community is everything. And that's how the **Galactic Council** was born.

## Galactic Council

The **Galactic Council** is a DAO where the main planet NFTs are the governance tokens. The purpose of the DAO is to make sure that all grant submissions are given the fairest assessment and the projects submitted by the community enhance and expand the EXO universe.

## Grants

With such a diverse community, EXO is looking for those artistically inclined individuals that can take part in shaping the EXO extended universe. So whether you are a master wordsmith crafting worlds out of thin air or you have the painterly genius of a Renaissance artist, we want you. You will be able to submit your proposal idea to the Galactic Council, and if your project passes the guidelines you will be issued a grant funding it.

## Source of funds

The treasury of the Galactic Council will receive funding from multiple sources.

- A percentage of the XO coin public sale
- A percentage of all coins that will be burned in transactions



# Tokenomics

## Allocation

Our goal is to create a high value P2E blockchain game universe paired with a healthy economic model. To do so we need to create a liquid, sustainable economy which rewards early adopters and future users for years to come.

The XO token will have a fixed total supply of 10,000,000,000 (ten billion) tokens, split into multiple allocations as follows:

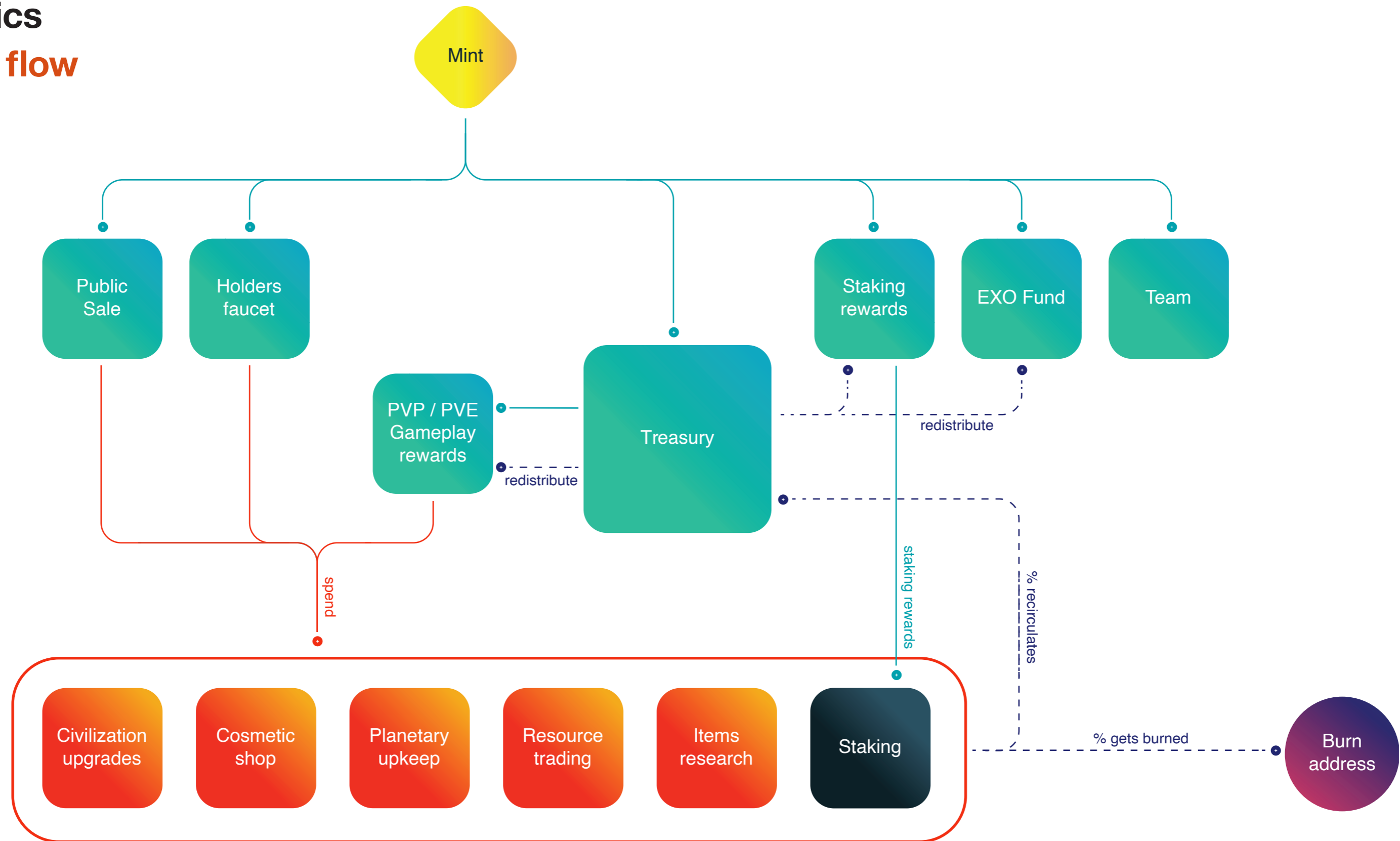


Allocation %	Token amount
<b>NFT Holder Faucet</b>	5% 500,000,000
<b>EXO Community Fund</b>	5% 500,000,000
<b>Team</b>	15% 1,500,000,000
<b>Public Sale</b>	20% 2,000,000,000
<b>Treasury</b>	20% 2,000,000,000
<b>Staking rewards</b>	10% 1,000,000,000
<b>Marketing</b>	10% 1,000,000,000
<b>EXO IP Development</b>	15% 1,500,000,000

\*The **Team** allocation will be locked for a period of 12 months and then vested distribution.

