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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 the F-NFT's will work in the BRAWL-ARENA PLATFORM and their purpose.

The main key feature of F-NFT's is that multiple owners can exist of the same 1 NFT by buying

“shares” or governance tokens which will directly impact the price of that NFT and allow it's owners to have a vote in what happens with the NFT.

Use case scenario on BRAWL ARENA PLATFORM will be the Land of A-Aron or LOA-A. Where every group of people can join and purchase a position in the map and establish their “guild's headquarters” this plot of land, will be owned by the entire team, and have a democratic voting system of what happens with the taxation of their land, if they plan on stacking the plot of land, or rent out their headquarters to other guild's that can't afford to own a plot of land.

Features of the HeadQuarters, promoting adding more owners, creating more shares to be able to bring new owners in the HeadQuarters. Voting system to sell, rent or stake the plot of land.

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

Brawl Arena Is Going To Benefit For The Past Years Of Innovation The Blockchain Has To Offer Today. All The Projects That Came Out And Struggled Across The Past Years Have Made Possible For New Platforms For Consumers To Emerge And Bridge The Crypto World To The Non-Crypto User Base.

The Target Of The Project Is Simple. Develop A Platform That Simplifies The Interface That Anyone Can Understand It And Can Use It Very Easily. In 3 Steps. Automatic Login With Wallet Address, Purchase Of Tokens Instantly On The Platform, Download To Play Or Play Directly On Your Device With No Download Over The Browser.

As We All Know This Is All Achievable Yet, Simplifying The Usability And Attracting Non-Crypto Community Is A Big Hustle. Not Everybody Understands What Crypto Is, And Not Everybody Will For Sure Understand How It Works. However If A Task Is Given To A Person To Input Or Press A Button In Order To Do An Action, Most Internet Users In Our Day Can Do It Without Any Tutorial Or Instruction, As Long As That Field Of Information Given Where To Input Is Self Explanatory And The Button To Be Pressed Doesn't Need Explanation By It's Own Design.

The Platform Will Take 2.5% Fee On Cash-Outs, And 2.5% On Buy-Ins To Cover The Transaction Costs And Provide Enough Liquidity Needed For The System To Sustain Itself Over Time. At The Current Writing The 5% Fee Is Enough To Cover The Ecosystem And Most Of The Friction Across The Blockchain, However In The Future We Might Need To Increase The Fee Or Lower It.

(Hopefully For The Benefit Of The Users And The Growth Of The User Base, That We Will Find Ourselves In A Future Where The Fees Can Be As Low As Possible So That Anyone Can Afford To Join Our Platform).

During A Game Session (Called Session From Now On) The Players Are Presented With The Following Options:

!!!!Real-Time Gameplay Over Blockchain/Hybrid Solution In The Beginning!!!!

Minimum Buy In Of Tokens To Fill The Account Balance In Order To Join Live Skill Based Betting Games Will Be 100 Valor At Current Set Price Of $\$0.01\text{usd}/\text{Valor} = \1.00 Usd (Subject To Change Based On The Value Of $\$ \text{Valor}$ At Real Time Exchange)

1vs1 Betting Match

2vs2 Betting Match

5vs5 Betting Match

(More Multiplayer Modes Even Battle Royal Is Considered However It Comes With Ups And Downs And The Focus Should Be On Deliverable Scopes Than Over Complicating The Process Of Development)

Wagger Options - 1 Valor | 2 Valor | 5valor | 10 Valor | 20 Valor | 50 Valor | 100 Valor | 1000 Valor | 10000 Valor Etc

Minimum Cash Out 2000 Valor / \$20.00 Usd

Everytime A Buy-In And Cash Out Happens The Platform Will Take 2.5% Fee, From Which Will Deduct Transaction Costs And The Rest Will Be Added To A Vault Contract From Which 10% Will Go To Development And Maintenance Of The Platform, 20% Will Be Added To A Secondary Jackpot Vault, Which Will Pick A Random Player Every Week That Played Atleast 1 Skill Based Betting Match, And Reward 10% From The Pool & 20% Will Go To Nfts Raffle Vault That Will Pick A Random Guild From The Game And Reward Them Consumable Nft's And Rare Nft's That Can Be Used Between The Guild Members, Traded With Others, Rented, Or Just Used In-Game For Additional Gameplay Bonuses.

