



[Brawl Arena](#) 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.

WHY

COMPETITIVE GAMING

We are a team composed of young developers that love the crypto world and games. We love playing, viewing and of course building games.

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 AxieInfinity 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.

DEFI

PROBLEMS

- Struggling to bring functionality and purpose to the community around their tokens.
- Lack of marketing potential.
- Extremely Low Stability and Sustainability of the ecosystems around the tokens.
- NFT's and "Community Tokens" have zero utility.

OUR MISSION

- *Create an ecosystem of PVP 2D games 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.*
- *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 game**, which 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.

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.

REWARD SYSTEM

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

This means everybody that will compete in PVP games get's a raffle ticket and possibility of winning a 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 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 and burn 50% of them.

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

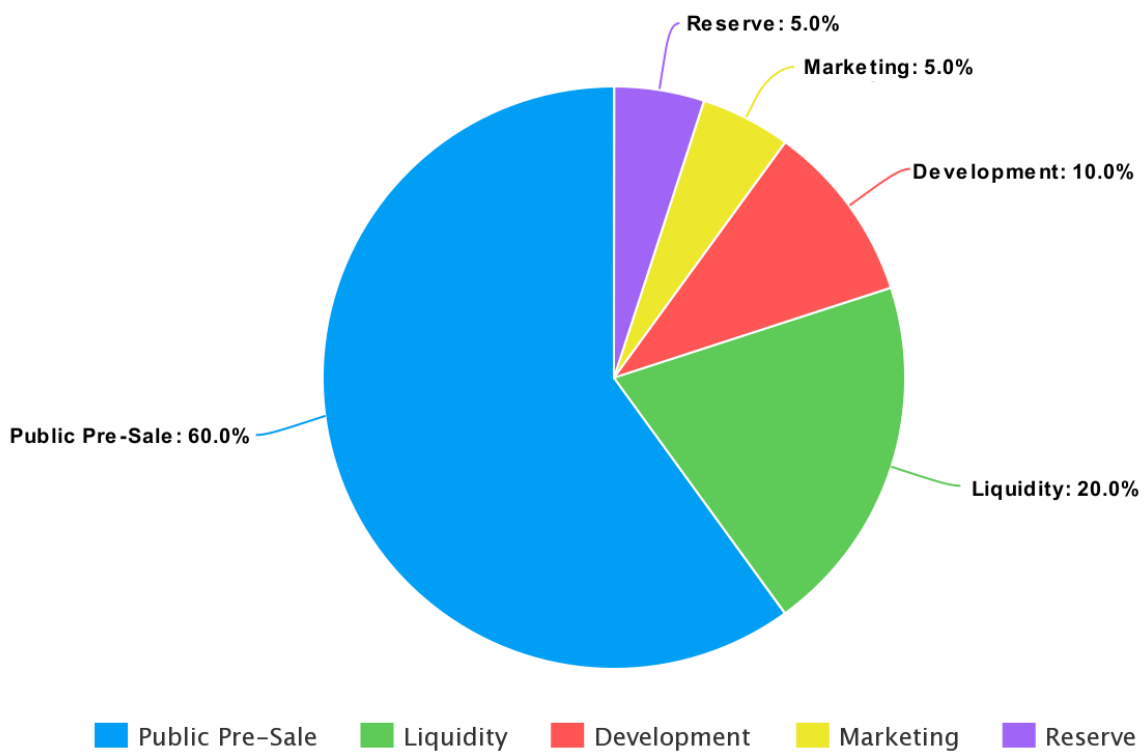
VESTING

Developers: 3 month linear vesting

Marketing: 1 month linear vesting

Reserve: 3 month linear vesting

TOKEN ALLOCATION



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