# Tokenomics

## Economy flow



## Season two and beyond

When we started working on EXO, the whole team pitched tons of ideas about what the game should be and what features it should have. And most of them were too good to pass on.

What we decided in the end was to bring forth EXO - Season One, which introduces all the core mechanics and then iterate and expand, adding new features and experiences in batches that we call Seasons.

### Season Two

While pre-production is already on the way, with our team of artists working on concept art and our game designers working on new mechanics, we have already compiled a list of features that will be available in season two.

#### New classes

While the original planet holders will only remain 9999, we will be increasing the player base by adding a new class of players: Starships. Each Starship can be one of a multitude of classes, from mining vessels to transport ones, from peace keeping military ships to marauders. Each starship class is only able to execute certain tasks, so collaboration between players is crucial. Or is it?

#### New resources

Each planet holds inside a number of raw resources. From metals such as aluminum and titanium to more exotic diamonds and carnelians all the way to the rarest of them all "Element X", these resources are key to item production in Season Two. So they will need to be mined, processed, refined, transported and finally sold in order to use them.

#### Metaverse experience

The trading outposts are envisioned as neutral grounds where players can engage in transacting the precious resources needed for their item crafting. Walking through the vast spaces of the outposts is a first person experience that will allow you to interact directly via text/voice chat with other players.





## Season two and beyond

### New mechanics

Mining, refining ores, transporting and defending them against marauders are new mechanics that will massively increase the immersiveness of the EXO universe.

### Factions

Join other like minded players by forming factions, choose your alignment and pool resources that will allow you to advance a lot faster. Not to mention the added bonus of not being attacked by members of your own faction .

### New in-game items

We have a plethora of new items planned, but the one feature that excites us the most is the ability of players to research and build new spaceships. Once you have the schematics, and you have the necessary resources a new ship will be minted. Use it for yourself or sell it for profit, the choice is yours.





(concept) - Trading outpost, a first person experience for players to engage in trading the resources much needed for crafting Season Two in-game items.



(concept) - Mining operation. Players operating mining class ships will be able to lease mining rights from planet holders and extract the raw resources that will be traded later in the Trading Outposts. Each mining operation will be individually upgradable in order to increase the resources yield.

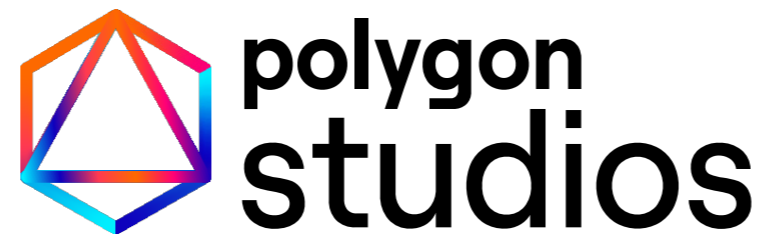
# AUCTIONEER



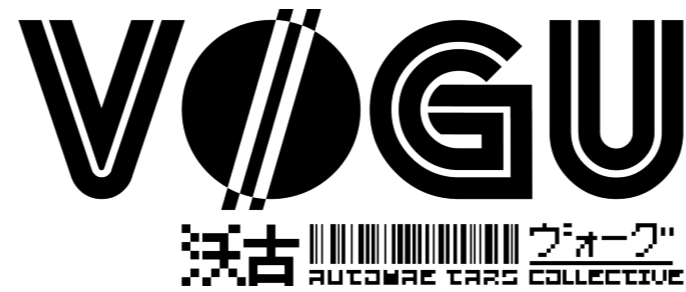
(concept) - Auctioneer. Players will be able to interact with both NPCs and other players in order to trade resources in game.



## Partners



The Mars Society



# Team



### 0xOd1n - Factotum

Web3 convert, previously building things in a Web2 world.



### 0xEWP - Project manager

Award winning producer with 15 years experience in cinematography, virtual production and project development.



### DRMWVR - Game design

Blockchain game designer with +6 year experience in web2 game design.



### 0xMj0In1r - Developer

Award winning developer with over 10 years experience in Web2 and Web3 projects.



### Killborn - Illustrations

Award winning concept artist with 15+ years experience in video games and film. Recent projects include Game of Thrones, Killzone Shadow Fall and Horizon Zero Dawn.



### yop - Illustrations

2D digital artist with over ten years of experience in the gaming industry. In addition to video games like Call of Duty: Black Ops III, yop also worked on several board games such as Star Wars and Arkham Horrors.



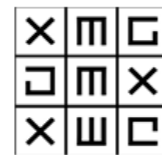
### Terra9 - Illustrations

Mixed media digital artist currently working in the gaming industry. Terra9 has worked on a variety of projects including video games, anime, and comics.



### KrogRichardt - Developer

Seasoned developer with 10+ years of experience and a strong background in production and visual effects.



### XMG - VFX Supervisor

20+ years of experience working on movies as a visual effects artist and visual effects supervisor



### MultiversX Team

Responsible for one of the most trusted projects on MultiversX



### BØR - Music & Sound design

Many years in the music business as a songwriter, score music composer, producer, sound engineer

# Disclaimer

## Disclosure

No part of the Website, Project or any of the Materials should be considered to be business, legal, financial, investment, or tax advice, or advice of a broker regarding any matters to which all or any part of such information relates. You should consult your own legal, financial, tax, or other professional advisors regarding any such information.

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