The Remaining 50%

Will Go To A Daily Reward Pool And Be Distributed As Following:

5% Rank 1 Player Reward Across The Platform (The Player That Holds Top Rank Over The Entire Portfolio Of The Games)

20% Rank 1 Players Across All The Games Over The Platform (Can Be Multiple Games With Multiple Rank 1 Players Ex: 10 Games 10 Top 1 Players =2% Each)

20% Top 10 Ranking Players On A Random Game Across The Platform

20% Random Guilds Reward For Guilds That Keep Themselves In The Top 10 Over 5 Games In The Platform.

15% Covering Transaction Fees For Top 10-20 Players That Are Ranked Based On How Many Games They Won/Lost Across All The Games On The Platform.

5% Redistribution Reward For All Token Holders That Stake Their Tokens For 30 Days

5% Crumbs Distribution For Losers They Can Claim A Little Amount Back From Their Losses To Get An Extra Chance To Play Again And Try Recoup Their Losses.

10% Play To Earn Minigames.

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

Soft Cap: 125,000.00 USD

Hard-Cap 350,000.00 USD

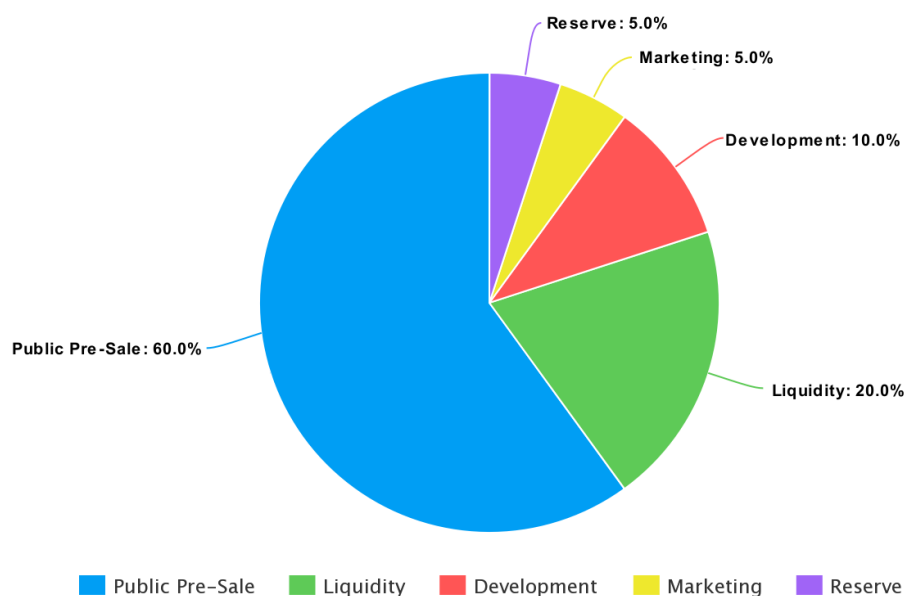
VESTING

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 0.012 USD per VALOR and ending with Pre-Sale Stage 15 with a 12% token bonus at a price of 0.04 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.

Referral Campaign

There will be a moderator slot campaign in the community for the top 5 referrals.

How to join

The referral campaign is open to everybody that joins the pre-sale.

Login on the pre-sale platform at <https://pre-sale.brawl-arena.com/>, and on your dashboard you have a referral link. Copy it and share it on twitter with relevant hashtags and content regarding Brawl Arena Valor

The hashtags are **#BrawlArenaPlatform \$Valor**

Information about the project can be found in the whitepaper on the official website

<https://brawl-arena.com>

Referral Rewards

20% of each purchase that happens from the customers referred.

Simple math example: (100 customers referred to in Pre-Sale Stage 1, at a minimum buy-in of 4000 Tokens, that is 400,000 VALOR tokens, the referral gets awarded 20% of the amount, which is 80,000 VALOR tokens.) This method will provide proof of work and commitment of the future moderators, and will incentivize them to do the work needed for their portfolio and the community to be successful.

Referred customer rewards:

For the first 5 purchases during the pre-sale period new referred customers get 20% for each purchase that is a 100% bonus in token purchases. So if they buy 5x 4000 = 20000 + 4000 a full purchase bonus.

The moderator slots will be announced at the end of Pre-Sale Stage 1 which starts on 10 December 2021 and will end once sold out.

Pre-Sale Stage 1 Goal: 6,000,000 VALOR tokens to be sold. at 0.012 USDT / VALOR with a bonus purchase of 50%. (this will be applied to those that were not referred, the referred customers will get an additional 20% on their purchase)

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

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

