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BrawlArena is a *in-house gaming platform* that will bring to the market a series of multiplayer games which will allow non-crypto players to join and get assimilated into the crypto world.

Think of **BrawlArena Platform** as a list of multiplayer 2D games, with a crypto economy around itself, where each and every playable character and item used inside the game will be an increasingly profitable NFT to hold, trade and use. As these NFT's are not only meant to be capital investment but also usable items, some get burnt upon use and some will be rare collectibles that give bonuses for the holder in the game and on the BrawlArena Platform if they are staked.

WHY COMPETITIVE GAMING

We founded BRAWL ARENA out of the necessity of utility to crypto markets!

The team behind BRAWL ARENA PLATFORM has over 10+ years of games development experience combined between the team members and we have worked as a small independent game developer group since 2009.

Business development and prospecting are some of the aspects we love, because you can have a great idea but with a bad or incomplete business model, things are set to fail, like a game of jenga. Because one can not survive without the other.

The current craze of player ownership is growing at an unprecedented rate. We have never seen such a growth since the boom that propelled mobile gaming to where it is today.

Player ownership is a great aspect of the blockchain, which regular networks aren't able to achieve with full transparency.

However the player ownership we believe has an issue currently, and that is it is very expensive for each player to own an NFT that is very priced up. Sure some will afford to own such an expensive NFT, but what about the other 99% of the platform that brings value to the community?

Because after all, a gaming platform can't survive with only 3 players it needs it's entire community to be active and prosperous. That's why we want to introduce the new upcoming fractionalized ownership in NFT's.

How will this improve player ownership and the gaming industry?

1. Goodbye huge fees to pay in owning an NFT. Fractionalization solves the liquidity issues that come with regular NFT's. When you are selling a high priced NFT, you need to wait a lot of time for new investors that can afford to buy the NFT from you at that high price.

With F-NFT's you can split the ERC-721 token into multiple ERC-20 tokens and each of them can be sold individually, like shares in a company.

2. Goodbye dictatorship ownership. With shared ownership we now have a democracy around our investment. No more one person calling a price and inflating it at 100x the original price because of the FOMO around it. Now we will have the value of each NFT be realistical as the more shared owners it has, the higher the demand of that 1 NFT, which can drive a lot of interest and pump the NFT price higher than before but within the shared ownership the price can explode as each share in the NFT is priced by it's own holder so the new price calculation comes in place on an average.

Also no more whales to own every catalog of rare NFT's, now the little guy has a chance of holding a portion of the liquidity of that said rare NFT.

3. Fees: Now here is a concept that before the minter would've had the privilege to set a % as curator fee annually. As a democracy token, the shared owners of the NFT can cap that fee to a certain value to prevent high fees.

That means, the shared owners decide how much the original creator get's as a bounty reward in the long run.

4. Never before was easier to monetize your NFT than now, why? because before you had to pay a high amount of GAS fees for minting and then price your NFT accordingly as the creator would have to pay another GAS fee for placing it for sale.

So the value of that NFT unless has utility to it, and that utility is very rare, then the creator would've sold the NFT at a loss, or maybe in a long period of time. With F-NFT's that changes, no more selling the entire thing, but by selling small pieces of it,

The creator now can get a lot of people interested in the art he does or the music he creates, and have their followers own a small portion of it, bringing to fruition the NFT.

By introducing F-NFT on our platform combined with our AIR(Activity Incentive Reward) Score system, players will no longer be confined to centralized ownership,

The gaming industry is one of the largest industry in the world, in 2020 global gaming sales rise 20% to nearly \$180 billion, followed by a steady growth taking a jump in 2021 after the release of the next-gen PlayStation, Xbox and more Blockchain Gaming platforms like AxiInfinity that helped gamers earn money through their passion.

Creating the [BRAWL ARENA PLATFORM](#) with in-house games, will allow for future market capture and establishing a new gaming industry competitor on the blockchain, which will not only bring competition for the business model but also will push the innovation forward as those who will stop innovating will lose their market share.

The main drive our team is relying on is that all the big crypto companies could overnight become the googleplay of the crypto world, but for some reason they are lacking the vision.

So we decided to do something about it. **BrawlArena Platform's** future is to become a well established game distribution platform, with a well documented SDK for all developers to release their games over the blockchain with ease. But for the current scope we want to keep it small and effective. To prove the concept and deliver a bug free system that works, and can easily then be implemented in every game project.

DEFI PROBLEMS

- Struggling to bring functionality and purpose to the community around their tokens.
- Lack of marketing potential, everything in the current crypto market is FOMO, it's been that for the past 5 years, with the exception of a few major projects.
- Extremely Low Stability and Sustainability of the ecosystems around the tokens.
- NFT's and "Community Tokens" have zero utility; the majority of the tokens that claim to have a functionality around their token have actually no use case and are all just talk but no bite. Creating a token that is stackable to get more tokens makes no sense, as long run it will just fade away. Look in the current market and see that 90% or more of the projects released over the past 2 years are now dead. Or barely surviving at minimum pricing range, because in the long term there is no usability over their ecosystem outside the fomo they initially created around their unfunctional token, resulting in more than 70% of their token holders actually losing initial investment and not being able to recoup their losses in the long run.

OUR MISSION

- *Create an ecosystem of PVP 2D games similar to brawlhalla or stickman fight, that are interlinked to each other through a decentralized platform that will allow all playable characters to be transferred and used across all our games catalog.*
- *Create a low fee ecosystem with an easy interface that allows the community to scale exponentially, using BSC or Polygon Bridge (TBA).*
- *Become a community-focused and community-driven gaming platform, fully decentralized in every sense of the word when it comes to blockchain transactions.*

THE BRAWL ARENA PLATFORM

The very first game we want to bring to the platform will be a **Real-Time Multiplayer 2D Platformer game called “BRAWL ARENA VALOR”** which is the debut name of the project, that will allow players to get rewarded for their activity. Our new system called AIR (Activity Incentive Reward) will give users the chance to increase their income by simply playing and winning live matches, and eventually adding an in-game mission system for collecting unlockable NFT's.

If you hold the \$VALOR token in your wallet you get rewarded a base fee of 1% through the redistribution contract.

But if you play and engage in the gameplay, your redistribution % will increase to a maximum of 5% per wallet. Giving some AIR to those involved.

The BRAWL ARENA NFT Holders, will benefit from an in-house CMS for their acquired assets, where all shares in NFT's and traditional NFT's owned can be viewed and see how their pricing was affected in the past, and see future projection gains.

The SON (Shared Ownership NFT) system will allow all the above and more as we develop the BRAWL ARENA PLATFORM.

GAMEPLAY FUNCTIONALITIES

The gameplay will consist of several functionalities and features:

Compete in Real-Time 1vs1 multiplayer matches.

Join Tournaments and compete against 10 other players.

Future planned matchmaking team vs team mode, where players can match with their friends or competition partners and compete in live battles, against other teams.

Future planned streaming service and platform, where other players can watch top players play and support them by donating \$VALOR tokens.

REWARD SYSTEM

The platform will take a 5% fee from all PVP matches, from which 25% will go to a random pool for rewarding consumable and rare equipable NFT's that will be awarded to all players.

This means everybody that will compete in PVP games get an entry ticket and possibility of winning an in-game usable NFT.

The NFT list will consist of consumable items such as health regeneration that can be used during PVP matches, which will be burnt upon use. Other NFT packages will consist of equipable item sets. Example: ***Rare Mask Of Jungle*** which will give a super rare stats trait, like regenerating life over time by a % amount.

FUTURE SUSTAINABILITY

In order to have enough funds for development and platform recirculation funds, the platform will retain in the beginning 5% in the form of an in-game transaction fee. Meaning every time "VALOR" Tokens are on the platform to purchase, sell or mint NFT's 5% fee will be deducted from the holders wallet.

This 5% fee will allow for early development, marketing and the ecosystem to sustain itself.

After the platform goes live and the user base grows, the 5% fee will be automatically be lowered by 0.025% of the 5% fee for each 1000 transactions that happen until a minimum base fee of 1% will be reached.

BUY BACK

When a user sells out his “VALOR” tokens, the ecosystem will buy back the tokens from him.

BURN

50% of the tokens bought through buyback are immediately burned. This creates a true burn, meaning the real value is exchanged for the tokens that are sent to the burn wallet, which in turn increases the price as demand will increase and total supply will steadily decrease.

TOKENOMICS

Total token supply: 100,000,000 VALOR

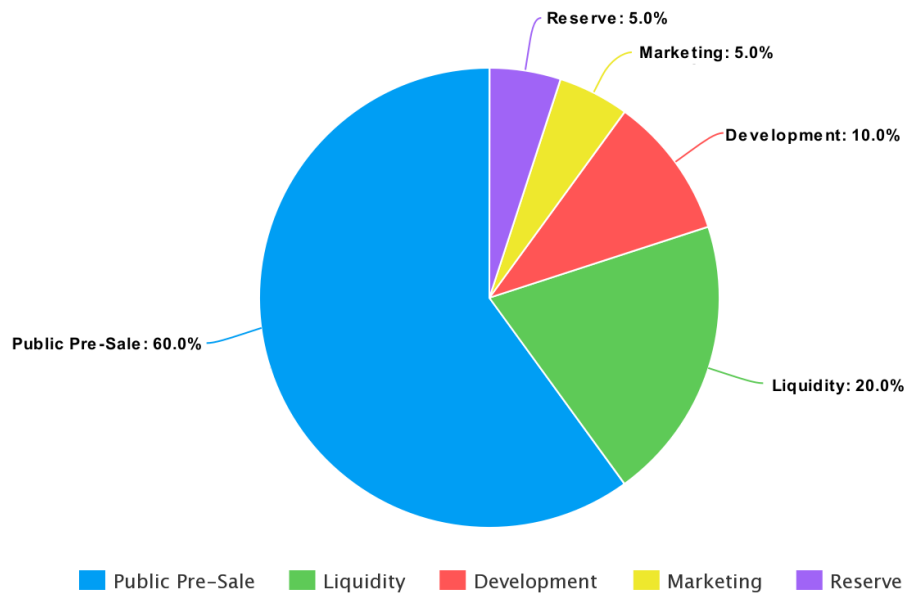
VESTING

Developers: 3 month linear vesting

Marketing: 1 month linear vesting

Reserve: 3 month linear vesting

TOKEN ALLOCATION



Pre-sale information:

There will be 15 Pre-sale Stages

Starting with Pre-Sale Stage 1 with a 50% token bonus at price of 0.018 USD per VALOR

After all Stages are completed, 50% of the remaining tokens that are not sold will be used in airdrops, bounties and 50% will be burnt.

DEVELOPMENT ROADMAP



Q4 2021

Hold Pre-sale, distribute tokens and add liquidity pool.

Q2 2022

Create and complete Gaming Smart Contracts and audits.

Release BRAWL ARENA PLATFORM CLOSED Alpha access for stakers and begin extensive testing.

Launch Open Beta test for 1st game.

Q4 2022 and beyond

Launch a series of 2-5 new games using the backbones of the 1st game, to grow the user base.

Aggressive marketing for each released game and NFT's released.

Open platform for all developers across the world to deploy games on the BRAWL ARENA PLATFORM.

Q1 2022

Develop VALOR staking contracts and submit for audits

Release BRAWL ARENA's 1st game in Closed Alpha and begin debugging using community as private testers.

Q3 2022

Launch stable version of BRAWL ARENA PLATFORM

Begin aggressive marketing and find strategic partners for marketing.

Development of SDK for platform expansion

Referral bonus activated:

For each investor referred there will be a 2% bonus.
The referred investors will get a 2% bonus on their token purchase for the initial 5 purchases. That amounts to 10% total bonus in tokens.
For the referral there will be a 2% bonus of the purchases made for all the referred customers.

As an example: If the referral brings 100 customers and all purchase 10,000 VALOR tokens, the referral keeps 2% of each transaction they make. That will get everyone winning and invested.

Moderator slots to be awarded to the top 5 referrals.

Join <https://pre-sale.brawl-arena.com/referral?referral> to read more

All information in this document is subject to modifications, as we keep developing the platform so will this document.

Website: <https://brawl-arena.com>

Telegram Group: https://t.me/brawl_arena_official